



ZEITGEIST™

THE GEARS OF REVOLUTION

PART
8

DIASPORA

FROM THE
PEN OF THURSTON HILLMAN

A FANTASY ADVENTURE FOR
PERDURABLE HEROES OF LEVELS 13-14

COMPLETELY COMPATIBLE WITH THE
PATHFINDER® ROLE-PLAYING GAME

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



A Fantasy
Role-Playing
Adventure by
EN PUBLISHING
7 Rutland Court,
Balaclava Road
Southampton,
Hampshire
England SO18 6RX



EN Publishing is
an imprint of
EN World.
Please visit
www.enworld.org



From the Pen of Thurston Hillman
Conversion and Additional Material by Ryan Nock
Evocative Cover Illustration by ShenFei
Stunning Cartographic Displays by James Hazelett
Jonathan Roberts
Masterful Interior Illustrations by Claudio Pozas
Dede Putra
Eleni Tsami
and artists of history
with Layout and Graphic Design by Frank Michienzi

Special Thanks to my sister Aynsley and her five remaining eggs. Thanks for helping dad put up those awful Xmas lights; it gave me more time to work on this.

Ably Produced and Facilitated by Russell Morrissey

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinder-RPG/compatibility> for more information on the compatibility license.

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinder-RPG for more information on the Pathfinder Roleplaying Game.

Everything in this book, other than the covers, the title and table of contents pages, the illustrations and maps, character and place names, story elements, trade dress, "EN Publishing," EN Publishing logos, and EN Publishing product titles and product logos, is designated Open Game Content.



INTRODUCTION	1	ACT TWO:		ACT THREE: TO FALL ONCE MORE ...	58
WHEREIN THE PAST MAY BE		I'VE BEEN AROUND THE WORLD ...	28	Twists in Gaming	58
BEST LEFT FORGOTTEN	1	APOCALYPSE THEN	28	ONCE DOES NOT SIMPLY WALK INTO METHIA ...	58
<i>Personal Stories</i>	1	<i>Watcher in the Dark</i>	28	<i>What Do We Know?</i>	58
BACKGROUND	2	<i>Holy Patrol</i>	29	<i>Preparation</i>	59
Terminology Update		<i>Vigil Longis</i>	29	<i>Getting There</i>	59
Eladrin vs. High Elves	2	The Perpetual City	31	Dead Magic Methia	59
Adapting the Adventure	2	<i>Bramblehome</i>	32	METHIAN WARGAMES	60
<i>The Holy War</i>	2	Aren't Lycanthropes Evil?	34	<i>Military Presence</i>	61
<i>Kasvarina's Past</i>	2	<i>It Takes Two to Tragedy</i>	37	<i>Sample Units</i>	61
<i>Recent Events</i>	4	<i>More than One Way to Skin a Weretiger</i>	37	D(ANOR)-DAY	62
PCs in the Obscurati	4	RAIDERS OF THE LOST ARC	37	<i>Terrain</i>	62
ADVENTURE OVERVIEW	4	<i>Vision of the Far Past</i>	38	<i>Tactics</i>	62
<i>Adventure Layout</i>	5	<i>Vision of the Near Past</i>	39	<i>Aftermath</i>	63
<i>Key Locations</i>	5	<i>Vision of the Near Future</i>	40	ASCENT OF SCREAMING SOULS	64
<i>NPC Roster</i>	6	<i>Vision of the Far Future</i>	41	<i>Encounters on the Climb</i>	64
<i>Rewards</i>	7	<i>Aftermath</i>	42	<i>Memory-Event: Distributed Plan</i>	65
<i>A Final Word Before We Start</i>	7	THE LOST ARC OF REIDA	43	<i>Memory-Event: New-Borne Minion</i>	65
Pacing and Leveling	7	<i>Memory-Events</i>	43	<i>Borne's Awakening</i>	65
Character Themes in the Adventure	7	Manifesting	43	<i>Memory-Event: Puppet Mastery</i>	66
ACT ONE: FORGOTTEN RUINS	8	Multiple Memories	43	<i>Memory-Event: Skyfall</i>	66
MISSION BRIEFING	8	Ending the Memory-Event	43	<i>Memory-Event: A Second Creation</i>	66
<i>Face to Face</i>	8	Dangers and Aftermath	44	<i>Memory-Event: Epidemic</i>	66
<i>Other Missions against the Obscurati</i>	9	<i>Caught Up in the Moment</i>	44	Skyseer Vision of the Gyre	66
Meanwhile in the News	9	<i>List of Memory-Events</i>	44	<i>Memory-Event: Founded in Secrecy</i>	67
Targeting Axis Island?	10	<i>Mental Stability</i>	45	Bypassing the Rites of the Obscurati	67
And If They Go Anyway?	10	<i>Consequences at the Climax</i>	45	FINAL MEMORY	68
<i>Elfaivar Gazeteer</i>	10	RETURN TO SENTOSA	45	<i>Memory-Event: The Great Malice</i>	68
<i>Clues So Far</i>	12	Adventuring with Kasvarina	45	Creating a God	68
Weather and Endurance	12	<i>Memory-Event: Cold Matriarch</i>	46	Killing a God	68
Docker Informants	12	<i>Memory-Event: Rescue Alliance</i>	46	ENTER THE MAIN VILLAIN	69
<i>A Spit for Good Luck</i>	12	USHANTI	46	<i>The Canon Ending</i>	70
FALSE FLAG	13	YOU CAN'T GO HOME AGAIN	47	<i>Loyalties</i>	71
<i>Naval Surveillance</i>	13	Pending Ambush	47	COUNTDOWN TO COLLAPSE	71
<i>Porteurs de Mort</i>	13	<i>Memory-Event: Forsaking Grief</i>	47	I DON'T THINK WE'RE IN DANOR ANYMORE	73
Sinking and Boarding	13	<i>Memory-Event: Family Moment</i>	48	APPENDIX ONE:	
Simplified Fleet Combat	13	LANTERN AMBUSH	48	THE ELADRIN DIASPORA	74
<i>Aftermath</i>	15	THE SIEGE OF ALAIS PRIMOS	49	THE MINOR MEMORIES	74
SEEKING KASVARINA	15	<i>Memory-Event: Srasama's Fall</i>	49	THE ENCLAVE USHANTI	75
<i>Jungle Trek</i>	16	<i>Memory-Event: Through the Breach</i>	50	KEY MEMORY – LANDS FORGOTTEN	76
<i>Two Dead Ends</i>	16	<i>Memory-Event: Triage</i>	51	KEY MEMORY – DEATH OF LAUNGA	79
<i>Right Ruin</i>	16	<i>Memory-Event: Arrest</i>	52	High Level Equipment	81
FOOTPRINTS OF THE COLOSSUS	17	RETURN TO THE VAULT OF HERESIES	53	Troop Subtype	84
<i>Ambusher or Ambushee?</i>	17	<i>Arrival</i>	53	APPENDIX THREE: MAGIC	88
GATE OF RUMAH TERAKIR	20	<i>Memory-Event: Devil's Prayer</i>	54	APPENDIX FOUR:	
ASRABEY AND THE AMNESIAC	23	<i>Seeking the Sacrament</i>	54	METHIA GAZETEER	89
<i>Convalescing Kasvarina</i>	23	Details of the Ritual	55	LAYOUT	89
Triggered Memories	24	<i>Crowded Dance Floor</i>	56	FACTIONS	91
THE ENCLAVE SENTOSA	25	<i>The Last Word</i>	57	PLAYER HANDOUT:	
<i>Places to Go, People to See</i>	25			ELFAIVARAN COLONIES	92
Sentosa	25			GM HANDOUT:	
Rumor: Shadow of Borne	26			MENTAL STABILITY	94
<i>Meet the Matriarch</i>	26				



INTRODUCTION

Wherein the Past May Be Best Left Forgotten

At the end of adventure seven, *Schism*, the party disrupted a gathering of the Obscurati conspiracy and learned their ultimate goal: alter the nature of reality by changing the order of the heavens. They also should have learned that the Ob seeks **Kasvarina Varal**, a co-founder of the conspiracy whose memories were sealed away. Should those memories be restored, she'd know exactly how to defeat the conspiracy. Divinations have traced her to ruins in the fallen eladrin nation of Elfaivar.

Memory and loss form the contours of this adventure. Kasvarina recalls the early parts of her life, but not the tragedies that motivated her to become part of the Obscurati. She knows the conspiracy has been responsible for suffering around the world, and she feels betrayed by this other version of herself she doesn't remember or understand. As she looks for a way to correct the wrongs she has committed, the party can recover an artifact known as the *lost arc of Reida*, which can bring to life places and events a person has experienced before. By traveling with Kasvarina, they have a chance to help her recover her forgotten past.

While combat and cunning will help the party protect Kasvarina from capture and reindoctrination by the Ob, a true victory will require connecting with her on a personal level and helping her stay true to the ideals she once had, rather than making the same choices all over again.

Personal Stories

This adventure has just as much action and physical confrontation as any other ZEITGEIST module, but the core conflict cannot be resolved simply by hacking and slashing. Previous adventures in the campaign have focused on investigation of criminal organizations; this one focuses on investigating a single person's identity.

We acknowledge that there's a risk of making this adventure into The Kasvarina Show. As GM, your job will be to make sure the party keeps the limelight since they are the protagonists, and to link their own personal stories to Kasvarina's.

Maybe before leaving the enclave to recover her memories, Kasvarina – who to her recollection was just recently fighting a holy war – bonds with one of the PCs because they're both veterans. Perhaps at the same time that she is grappling with whether she made the right choice to pursue vengeance against the Clergy, you can draw parallels with another PC who is seeking vengeance against the Ob, or who already got his revenge against Lorcan Kell. When Kasvarina is about to witness her past self speaking with her long-dead children, perhaps a PC receives a *sending* from a family member with happy news, to remind him of the people he's protecting.

Above all else, try to show that Kasvarina is on the party's side, at least at first. She wants to stop the Ob as much as they do, and she appreciates them coming to her aid. Though her restored memories might cause her to eventually turn against them, she should start as an ally.



One of the founders of the Obscurati, Kasvarina had her memories locked away by Alexander Grappa, one of the builders of the colossus Borne. Left with the mind of a heroic young woman and memories that stopped before the great wars between Elfaivar and the Clergy, Kasvarina was wary and confused when the agents of the conspiracy locked her up. She fought them and tried to escape repeatedly, not believing their claims that she was once their leader. When Asrabey arrived and offered to take her back to her people, she knew at least that he was a fellow eladrin, and gladly went with him.

In the months since, Kasvarina has learned of the downfall of her once mighty homeland and experienced occasional flashes of recollection when exposed to things from her past. She aches to retrace her history and unlock more memories, but her fellow eladrin refuse to risk letting her out of the enclave. Worst of all are the people who still remember her as a stern matriarch responsible for ordering assassinations, but know nothing to help her discover how she came to be that person.

She knows she lived a secret double life before her memories were locked away, and she loathes those identities – both the leader of a conspiracy of steam and steel, and a vengeful matriarch of a dying race. Somewhere, she is sure, she betrayed her own ideals, and what motivates her now is undoing the damage that other version of her wrought.

BACKGROUND

Since this is an adventure that delves into the past, there's quite a bit of background. We present it all here for you the game master, but the players will discover this in bits and pieces as they travel with Kasvarina. In brief, Kasvarina met Nicodemus five centuries ago, they tried to stop a holy war, and they ended up being responsible for the Great Malice. In the aftermath they formed the Obscurati and originally devoted themselves to defeating the Clergy, but later pursued Nicodemus's grand design to alter the planets that influence this world's fate. A year ago Kasvarina had her memory locked away by a former conspirator who was killed for what he did. Now she cannot recall anything that happened in the past five hundred years.

The Holy War

Five hundred and fifty years ago the Clergy launched a holy war against the eladrin empire Elfaivar, whose people followed a faith known as Seedism. Centuries of tension between the two religions finally boiled

over into mass violence. The Clergy conquered land in what is today Crisillyir, pushed far into Elfaivar, and sacked a few eladrin cities, but weren't able to hold much territory further east than modern Vendricce. They called this war their Victory. The eladrin called it the *Perang Devar*, or Holy War.

Five decades later, the long-lived eladrin retaliated. Elfaivaran armies reclaimed stolen lands and razed Vendricce, ships assaulted human cities along the Avery Coast, and a massive force laid siege to the cities Alais Primos and Sid Minos. Far to the west in the Clergy's capital city of Methia, the hierarchs of the faith directed the conflict through portals atop an alabaster spire known as the Lance of Triegenes, but what they saw was an inevitable defeat.

Kasvarina's Past

To Kasvarina's recollection, she was marching with the armies of Elfaivar to lay siege to Alais Primos, and then suddenly she was a prisoner in an underground fortress with walls of steel. Her captors attempted strange magic on her mind, and when that failed to restore her memories they drugged her to keep her docile.

Rescue eventually came in the form of **Asrabey Varal**, an eladrin claiming to be one of her husbands, though she never remembered meeting him. He spirited her away in the midst of a large battle she did not understand, and soon she was back in her homeland. Only then did she accept the truth that her homeland was gone, and that everyone she remembered was long dead.

Remembered Timeline

Kasvarina was born in the year 213 B.O.V. and is now 713 years old, but she looks about as old as a human in her late thirties. She remembers events up to 1 B.O.V., by which time she had already trained as a mage and soldier, married a fellow warrior named Pillai, had two daughters named Launga and Dala, and lost her husband in the first holy war against the Clergy. She joined the army of Elfaivar and became an officer, wanting to protect her now-adult children from the threat the humans posed. After that her memories are blank, but she can recover the rest during this adventure.

Meeting Nicodemus

During the siege of Alais Primos in 1 B.O.V., Kasvarina was injured, then spared from execution by **Nicodemus the Gnostic**, a clericist monk serving as a healer. He nursed her back to health and saw that they both believed the war to be pointless. He helped her escape the city and return to her homeland, where she got permission to arrange discussions between the Elfaivaran ranamandala (ruling circle of kings and queens) and the hierarchs of the Clergy. Before leaving she saw her daughters once more, since she expected she might be going to her death.

She and Nicodemus returned to Alais Primos and met contacts, but they were arrested and imprisoned off the coast of the city of Sid Minos, in a cursed vault known as the Crypta Hereticarum, where the Clergy put troublemakers to give them slow, painful deaths. Nicodemus and Kasvarina managed to contact the vault's greatest prisoner, Ashima-Shimtu, a demon who once advised a nation of fiends. Ashima-Shimtu was unable to escape the prison, but she could free Nicodemus and Kasvarina. In exchange, she offered them a powerful ritual, and asked that they use it to end the war.

TERMINOLOGY UPDATE ELADRIN VS. HIGH ELVES

We've adopted a name change mid-stream to keep things consistent between the 4e and Pathfinder versions of *ZEITGEIST*, and to clarify the difference between the people of Elfaivar and the elves who live in Risur.

Henceforth the people of Elfaivar – previously called high elves, who suffered in the Great Malice which killed nearly every woman of their race – will be known as eladrin. Though related to elves, eladrin have their own racial abilities which are detailed in the recently released *ZEITGEIST Expanded Player's Guide*. The elves native to Risur – previously called wood elves – are still normal elves. Many people were unclear on the fact that the two groups were distinct. Elves in Risur were not victims of the Great Malice.

The terminology change will be applied to the upcoming rereleases of the early adventures.

ADAPTING THE ADVENTURE

If you want to run this adventure without a pre-established global conspiracy, Kasvarina could be the only person who knew some critical secret, like the true name of a demon she used to serve, or a spell to break a curse she was responsible for laying. Her old allies or minions try to stop the party from restoring her memories.

Or you could replace Kasvarina with someone with a long history related to an existing archvillain in your campaign, giving you an opportunity to both deepen the party's knowledge of the villain while giving them a chance to learn his weaknesses.

Setting details can be fairly easily changed, with technology like muskets and cannons being replaced by rare magic. The holy war between Elfaivar and the Clergy can instead be any large scale conflict that had some memorable tragedy Kasvarina could be responsible for.

Demon's Gambit

That ritual, *Sacrament of Apotheosis*, was once used by the Demonocracy to empower its warlords. It transforms a person into the avatar of a specific belief. The feeble 'faith' of demons was merely enough to turn men into fiery giants. And there was a drawback that if the avatar died, the believers would suffer a painful, perhaps fatal backlash. But in the midst of a holy war, with millions of worshippers on either side? The ritual could create a god, and any backlash would be cataclysmic.

The Clergy had imprisoned Ashima-Shimtu centuries ago, hoping some day she would share the ritual with them. In Nicodemus and Kasvarina, she saw a chance to punish the Clergy by giving them exactly what they wanted. Nicodemus and Kasvarina were to trade the ritual for their freedom from the vault, then trick the Clergy into using the ritual to create an avatar of their god of war. The eladrin would slay it, and the power of the Clergy would be broken.

But the hierarchs were cleverer than Nicodemus and Kasvarina expected. They brought the pair to the Lance of Triegenes to witness the ritual, but rather than use its power not on one of their own, they had kidnapped Kasvarina's younger daughter Dala.

The hierarchs transformed Dala into an avatar of Srasama, the eladrin goddess of womanhood. They threw her through a portal and she landed in the battlefield outside Alais Primos and arose, confused at her sudden power but magically compelled by the hierarchs to join the battle. It did not take long for the Clergy's forces, who were prepared for her arrival, to kill her.

Her death triggered what today is known as the Great Malice, which slew almost every other eladrin woman, cast Methia and its surroundings into a dead magic zone, and transformed many of the people of Methia into tieflings. Kasvarina and Nicodemus escaped through the portal before the magic died, but only Kasvarina survived. Nic was seemingly annihilated in transit.

War's Aftermath

Kasvarina returned to her homeland and discovered that miraculously her other daughter Launga had survived, since she had been on a mission in the Dreaming. They and a handful of other female survivors performed a funeral ritual wherein they forsook grief and so could never age. Then Kasvarina exiled herself, unable to face her people.

She wandered and hoped to die so her guilt would pass, but a few years later she received a magical *sending* from Nicodemus, who explained his soul had survived where his body had not. He invited her to Pala, a small city-state he had founded in the Malice Lands, which he directed using his birth name of William Miller.



Kasvarina lived for a time in Pala, a beacon of reason that attracted many noble people from across the world. Miller wrote respected philosophical treatises, speaking to common people of how to better understand neighbors whom they might distrust, in order to create more harmony and prosperity for all. But Miller pushed too hard too quickly, trying to motivate change to weaken the power of the surviving Clergy (now based out of Alais Primos, since Methia had been abandoned). As history books record, the Clergy labeled Miller a heretic, razed his city, and executed him on a pyre of his own books.

This time Kasvarina knew he would return, and when he did he cast aside his old life and became Nicodemus again, leaving William Miller to be a martyr. She advised him to pursue vengeance, but he chose a slower, grander solution.

Founding the Obscurati

In 19 A.O.V., Nicodemus and Kasvarina returned to the Lance of Triegenes to meet with Jierre, a former acolyte of the Clergy who had been transformed into a tiefling. They enacted a decades-long plan to stymie the Clergy and keep it from regaining the power it had lost at the end of the Second Victory.

After a century of work, they had managed to greatly weaken their enemies, and Kasvarina began to focus more on the internal needs of her people, to try to restore at least a small nation of eladrin. Though she still hated the Clergy, she had new lives that demanded care. Nicodemus, by contrast, was just a ghost untethered to life, and he had no other purpose than to defeat his old religion. Not content with only a partial victory, he cast his sights higher.

A New World

Having learned from the skyseers of Risur the way that the planets of the night sky influence the world's fate, Nicodemus composed his plans to reshape the heavens. Though the descendants of Jierre practically revered him, Kasvarina was not motivated, and the plan languished for ten years.

Had it come any more quickly, Kasvarina might have been suspicious. An attempt to ally with the dragon tyrants of Ber to fight the Clergy turned out to be a trap, orchestrated by a rival eladrin matriarch who wanted Kasvarina's position. Her daughter Launga died, and after Kasvarina killed the traitor and the dragon tyrant, she was left grief-stricken.

She never suspected Nicodemus had arranged the betrayal, but it worked as he planned, bringing her closer to him again. With his allies in place, Nicodemus set the Obscurati on course for its grand design.

Recent Events

The Ob's main goal in this adventure is to gain control of the colossus, Borne, which has been trapped in the Dreaming, thanks to the party and their king in adventure five, *Cauldron-Born*. The golem will enact the Ob's ritual to alter the shape of the heavens, but they don't have magic powerful enough to bring it back to this world.

Worse, its memories were also locked away. However, it is intuitively drawn to Kasvarina, so the conspiracy is trying to recover her in order to draw the colossus to Methia, where the veil between worlds is torn. It will be able to step back into the real world.

PCS IN THE OBSCURATI

In adventure seven the party might have decided they agree with the conspiracy's goals, and switched sides. Nicodemus would send them to retrieve Kasvarina and help her recover her memories, with the important mission of making sure that they present her past in a light that brings her back into the fold.

If the party's smart, they'll keep their change of allegiance from the RHC. However, dragon industrialist **Benedict Pemberton** will realize the Ob is a greater threat to him than the RHC is. He'll likely be able to inform Risur of the party's change of heart, which will mean that the military forces opposing the party in Elfaivar will be Risuri, not Danoran. In Appendix Two: Recurring NPCs we present stats of some high-powered RHC agents who could oppose the party.

At the adventure's climax, a repentant Kasvarina might cast the party into the Dreaming, or if the party succeeded in their mission Nicodemus might send them there to ensure the Unseen Court is too distracted to help Risur. Those events are detailed in adventure nine, *The Last Starry Sky*. Of course, as the party sees Kasvarina's memories, they might realize Nicodemus isn't as pure-intentioned as he presents himself.

ADVENTURE OVERVIEW

Both the party and the Obscurati search the jungle ruins of Elfaivar for Kasvarina, and several possible ambushes will complicate the party's search until they deal with the Ob's forces. Eventually the party locates Sentosa, an eladrin enclave hidden halfway between this world and the Dreaming. Kasvarina is guarded by **Asrabey Varal**, but is eager to set out and learn more about her past, and she has learned about an artifact called the *lost arc of Reida*, which will let her experience her past and regain her memories.

The matriarch of the enclave, **Athrylla Valanar**, never trusted Kasvarina before she lost her memories, and tries to stop her departure. The party might earn her trust or simply sneak Kasvarina out.

Eladrin weretigers (called *bagheva* in the local tongue) led by **Betronga Sidhon** claim as their home the ruins where the artifact lies, and they are resisting encroachment by soldiers of the Clergy. The leader of the soldiers, a noble but stern godhand named **Aulus Atticus**, has been tasked with ending the threat the weretigers pose to nearby colonial settlements. And the ruin itself forces the party to face fiery memories both past and future in order to claim the relic. The party has to find a solution they can live with, perhaps helping the embittered eladrin slay the Clergy peacekeepers, or vice versa, or just sneaking past the weretigers to steal the artifact and avoid the conflict altogether. If they can manage to find a peaceful resolution, they'll have made powerful allies.

With the *lost arc* in hand, the party escorts Kasvarina to places where she had noteworthy experiences, which the artifact manifests in physical form. Several leads present themselves from memories triggered at the enclave, and Kasvarina wants to visit her original home town, Resal. There a memory reveals her early interactions with Nicodemus before they set off to try to stop the holy war.

The Obscurati had been watching Resal, and Nicodemus appears, his spirit inhabiting the body of a local. He asks Kasvarina to come with him, and when she refuses, Ob forces attack and try to capture Kasvarina and kill the party. Nicodemus watches until his body is killed, and then his spirit flies away to plot another way to reclaim her. A noose is closing around the party, and they have to keep moving to avoid being caught.

The party can scour the world for memories using the artifact, and some unlikely places can yield precious information. In particular, Kasvarina wishes to track down people she knew in her former life, or their descendants, who have scattered across the world. While this won't help the party unlock the Ob's secrets any faster, it earns Kasvarina's trust and can keep her from betraying them at the adventure's climax.

However, the main clues point to:

- ◆ Alais Primos, at the site where Srasama died. One memory occurs after her demise as Kasvarina cradles a woman's charred body in the wake of the Great Malice, a scene which she won't know the context of until later. Another memory shows how Nicodemus first met Kasvarina during the city's siege, revealing that he hadn't simply stumbled upon her, but was specifically trying to treat injured eladrin officers to try to find someone with sympathetic views.
- ◆ Sid Minos and the cursed vault of heresies, where Kasvarina learned the *Sacrament of Apotheosis*. Oddly, no Ob forces try to stop the party, because **Grandis Komanov**, head of a cell of doomsday eschatologists, has already dealt with them. She has sent an icy simulacrum of herself, hoping to follow the party into the Vault and learn the ritual. Meanwhile dragon industrialist **Benedict Pemberton** simply has placed duplicants disguised as statues to find out why everyone's so keen on the place.
- ◆ The empty city of Methia, particularly atop the Lance of Triegenes. The party first sees several vague meetings of the Obscurati leaders, which the artifact struggles to show due to the antimagic. And then they are thrust into the final moments of the Second Victory as Kasvarina's actions cause the Great Malice.

The colossus stands waiting in Methia, and a regiment of the Danoran army guards the city with orders to block the party from reaching the tower. Forced to fight without any magic, even high-level PCs are at risk from mundane soldiers. But if they reach the Lance, the artifact manifests the city as it was before the Great Malice, restoring magic and giving the party a fighting chance.

Kasvarina's manifested memories reveal to the party that the Ob plan to assassinate the king or Risur and perform a ritual in Flint under the direction of Roland Stanfield, the city governor who has secretly been part of the conspiracy this whole time.

Kasvarina's memories begin to fully click into place, and her recollection provokes the colossus, which recognizes her as its 'mother.' The party might befriend it briefly to climb the tower, or flee its seemingly dangerous pursuit. At the tower's pinnacle, a final memory manifests: the ritual that summoned the goddess Srasama and provoked the Great Malice. Nicodemus interrupts the memory, takes command of the colossus, and gives Kasvarina a choice to join him or stay with the party and die. Whether she abandons the party or joins them depends entirely on how they've swayed her opinions on their journey.

The party might fight, but they have the information they came for, so hopefully they'll be smart enough to escape before the tower comes down around them. As the artifact-conjured memory begins to collapse, the party can leap through one of the Clergy's portals (or simply be sucked through when the local antimagic finally shatters the *lost arc of Reida*). They find themselves back in Risur, but trapped in the Dreaming. Adventure nine details how they can get back to the real world in time to stop the Ob from taking control of their nation.

ADVENTURE LAYOUT

Diaspora's plot has a precise beginning and climax, but the middle of the adventure can take many different paths. We roughly divide events as follows:

- ◆ **Act One: Forgotten Ruins.** The party must locate Kasvarina in the jungles of Elfaivar while the Ob try to find and kill them.
- ◆ **Act Two: I've Been Around the World.** The party retrieves the *lost arc of Reida*, then travels the world to witness Kasvarina's memories.
- ◆ **Act Three: To Fall Once More.** Here the party reaches Methia, find Kasvarina's final key memories, and confront Nicodemus the Gnostic.
- ◆ **Appendix One: The Eladrin Diaspora.** Side-quests to learn more about Kasvarina and earn her trust, including possibly unmasking her betrayal by Nicodemus.
- ◆ **Appendix Two: Recurring NPCs.** Stats for various allies and opponents who aren't tied to a single specific encounter, including eladrin, Danoran forces, and Risuri agents.
- ◆ **Appendix Three: Magic.** New items, including the *lost arc of Reida*.
- ◆ **Appendix Four: Methia Gazetteer.** Details of the ghost city where the adventure will climax.

Each of the acts presented in this adventure take place in order, though the memories of Act Two and Appendix One can be tackled however the PCs prefer.

Key Locations

Make sure you have a clear sense of each of these locations, and how the party might travel between them. Though some ships working on behalf of the Obscurati will attack the party, in general the seas are the safest and fastest method to travel, though the party can use their ship's *portal pad* to teleport to these locations and then be able to return to a mobile safe haven.

Location	Page
Akravan	16
Alais Primos	48
Bharat	16
Ingatan's Refuge	33
Methia	58
Pala	76
Odiem, the Cursed Isle	53
Resal	47
Rumah Terakir	16
Sawyer	9
Sentosa	16
Sid Minos	54
Ushanti	75
Valence	11
Vigil Longis	29

Akravan. An abandoned eladrin enclave frequented by Asrabey two centuries ago. Today it is overrun by giant fey versions of jungle birds.

Alais Primos. Capital city of the modern Clergy. Besieged by Elfaivar five centuries ago.

Bharat. Another abandoned eladrin enclave, sacked by the Danoran military twenty years ago. Today the site of Obscurati research to determine how to tune the *wayfarer's lantern* in order to invade other enclaves.

Ingatan's Refuge. Hidden in a jungle cave shrouded by waterfalls, this ruin houses the *lost arc of Reida*, an artifact which can manifest the past.

Methia. Long-abandoned former capital city of the Clergy, now an absolute dead magic zone. Guarded by the Danoran military, who use its empty streets for wargames.

Pala. City-state once led by William Miller, an alter-ego of Nicodemus the Gnostic. Its enlightened ideology made it a threat to the Clergy, who razed it nearly five hundred years ago.

Odiem, the Cursed Isle. Just off the coast of the city of Sid Minos, this island contains the Crypta Hereticarum.

Resal. The site of this old eladrin village has since become a small settler town loyal to Risur, and over five centuries every landmark has vanished.

Rumah Terakir. A ruined riverside eladrin city. The enclave Sentosa shares the same geographical area, but exists in a parallel demi-plane.

Sawyer. Capital of the Risuri colony of Kellandia in Elfaivar. Major timber exporter and home to an orthodox druidic circle known as the Ford.

Sentosa. Eladrin enclave led by the matriarch Athrylla Valanar.

Sid Minos. City in Crisillyir. The cursed Isle of Odiem lies offshore. No plot events occur here this adventure.

Ushanti. Eladrin enclave formerly controlled by Kasvarina, now being run by an Obscurati-loyal eladrin man named Ajit.

Valence. Steampunk-y capital of the Danoran colony of Rationalis in Elfaivar.

Vigil Longis. Clergy military camp in Elfaivar, tasked with clearing out hostile eladrin.

NPC Roster

Detailed entries of the NPCs the party meets are included throughout the adventure close to the characters' first appearances.

NPC Entry	Page
Andrei von Recklinghausen	69
Ashima-Shimtu	54
Asrabey Varal	23
Athrylla Valanar	27
Aulus Atticus	28
Benedict Pemberton	39
Betronga Sidhon	34
Chief Inspector Stover Delft	8
Grandis Komanov	53
Lauryn Cyneburg	8
Kasvarina Varal	1
Nicodemus the Gnostic	69
Sor Daeron	46

Recurring Characters

Ashima-Shimtu, Asrabey, Delft, and Nicodemus all appear prominently in later adventures. Kasvarina's fate heavily depends on how the party interacts with her. All other NPCs might recur in minor roles, but feel free to do with them as you wish. If anyone important dies, you can replace them with someone thematically similar.



REWARDS

At the end of this adventure, the party's Prestige should increase by 1 step with the Unseen Court and the Obscurati if they manage to get Kasvarina to Methia. If the party either fights or aids the godhand Aulus Atticus, or if word gets out that they returned to Crypta Hereticarum to speak with Ashima-Shimtu, their Prestige with the Clergy goes up by 1 step. The party's Prestige with any given group can go no higher than 6, though, and they are likely near or at maximum by this adventure.

The PCs should each have about 145,000 gp in total equipment by the start of this adventure. After the retrieving the *lost arc of Reida*, the party can get their boss Stover Delft to approve an additional 60,000 gp stipend apiece, though retrieving items will likely require requisitioning them via magical communication and waiting for them to be delivered via teleportation to the *portal pad* that was installed on the party's ship last adventure. Alternately they might just ask for money and try to buy gear, but there are exceedingly few places that sell high-level items.

A FINAL WORD BEFORE WE START

As the players have grown in level since the start of the campaign, there are 1001 different ways they may thwart the assumed course of this adventure. Be sure to let the players have their fun, and reward creative and interesting play, with the understanding that as clever as they are, the Ob are also pretty quick.

The PCs may come up with a particularly inventive solution for finding Sentosa without having to cross paths with the Obscurati, so you can just reuse some of the ambushes later. They might come up with a convincing way to contact and befriend the colossus Borne while it is in the Dreaming, which should help hold the titan from attacking them for a while in Act Three, even though it *will* become loyal to the conspiracy once its memories return. Or they might try to abuse the *lost arc of Reida* by going all around the world looking for clues to mysteries that have nothing to do with the Ob, which you can use to flesh out tons of PC-specific backstories.

This deep into the campaign, it's important to let the players take charge, even if it means you have to shuffle some events and revelations around to provide satisfying pay-off. Just remember, the campaign director's party actually blew up Borne in their adventure five playtest, so I dare your group to do better.

PACING AND LEVELING

The party starts this adventure at 13th level. We recommend that they reach 14th level before entering the city of Methia, and should achieve 15th level at the end of the adventure.

CHARACTER THEMES IN THE ADVENTURE

Each ZEITGEIST adventure includes one or more scenes that bring the PCs' character themes (detailed in the Player's Guide) to the forefront. Additionally, each theme can grant PCs a benefit when pursuing the non-mandatory memories of Kasvarina's past.

- ♦ **Dockers** will have the best chance to learn the movements of the Obscurati forces in Elfaiyar, since the dockers along the coast know where all their ships have gone. Plus, the dockers stay in good contact with the porters who carry all the Ob's heavy equipment. Additionally, a docker can easily parlay a friendship with the eclectic bard Kieran Sentacore into a path to a memory tied to one of Kasvarina's pre-war friends, Navras, who built an opera house in Flint.
- ♦ **Eschatologists** can confront Gradis Komanov, leader of the radical eschatologist doomsday cult, and they will know how to contact a group of eschatological eladrin in Drakr led by one of Kasvarina's various husbands.
- ♦ **Gunsmiths** have opportunities to turn Danoran artillery against the Obscurati, and will be asked to help train the eladrin of Sentosa to use firearms, to aid their fight for their homeland. They also have the best chance of directing Kasvarina to seek a memory tied to Amielle Latimer, one of the first gunsmiths and an agent of the Obscurati whom Amielle recruited to play a pivotal role in the history of Flint. This provides a way to integrate the mini-adventure *Bonds of Forced Faith* into the course of your campaign.
- ♦ **Martial Scientists** can learn the techniques of the eladrin war monasteries.
- ♦ **Skyseers** can see a vision of Nem and the Gyre atop the Lance of Triegenes at the climax of the adventure. They also unerringly know the date and time of each of Kasvarina's memories.
- ♦ **Spirit Mediums** can sense the souls trapped in the witchoil that fuels the colossus, making it easier to track to Sentosa. Likewise, Kasvarina's spirit will be torn between the person she used to be and the person she was before her memories were locked away. A spirit medium will have a chance to speak directly with her soul to help her decide who she will become.
- ♦ **Technologists** can turn the Danoran's own technological innovations against them, including artillery and an experimental steam-powered tank. They can also most easily guide Kasvarina to where her memories were first locked away.
- ♦ **Vekeshi Mystics** will have the unique opportunity to meet the founder of their order during Kasvarina's memory of a ritual to forsake grief.
- ♦ **Yerasol Veterans** can command Risuri ships to battle a Danoran fleet that tries to engage them. They might also direct Kasvarina to a memory of when she betrayed an old friend so that the Ob could control key territory in the Yerasol Archipelago.



ACT ONE: FORGOTTEN RUINS

MISSION BRIEFING

In this act, the party searches Elfaivar for Kasvarina, while agents of the Obscurati search for them.

The party's long-time boss now is less of a superior to them and more a facilitator. Delft mostly acts behind the scenes while the party is out of Risur, arranging for resources and allies they need. He only makes an appearance in this adventure if the PCs return to Flint.



Though over seventy years old, as a half-elf Lauryn only betrays her age with the weariness of her eyes. She has traveled, almost literally, everywhere on the continent of Lanjyr. As the RHC's Director of Infiltration, her expertise in teleportation has seen her delivering agents to missions around the world, and she's tired of seeing them not return when things go wrong.

Lauryn carries herself with an odd mix of stiffness and informality. She'll never let her guard down or expose her own emotions, and she hates jokes because she hates laughing. But she's used to dealing with uncannily powerful individuals, and she has a knack for saying things that seem like insults, but only to people who fight monsters for a living and think they should be able to accomplish anything.

Though she shows little respect for anyone, not even her superiors, she long ago decided that she had to pick something to care about, or else she'd just end up teleporting around to no purpose. So she chose Risur, because its people don't take themselves too seriously.



Social. Real-Time. Level 13.

Stover Delft teleports aboard the party's ship to give them their mission.

It is the 80th of Autumn and the party likely is at sea near Mutravir Island, off the coast of Vendricce near Crisillyir. They should have learned during the Obscurati convocation that the Ob have made finding Kasvarina their highest priority, more critical even than recovering the colossus from where it is stranded in the Dreaming. They believe the colossus is drawn to Kasvarina, and it is so massive that its steps leave giant footprints in the real world, so they followed those prints and saw that it has been lingering near various eladrin ruins in the jungles of Elfaivar.

The party now knows what the conspiracy's plan is, but they might be at a loss of how to disrupt it. This scene gives you a way to point them in the right direction if they're confused.

Face to Face

A *sending* alerts the party that **Chief Inspector Stover Delft** is incoming, asking for precise latitude and longitude, which the party can easily acquire. Once they report the location back, a few minutes later the experimental teleportation beacon aboard the party's ship activates, and Stover Delft arrives, accompanied by RHC teleportation specialist **Lauryn Cyneburg** and two elite Risuri marine bodyguards.

Delft opens his mouth to talk, then bends over with nausea, as do the marines. Lauryn handles it better, but says to Delft that she told him so. Once the nausea passes, Delft explains that he thought it would be cheaper and faster to just come here and talk than to trade *sending* spells for hours. Lauryn warned him something odd is happening to planar travel, but as long as it's not fatal, he's not worried.

In truth, the events of the Obscurati's ritual are having ripples even backward in time, and the closer it gets to the ritual the harder it will be to travel between planes. For the rest of this adventure, just make a point to mention fits of nausea or arriving slightly off-target if the party uses any teleportation magic.

Touching Base

Delft asks for a full report on the events at the Obscurati convocation, then proposes the party's next mission: find Kasvarina, extract whatever information she might have about the conspiracy or how to stop the colossus, and if she's a threat, eliminate her.

If the party missed hearing the whereabouts of Kasvarina, and if Alexander Grappa died before he had a chance to share it with them, you can have Delft pass along that other RHC agents report dramatically heightened activity of Danoran forces in Elfaivar, with rumors that they're following the colossus's footprints looking for something. Delft has talked with the king and his advisors, and they think the Ob's target is Kasvarina, the woman Asrabey stole away during the attack on the Cauldron Hill facility (see adventure five, *Cauldron-Born*).

Elfaivar in Brief

Lauryn Cyneburg can give the party a quick run-down on prominent locations in Elfaivar (see Elfaivar Gazetteer, below), to help them decide how to pursue Kasvarina. The party might ask to simply teleport to Elfaivar, but Lauryn has only ever been to Sawyer, and the party likely will want to sail on farther than that. Plus, she cannot discount the chance that within a few weeks teleporting will run the risk of incinerating you. Keeping a completely straight face, she tells the party to fix that too while they're busy fighting the Ob.

Honor Guard

Delft wasn't sure how far the party would be sailing or where their mission might take them, but he can guess that the Obscurati will be looking for them. For that reason he called in a few favors and got the party a pair of ships to accompany them – the R.N.S. Alesia and R.N.S. Chell.

Light schooners, they should be sailing out of port from Sawyer, capital of Risur's colony in Elfaivar. They can link up with the party in two days. Lauryn provides sending scrolls if necessary so the party can coordinate with Captain Glidewell of the Alesia and Captain Wheatley of the Chell.

If any PC is a Yerasol Veteran, both of the captains crossed paths with the PC during the war, back before they got ships of their own, and each might have some debt to repay to the PC. The crewmen are excited to meet a famed hero, and the improved morale grants the ships +2 to attack rolls, defense, and to the captain's Command checks.

Risuri Schooner (2)		Level 10 Vehicle
Large Vehicle		8,400 gp
Hull Integrity 3	Defense 15	Command +8
Maneuverability 6	Speed 8	
Full Crew 16	Minimum Crew 4	Total Complement 60
Design		
Length 90 ft. Beam 25 ft. Three masts, 70 ft. high. Two decks.		
Armaments		
A small array of light cannons, five to either broadside, more for deterrence than offense.		
Crew: 15. Attack: +7, broadsides only.		

Other Missions against the Obscurati

While the party is in Elfaivar, Delft will take the information they got from infiltrating the convocation and coordinate with the king. It's unclear how much time they have before the Ob can actually try their crazy world-altering magic, but Delft will suggest Risur share this information with other governments' spy agencies. Based on the other information the party acquired, he'll suggest Risur prepare naval strike forces to target lighthouses, since during their mission on the Avery Coast Railroad they saw Ob discussions that involved lighthouses and the *wayfarer's lantern*.

MEANWHILE IN THE NEWS

While the party's busy battling the Obscurati, what's the rest of the world up to? You may need to change these based on what the party's actions.

New Technology! The game master will have to insert something here based on what innovations the party chose to pursue thanks to Tinker Oddcog's research in adventure six.

The Primo Rising! A new crime lord has come to prominence in Flint, filling a void left since the collapse of the Kell guild. Known as 'the Primo' – a subtle insult to the Clericist followers in The Family – the new syndicate's leader for now remains in the shadows, but has made a point of actively targeting dockers in the city. Workers speak of being threatened with death if they won't let agents of the Primo unload certain ships, and dozens have gone missing after refusing to let cargo be looted. A few days later their bodies have been found crushed and water-logged. Thames Grimsley has sought help from the authorities, but many dockers have vowed to seek vigilante justice.

War Footing. Relations between Danor and Risur have plummeted despite the recent peace conference. The disappearance of Lya Jierre and the accusations of R.H.C. activities in foreign countries have increased tensions along the Avery coast. Anonymous sources inside the Risuri military say they've received reports that several Danoran battalions have been placed on high alert and moved from their normal postings, though they appear to have marched inland rather than assuming coastal positions as would be expected in the run-up to a Fifth Yerasol War. The office of Danor's minister of war Eloise Duffet responded that the troops are simply engaged in war games, and declined to comment on the minister's location.

Demonic Terrorists. A series of violent terrorist strikes in Trekhom and Mirsk has rocked the nation of Drakr. Using suicidal arcane spellcasters, a group of demon-sympathizers attacked seven separate museums and military compounds across the nation. While originally thought to just be random attacks against the establishment, investigative reporters have linked the attacks together, as each targeted suspected storage sites of ancient relics from the time of Drakr's alliance with the demonocracy. The government's Bureau of Eschatology remains tight-lipped on the subject, but updated its weekly newspaper report to remind citizens that preparedness is valuable, even for unlikely situations like an imminent apocalypse.

Fey Quietude. Reports throughout Risur show that the normal level of fey activity has decreased. Less than half of the normal offerings left for minor fey have been claimed, and larger cities like Bole and Shale have not received expected visits by minor functionaries of the Unseen Court. Asher Henton, Distinguished Professor of Otherworldly Physics at Kitham University in Shale, has sent an open letter to several newspapers warning that 'Inverse Chronosomic Cascades suggest that Extraplanar Connections will be Compromised in the Near Future.'

A more traditional source, a skyseer who was close to the late Nevard Sechim, when asked on what he foresees replied simply, "The third raven has not yet landed."

Targeting Axis Island?

The PCs might have pieced together the connection between Ancient planar magic, the archaeological digs funded by the Obscurati, and the *golden icons* they found on Axis Island. If so, they might rightly guess that the Ob are up to something there. If they discuss it with Delft, he'll suggest they get started in Elfaivar while he gathers information from Risuri spies in the Yerasol Archipelago.

Three days later he gets back in touch with news: Danor has increased naval patrols around Axis Island, and a handful of people who tried to get onto the island were never heard from. And there's apparently a giant barge being constructed in the harbor of Danor's capital Cherage. It looks big enough to ferry the colossus across the sea, though that might not be necessary since apparently the thing can walk along the bottom of the ocean.

The party might want to go there instead of pursuing Kasvarina. Delft has spoken with the king and with Viscount Inspector Nigel Price-Hill, who both agreed the island should be targeted eventually, but that it's probably too well-defended for the party to go alone. A proper strike would require an entire fleet, and the king will only commit forces if he's sure he has the right target.

Delft is actually betting that the Ob are still planning something in Flint, based on the old skyseer Nevard's vision of three ravens on Cauldron Hill. He thinks it's best to get Kasvarina and interrogate her before they risk attacking the wrong target.

Elfaivar Gazetteer

The party's first task will be deciding how to enter Elfaivar. The most likely options are to dock at a port in the Risuri colony of Kellandia, dock in a port in another country's colony, or sail up a river and avoid ports altogether. More magically-oriented parties might instead just teleport in or travel via *shadow walk*, but that limits how many allies they can bring along.

Six Colonies

Following the eladrin's catastrophic defeat, the Clergy established several garrisons throughout the nation, ensuring an eternal presence to keep the eladrin from regaining any military might. In the past few centuries, other nations have looked to the resource rich remnants of Elfaivar, and have begun establishing formal colonies. While the Clergy frowns on these new colonists, they have neither the military nor inclination to get involved in political strife with these new settlements.

You can use these colonies to assist in bringing Elfaivar to life, give the PCs additional tools in their search for Kasvarina, or to build some additional adventures in the region. Even within these colonies, the region is still only sparsely populated, with vast swaths of jungle where only the eladrin are brave enough to roam. East of the colonies lie thousands of miles of lands that are effectively uninhabited.

Risur, Danor, and Drakr each control one major colony, while Crisillyir has three:

- ♦ **Angelus.** The oldest colony in Elfaivar, located across the strait from Vendricce, controlled by Crisillyir. Though safe and established, the colony's largest city still only has a population of twenty-five thousand.

AND IF THEY GO ANYWAY?

We ultimately will detail the defenses of Axis Island in adventure ten, *Godmind*, but if the party wants to be mavericks and go there now instead of pursuing the Kasvarina lead, what happens?

Well, it'd be a bit like if Han, Luke, and Leia tried to sneak aboard the death star in *Return of the Jedi* without a fleet to back them up. They might manage to evade capture if they were lucky, might even blow some things up and disrupt a few plans, but they are so drastically outnumbered that the best they could hope for is to skirmish and escape. And in the time the party wasted, the Ob would get their 'battle station' fully armed and operational and would succeed in taking over the galax-... er, the world. Just the world. For now.

If the party goes down this route, the Ob would manage to abduct Kasvarina by the 21st of Winter. The party would receive word by sending that people have spotted the colossus's footprints moving, heading over the course of two weeks from Elfaivar, to Crisillyir, to Drakr, to Danor. The party would have a chance to locate Kasvarina and rescue her, but if they persisted in ignoring the threat, eventually on the 37th of Winter the Ob would get control of the colossus and draw it into the real world.

On Winter 39 the colossus would be loaded onto a massive ship in Cherage. It would arrive on Axis Island on the 41st, and that evening the Obscurati would perform their ritual.

Of course, if the party waits until the Ob start shipping the colossus to Axis Island, they could speak to King Aodhan about launching an amphibious assault, or target the convoy in transit. But the Ob predicted such a risk, which is why they've planned an attack on the king at Torfeld Palace (detailed in adventure nine, *The Last Starry Sky*). Agents have waited in the Bleak Gate analog of the capital Slate for months, and are ready to strike at a moment's notice.

If the party could thwart this attack, they might be able to rally the military in time to engage in a massive battle on or near Axis Island. Dozens of Risuri ships would be destroyed casually by the colossus, since the party has no power sufficient to stop the titan.

It would get on the island, open the giant golden plate of the Axis Seal, and begin adjusting petrified white trees in the ground in order to change what worlds float in the heavens. You could give the party a chance to disrupt the specifics of the ritual, similar to how we expect them to disrupt Roland Stanfield's eldritch machine in Flint (again, see adventure nine). If they succeed, the colossus wavers at a key moment near the end of the ritual and is struck by a bolt of wild magic that fells it. The ritual still manages to alter the world, but because the golden seal is not shut the party at least has a chance to set things right later.

An uncontrolled flux of magic would sweep over the island and scatter the PCs, perhaps stranding them in the Dreaming as would normally happen at the end of this adventure. They'd need to find a way back to the real world, and would find the whole world – including Risur – has fallen under the Obscurati's control.



- ♦ **Kellandia.** A Risuri colony along the western coast, including the large island Titania. Many Risuri who feel uncomfortable with the technological direction their nation is taking have emigrated here, and while no colony is precisely welcomed by the local eladrin, the people of Kellandia are at least on friendly terms. The capital city **Sawyer** provides magically-resonant timber for ship-builders, and is home to an orthodox druidic circle known as the Ford, which hopes to earn the trust and loyalty of the eladrin people. The party will be welcome and safe here, though it is far from where Kasvarina is hidden.
- ♦ **Otto.** A Drakran colony along the northern coast of Elfaivar.
- ♦ **Rationalis.** A Danoran colony in the southeast, separated from the Risuri colony by Tropaeum. Has a strong military presence to retaliate against native attacks, since the eladrin are very hostile to

the mining and industry. The capital city **Valence** is a technologist's paradise, combining a steady stream of engineers and scientists with arcane scholars who are free to experiment in ways the more structured society of Danor would not approve of.

- ♦ **Tropaeum.** The second Crisillyiri colony in Elfaivar, located along the southwest coast. It was the launch point for many attacks against the dragon tyrants of Ber over two centuries ago, and its churches showcase many trophies from these conquests.
- ♦ **Vigilia.** Crisillyir's youngest colony in Elfaivar, stretching along the eastern half of the north coast. No major cities exist yet, and the country is still in the process of clearing out the natives.

Sentosa lies in land that is technically claimed by Danor in Rationalis, though the nearest settlement is two hundred miles away. Later when the party heads for the Ingatan's Refuge, they'll need to enter the Crisillyiri colony of Vigilia.

Minor Sites

Described below are several settlements you can place throughout Elfaivar as needed, to give the party places to recruit help or simply to rest.

Bloody Stump Trading Posts (population <50 each): More mistakes than genuine settlements, the Bloody Stump trading posts were established by Captain McGraken – a troll from the Anthras Mountains – and his indentured crew of Beran prisoners after their ship was forced ashore by a storm. Leaving some men behind as a base camp, McGraken personally took to exploring the jungles at night, returning each morning with one of his hands bitten off by some jungle creature, but slowly regenerating. He'd take most of his men and march them until they found his hand, then nail it to a tree and have them build another camp while he went out scouting again at night. After six days and sixty miles, he found a spot with the supplies necessary to repair his ship.

He sailed back to Ber and asked for permission to reinforce his settlements with trolls from his home tribe, plus more orc, half-dragon, and goblin prisoners. Bruse Shantus agreed and named McGraken 'regional overlord' of Ber's 'colony' in Elfaivar. Today the various bloody stumps – now numbering in the dozens – serve as trading posts throughout the region. All criminals and villains are welcome, except thieves, who are punished as one might expect.

The party might encounter a Bloody Stump Trading Post anywhere in Elfaivar.

Macdam (population 3,200): One of the first areas colonized in Elfaivar by a nation other than Crisillyir, the settlement of Macdam lies on the massive isle of Titania, technically within the Risur colony of Kellandia. Founded during the Second Yerasol War when Risur was particularly hostile to the idea of technology and industry, the town became home for misfit technologists.

Located along a river and backed by high cliffs riddled with cannons, Macdam is excellently defended and serves as a safe haven against pirates. With Risur's recent adoption of more technology, Macdam has begun to seek stronger connections with the homeland. Pemberton Industries was in the process of building a factory here when its founder fell out of favor with King Aodhan.

WEATHER AND ENDURANCE

It is late Autumn going into early Winter, and the subtropical Elfaivar is warm and humid but not sweltering. Rainstorms sweep south to north across the region every few days, but tend to linger along the north coast.

DOCKER INFORMANTS

Any PC with the Docker theme can easily get information from dockworkers at whichever ports the party lands in. Word travels up and down the coast, and dockers are generally on good terms with the porters who haul supplies inland. Rumor has it a lot of Danorans have been landing in Valence, capital of the colony Rationalis. They offloaded tons of advanced instruments and a fair bit of artillery, then marched it north into the jungle some one hundred miles, stopping at three different ruins along a river.

Port Perrault (population 947): Not officially recognized as a Danoran colony, Port Perrault was established by a Danoran commodore tasked with hunting pirates in the region. Chosen for nearby hills that provide coal for refueling steam engines, the port is slowly expanding its tendrils into Elfaivar's natural resources, and might eventually become a full-blown shipyard. Currently the port is home to a duo of vessels operated by the elite *Porteurs de Mort* – the *Boucherie des Mers* and *La Rêve Invincible*.

Shaha (population 4,340): A city founded by an eastern border state of little regional power, Shaha is infamous as the capital of the modern slave trade. Peoples from the far southeast can be bought here, and the leader of the colony – known as 'daimyo' – has used slave labor to construct extravagant architecture, believing these great edifices will aid in taming the nearby jungle.

Clues So Far

So where should the party start? The foremost clue about Kasvarina's location is that the Ob think the colossus has been somehow following her, and since the giant machine leaves twenty-yard footprints wherever it goes, the party could simply track it. Weeks ago it crossed over from Ber near Seobriga, came ashore in Kellandia, then walked through the jungle all the way to the Danoran colony of Rationalis. This fits with the simplest and safest option of making landfall in Kellandia, but it's not the fastest.

Kasvarina was last seen with Asrabey Varal, and though they are both shielded from scrying because they're technically on another plane in the fey enclave Sentosa, some divinations can help point the way to them. If PCs divine the nearby ruins of Rumah Terakhir (which is semi-coterminous with Sentosa) they can catch brief flashes of the enclave. Divinations that can provide information about subjects on other planes work on Asrabey normally, but whenever a character attempts to divine Kasvarina's location, thoughts, status, or the like, that character must make a Spellcraft check (DC 34). If he fails, the magic reports something deceptive, usually in a way to lessen suspicions.

A Knowledge (history or nature) check (DC 30) lets PCs know three eladrin enclaves Asrabey was said to have connections to before he came to Risur and allied himself with the Unseen Court. The three enclaves – Sentosa, Akrahan, and Bharat – all lie generally in the southeastern part of Elfaivar, near the Danoran colony Rationalis. While docking at a Danor-controlled port is foolhardy, the party might decide to at least start closer, by going to Tropaeum, a Crisillyiri colony.

A Knowledge (local or history) check (DC 30) lets the PCs use centuries-old maps to locate the three enclaves, and a Knowledge (geography) check (DC 25) can then find a passable river that comes within twenty miles of each enclave. Divinations might even pinpoint Sentosa as the target of choice. If the party has the archaeological assistance of Xambria, they get a +5 bonus to these checks.

A Spit for Good Luck

Once the group has figured out its plans, Lauryn makes preparations to teleport back to Risur. Delft pops some fresh chewing tobacco in his mouth, then does a quick tour of the ship getting to know the crew and encourage them to live up to the example the PCs set. Then he shakes each constable's hand, apologizes for thinking every time he sees them now that it will be the last, and then spits on the deck, saying it's for good luck.

Lauryn replies that Delft should have given the party his spittoon instead; it must be terribly lucky. Then she takes the Chief Inspector and his bodyguards and teleports away.

FALSE FLAG

Action. Tactical. Level 15.

Danoran warships flying Risuri colors hunt for the party at sea.

Under the orders of Han Jierre, elite military units loyal to the Sovereign move against the party. While action has not been officially sanctioned by Nicodemus (who has another ambush in mind; see *You Can't Go Home Again*, page 46), the Danoran Sovereign has made his vendetta against the PCs personal after the death of his niece Lya and the party's continued meddling in Obscurati affairs.

This attack occurs while the party is aboard their ship, but the specific location depends on how the party arrives in Elfaivar and when they might reasonably be tracked down by the conspiracy.

Naval Surveillance

After the party leaves Mutravir Island, numerous *scrying* spells and other divinations try to pinpoint their location. Some spells target them, others their ship, and others query potential arrivals at various ports along the coast. The party might be blasé about the threat, or might cast a few anti-divination spells, or might blanket themselves with protections and illusions and then use *sending* to set up fake meetings in hope the Ob find out and go after the wrong place. Use your best judgment to determine whether the party's efforts at secrecy amount to 'minimal,' 'moderate,' or 'extensive,' then adjust based on which port the party chooses to make landfall at.

It makes most sense they'd choose a Risuri port, so their precautions count as one step less useful if they head for Kellandia. Heading to one of the various foreign colonies provides no modifier, and if they avoid ports altogether and head for the river that passes near the eladrin enclaves their precautions are one step more effective.

If the party has taken minimal precautions, the Danorans get ahead of them and place an ambush in the harbor wherever they're heading, with some ships flying false Risuri colors to trick the party.

If the party takes moderate precautions, instead the attack occurs when the party's ship is in open sea.

And if the party took extensive precautions, the Ob cannot locate them, and indeed the party (or other RHC agents providing counter-surveillance) might discover where the fleet is hiding so the party has the option to ambush them.

Porteurs de Mort

Danoran military specialists from the vaunted *Porteurs de Mort* unit have only been operating in Elfaivar for about two weeks longer than the party, but already they've assembled networks of informants both on land and at sea to keep them abreast of potential threats. Between their own spies and information gleaned by Obscurati divinations, they have a good chance of finding the party.

The *Porteurs de Mort* are Danor's relatively recent response to the tactical nightmare foreseen in combating the R.H.C. agents of Risur. Tasked in dealing with broadly equipped and skilled units, the Porteurs bring a mix of differing skills to put down mixed enemy formations. Like many secretive agencies, the Porteurs have no formal markings or rank insignia, acting entirely 'off the books', leaving little to trace them back to Danor. They travel in a pair of steam frigates that can conjure fog banks to conceal themselves, and are accompanied by a smaller steamship

modified to resemble a Risuri design. They're even adept at faking accents, and prefer to pose as coming from an ambiguous 'east.'

The Porteurs are Danoran military, and are not technically part of the Obscurati, but they have occasionally collaborated with Ob agents on covert missions.

Small Fleet Tactics

The Porteurs operate from a pair of steam frigates – the *Boucherie des Mers* and the *La Rêve Invincible*, currently based out of Port Perrault – and are accompanied by a smaller steamship – *Ipsum* – that has been enchanted at great expense in order to increase its speed to match the mighty warships. Recently they were joined by a top of the line steam submarine named *Lya's Lament* (or *Sovereign's Knife* if Lya is still alive).

The Porteurs, having been warned of the party's combat prowess, seek to ambush the PC's ship, distract them with a boarding action, and then have the two frigates hang back and attempt to sink them from afar.

SINKING AND BOARDING

This encounter serves one major role in the overall arc of the campaign: it shows that the Obscurati view the party as major threats and are willing to commit extensive resources to stopping them. In short, the Ob are *pissed*.

Even with two ships at their side, this encounter can be overwhelming if the party did not upgrade their ship's armaments and defenses in Adventure Six. They might be able to handle the *Ipsum* and *Lya's Lament*, but the frigates have a very good chance of sinking the PCs' ship unless the party uses smart tactics.

If the party's ships sink, the Porteur vessels will approach to loot and ransom survivors. Depending on how many crew the party still has available and how much damage they dealt to the enemy, they might have a chance of turning the tables and claiming a frigate for their own, or they might just sneak aboard the submarine and escape.

SIMPLIFIED FLEET COMBAT

If you don't want to deal with multiple ships maneuvering, you can simply play out the following scenario. Let the party make three attack rolls each naval turn (at +7, +7, and +9). The first naval turn they can only target the steamship, which attacks back at +4 each turn (or +9 if it could get within point-blank range).

Starting the second naval turn, the two frigates begin targeting the party's ship and attack at long range (+7 and +7). Then the submarine tries to ram (+15), and if it inflicts at least 1 strike it disgorges its boarding party. In the third naval turn and thereafter, the frigates close to medium range and keep attacking (+12 and +12).

If a boarding action occurs, for each strike that hit a Danoran ship deal 6d10 damage to one of the troops. If there are no troops left, each strike kills 1d6 crew.

Though loyal and well-trained, the Porteurs are not suicidal. If one of their ships is boarded by the PCs, other nearby ships will close and try to board as well. However, if it looks like the party has the clear upper hand, the remaining ships will try to flee.

We present here stats for the Danoran vessels. See the quick-play naval combat rules in the ZEITGEIST Player's Guide for stats of possible PC ships, or check out *Admiral o' the High Seas* for full naval adventuring rules and options for the PCs to customize their vessel.

Terrain at Sea

If the Porteurs attack while the party is at open sea, you might include a few stages of safe water, a stage with reefs and shoals (with dense catch hazards), and a stage with narrow but tall islands for the frigates to hide behind. A mild storm hangs over the area, slightly lessening visibility and producing mild chop.

The two frigates lie concealed with their illusory shrouds behind the islands. A Perception check (DC 40) notices the atypical fog at the islands while the party passes through an adjacent stage. *Lya's Lament* stays near the frigates, observing the surface through a periscope.

The steamship *Ipsum* patrols along the party's expected course, flying a Risuri flag. If the party's ship's lookout succeeds a Perception check (DC 35), he notices the ship before it spots the party, separated by three stages (about half a mile). The party's lookout gains a +5 bonus to this check if their ship uses sails, since it won't have a telltale smoke plume to mark its passage.

Technologist PCs recognize that the steamship is actually a Danoran design modified to look Risuri. Other PCs might note it with a Knowledge (engineering) check (DC 30).

If the *Ipsum* spots the party it will use semaphore to signal for help, mention that they were trying to evade a Danoran ship, and ask for protection to the nearest port. Then they will try to sail with the party. Once the group is within two stages of the islands where the frigates hide, or if the party attacks, the *Ipsum* launches a red flare out of a mortar to alert the frigates.

Terrain in Port

If the Porteurs attack as the party is preparing to dock, pertinent stages include the docks for large vessels, the adjacent docks for small vessels (which has dense crash hazards), the inner harbor, the mouth of the river (which has a slight current), the outer harbor, the close sea, and the islands east of the harbor.

As above, a mild storm limits visibility to three stages and produces mild chop.

The two frigates hide amid the islands, concealed with their illusory shrouds. A Perception check (DC 40) notices the fog while the party is in the close sea stage, before entering the harbor. *Lya's Lament* stays near the frigates. *Ipsum* falsely flies a Risuri flag and sits docked among the large vessels. Porteurs on shore watch and send up a flare when the party enters the harbor.

The frigates approach the party from behind, and the *Ipsum* signals that it will fight by their side. On the next round, the *Ipsum* sails up beside the party and opens fire point blank.

Enemy Vessels

- ✦ 2 steam frigates with illusory shrouds, *Boucherie des Mers* and the *La Rêve Invincible*
- ✦ 1 steamship, *Ipsum*
- ✦ 1 submarine, *Lya's Lament*

Submarine Crew (EL 14)

- ✦ 8 Porteur de Mort Marines
- ✦ 8 Danoran Seamen

Steamship Crew (EL 12)

- ✦ 1 Porteur de Mort Artillerist
- ✦ 2 Porteur de Mort Marines
- ✦ 6 Danoran Seamen
- ✦ 1 Danoran Rifle Troop

Frigate Crew, each (EL 19)

- ✦ 8 Porteur de Mort Artillerists
- ✦ 4 Porteur de Mort Snipers
- ✦ 32 Porteur de Mort Marines
- ✦ 4 Danoran Rifle Troops
- ✦ 2 Danoran Artillery Troops

You can find enemy stats in Appendix Two: Recurring NPCs.

Porteurs de Mort, Steam Frigate (2)		Level 17 Vehicle
Huge Vehicle		111,000 gp
Hull Integrity 4	Defense 25	Command +8
Maneuverability 4	Speed 14	
Full Crew 32	Minimum Crew 8	Total Complement 140

Design

Length 170 ft. Beam 35 ft. Steam engine. Four decks. Armaments

Fog Shroud

A haze of fog rises up from the sea, concealing the massive vessel.

The ship's engineer can spend his naval round to activate the shroud. This blocks line of sight to and from the ship. While the fog is up, the ship rolls twice for Command checks and takes the worse result.

The gunner must succeed a Perception check (DC 10 against a ship firing cannons, DC 20 against a normal ship in motion, or DC 30 against an immobile ship running silently) to target an enemy effectively. Even if a target is located, the ship rolls two attack rolls and must take the worse. Other ships must do likewise to target you. At short range, however, ships can target each other normally.

Armaments

Two turrets at the ship's fore and another pair at the aft can cover any firing arc, though they can concentrate the most fire to the broadside. They mount extremely long-bored cannons which could be precise over great distances. Dozens of men scurry across the deck carrying munitions or manually cranking wheels to adjust the mighty weapons' aim.

Crew: 40. Attack: +14 to broadsides, or +12 fore or aft. Can attack at Long range (i.e., from an adjacent stage) with a -5 penalty.

Ipsium, Danoran Steamship Level 14 Vehicle Large Vehicle 24,400 gp

Hull Integrity 3	Defense 15	Command +7
Maneuverability 6	Speed 14	
Full Crew 8	Minimum Crew 2	Total Complement 25

Design

The smokestacks for this steamship are unusually large, suggesting a very powerful engine for a vessel of its size.

Length 85 ft. Beam 25 ft. Steam engine, three decks.

Armaments

A pair of massive cannons in a turret. Crew: 40. Attack: +14 to broadsides, or +12 fore or aft. Can attack at Long range (i.e., from an adjacent stage) with a -5 penalty.

Crew: 15. Attack: +4, forward or broadside.

Lya's Lament, Danoran Submarine Level 13 Vehicle Huge Vehicle 36,360 gp

Hull Integrity 4	Defense 20	Command +8
Maneuverability 4	Speed 8	
Full Crew 16	Minimum Crew 3	Total Complement 16

Design

Length 150 ft. Beam 30 ft. Steam engine, one deck, sealed hull accessible by central hatch. Forward boarding compartment in ramprow.

Boarding Ramprow

Forged in the face of a glaring female tiefling, the fore of this vessel is made of reinforced metals and bears a brutal set of horns, seemingly meant to drill into opposing vessels.

When the *Lya's Lament* rams another, prevent the first strike the rammed ship would deal to the submarine. In addition, following the ram, the vessel can unload as many crewmembers as prepared onto the enemy ship through the area impacted by the ram.

Once the *Lya's Lament* disengages following a ram attack, the enemy ship is considered to be Sinking slowly from the resultant wound.

Nautilus

The *Lya's Lament* can submerge to a depth of 30 feet, and holds up to four hours of air with full complement. A periscope allows a crewman to act as look-out while inside the hull.

Aftermath

If the party sinks the Porteur ships, they won't have to worry about naval threats for several adventures. If they lose and are captured, give them a chance to escape – perhaps a sympathetic crewman lets them steal a runabout, or a clever message to Lauryn Cyneburg can net them a teleportation rescue.

If you need a *deus ex machina*, the party's nearby Beran waters. Perhaps the Bruse learns their fate and sends a small orc fleet to swarm over the Danoran vessels and free them.

SEEKING KASVARINA

Exploration. Montage. Level 13.

Hundreds of miles of trackless jungle hide the party's target.

The party might handle this step simply by sailing up a river, hiking out to Akraavan and Bharat and finding them empty, and then docking amid the ruins of Sentosa's old port and finding the Obscurati (see Footprints of the Colossus). But if they failed to pinpoint the three eladrin enclaves Asrabey frequented, they'll have the unenviable task of searching thousands of square miles of jungles.

Even if they just follow the colossus's footprints, the colossus can cross about 200 miles in a day, whereas a group of humanoids will travel at 10 miles per day, or perhaps 15 miles on strong mounts. (A spirit medium PC can more easily sense the path the colossus took and add an extra few miles to the party's pace each day.) It's a 600 mile trail before reaching Rumah Terakir and the entrance to Sentosa, so the party would be advised to call in help.

The party's Prestige lets them call in favors in the various colonies. Risur prestige functions in Kellandia. Clergy prestige functions in Angelus, Tropaeum, and Vigilis. Unseen Court prestige can help slightly in all locations. And though we do not track Prestige with Ber, the party likely has an effective Prestige of either 4 (if the Bruse died and was replaced) or 5 (if they saved the Bruse's life).

For favors using Clergy Prestige, if the party sends a message to Morgan Cippiano in Flint, he can grant them a one-time +5 bonus to an Intimidate or Diplomacy checks to speed up the timeline, since he knows the right people to ply. For favors using Unseen Court Prestige, contacting Gale can similarly get a one-time +5 bonus.

Kellandia

The party on their own would spend likely two weeks following the trail of the colossus through this colony. If they call in a rank 8 favor in order to get people out searching the entirety of the colony for information about the colossus. The time it takes to fulfill the favor is how long it takes for them to get the information (so with Risur Prestige 6, it takes a week, or just a day if they can succeed a DC 39 Intimidate or Diplomacy check).

All a thorough search discovers, though, is that the colossus passed through, stopped briefly at an old Elfaivaran city, then kept on traveling. There are signs that some other group was investigating the same ruin – human footprints and marks of tents set up in or near the colossus footprints. These were Obscurati researchers, trying to detect planar fluctuations that would indicate an eladrin enclave.

If the party calls in a rank 9 favor, they can even get several military units and mercenary search parties to sail east, make landfall in Tropaeum, and scout the colossus's path in that colony. (With Risur Prestige 6, this takes a month, or a week if the party succeeds a DC 42 check.)

Angelus and Vigilis

The party might call in favors in these colonies (favor rank 8 with Clergy Prestige to get a colony-wide search), but they won't yield anything relevant to their mission, at least not yet. Once the party learns about the *lost arc of Reida* from the eladrin in Sentosa, a rank 5 favor is enough to get a friendly welcome at Vigil Longis.

Tropaeum

A rank 8 favor with Clergy Prestige yields a colony wide search for signs of the colossus, the Ob, and Kasvarina. Similar to Kellandia, the colossus stopped at a few ruins, tromped through them, and then kept going, and some time later a group of people came and investigated. One group of Clergy searchers went out to check a ruin and did not return. (The Ob killed them, though this particular ruin is not where Kasvarina is.)

Rationalis

The party cannot call in favors from the Danorans here, but a rank 6 favor with Unseen Court Prestige (which would have to be requested by someone in Risur, since the Court doesn't operate in Elfaivar) yields the names of the three eladrin enclaves Asrabey frequented, as mentioned in Clues So Far (page 12).

A rank 7 favor with Ber (which again would have to be requested by someone in Ber) could get the Bruse to order 'Regional Overlord' McGraken to send his men from the Bloody Stump trading posts on raids into the Danoran colony, looking for clues. Since technically they're all criminals in Ber anyway, the Bruse can easily keep his nose clean while these ruffians indulge their cultural heritage of pillage and plunder. (The high rank of the favor is not because getting the prisoners to raid is hard, but just because it takes a while to get them all to return and give their reports.)

The Beran raids discover current activity at three eladrin ruins – Sentosa, Akraavan, and Bharat. The party still has to find a way to get there; the coastal Bloody Stump Trading Post is about sixty miles away from the ruins.

Jungle Trek

At the party's level, nothing that simply roams the jungles of Elfaivar poses an existential threat. If you want to add some flavor, they might cross paths with a parade of elephants accompanied by some local fey, or be stalked (but never attacked) by a dire tiger, or come across a ruined village with a centuries-old stone marker listing the names of every woman who perished there from the Great Malice.

If they spend enough time in the wild, they might be accosted by an eladrin hermit who performs mild curses and leaves bloody totems in their path to try to make them leave his territory. The Dreaming bleeds through in places, and perhaps one morning they wake beside a grotto that wasn't there at nightfall, and that sings for them to come down into its depths. If you want to work in a sidequest where the whole party explores a mutual dreamscape and confronts a PC's inner demons, this is the right place for you.

Two Dead Ends

If the party goes to Akraavan and Bharat, they find signs of recent Obscurati activity around the colossus footprints. The strongest signs of activity cluster near the handful of archways or doorways that have not crumbled from centuries of disuse. Detecting magic there reveals strange planar energies similar to that involved with traveling to the Dreaming.

The party can also find, tossed into bushes, discarded glass vials with traces of oil infused with different planar energy. The Ob agents are trying to figure out how to use their wayfarer's lanterns to open a path into an eladrin enclave, a task that normally requires an enchanted enclave key.

Right Ruin

When the party reaches Rumah Terakhir, an ominous hush hangs over the jungle. Hot winds stir the trees but only a few animals cry or chirp, because intruders have disturbed the area.

Likely the first glimpse the PCs have of the city (should they arrive by boat), are the colossal stone statues of bare-chested warriors that protect the long-since crumbled and flooded docks. Four intact statues stand guard over the river-way entrance, while the ruins of three shattered ones block off portions. In at least one instance, this has led to a waterfall rushing down the ruined chest of a toppled and broken statue.

Crumbling marble structures and stonework temples are all that remains of the once proud eladrin city, but some kind of magical force repels the jungle from simply reclaiming the ruins. Massive in size, the surviving city encompasses about 70 square miles.

Where is Everyone?

The eladrin enclave of Sentosa occupies the same space as Rumah Terakhir, but resides in a transitory demi-plane between the material world and the Dreaming. Enchanted *edgestones* line the internal border of the demi-plane, which has had the effect of keeping out the jungle and repelling the colossus, due to the witchoil flowing within it.

The people dwelling in Sentosa can see into the ruins of Rumah Terakhir; travelers in the material plane show up as incorporeal monochrome figures in their colorful world. Even the sounds of those on the material plane are brought across to Sentosa, though words are muted and devoid of emotion, sounding like the hauntings of a ghost. Those in the real world cannot sense Sentosa, though, at least not without the aid of magic.

Skyseer PCs feel a sensation as if being watched by someone on the other side of a mirror, and will sometimes even glimpse brightly-colored figures reflected in pools of water or polished metal. No magic they should have access to, though, can gain them full entry to Sentosa's demi-plane.

Sites of Interest

Eventually the party should come across the archway entrance to Sentosa and the Obscurati researchers working there (see Footprints of the Colossus), but before then they might wander the city and take in the sights.

Edgestones: At the boundary of the jungle, the PCs may notice faintly visible shimmering that suggests overlapping abjuration spells. These are the effects of the *edgestones*, which lie in the Sentosa demiplane but have an effect in the real world.

Casting a *plane shift* spell within the boundaries of the *edgestones* can transport the PCs into the enclave, but each round each PC has a 10% chance of being shunted back into the material world.

Footprints: Beyond the boundaries of the *edgestones* are massive trails of the colossus's footprints, as well as toppled and crushed trees from where its legs knocked aside the jungle. Each footprint is a ten-foot deep impression, fifty feet long, with traces of witchoil pressed into the dirt.

The Temple of Hewanharimau: This ominous stone structure stands out for the lack of any other structures within 100 feet of it, and the large stone slab that covers the entrance. The stone can be moved with a Strength check (DC 24), causing it to fall onto its side and reveal the pitch black interior.

The inside of the temple is plain with only a handful of long rotted animal pelts dangling from the low ceiling. A single brass urn rests in the center of the chamber, raised on a stone plinth. The contents of the

urn are a foul red substance (tiger's blood that will always replenish). Consuming the blood causes the drinker to contract lycanthropy and become a weretiger unless he succeeds a Fortitude save (DC 20).

This temple was long-abandoned even before the fall of Srasama and the coming of the Clergy. Hewanharimau was a Seedism deity who embodied the importance of animals, but who was cast out of the pantheon for afflicting elves with a curse that turned them into half-beasts. His punishment was being turned into a tiger that walked as a man: a rakshasa. Not wishing to attract the attention and ire of the rakshasa, the elves of Rumah Terakhir left the simple temple, but they closed it off and enchanted it with a guardian who will punish any who seek to praise the reviled god.

If a creature enters the dark temple, as it leaves it is confronted with a hooded feminine figure that glows faintly blue and appears incorporeal. It holds a shining blue star in its hand, which materializes into a bastard sword. Then in an old eladrin tongue it says, "Will you stand against evil, no matter its shape?"

This is a summoned outsider, effectively a *kolyarut inevitable*, but with a body of wood and flowers rather than machinery. It wields the legendary *arsenal of Dhebisu*, a mutable weapon forged from a fallen star said to have defeated Hewanharimau. The outsider exists only to find a warrior worthy of wielding the weapon.

It attacks any creature who openly prayed to the god within, but is content to simply drive an intruder from the temple by *suggesting* it leave. Against any creature who drank the tiger's blood, it will *suggest* the creature surrender and submit to a *quest* spell. Then it sends the creature on a mission to cure its lycanthropy.

Finally, if a PC claims it will stand against evil, the inevitable *suggests*, "Then arm yourself and prove it." It attacks to subdue, only using its weapon, not any spell-like abilities. Each round it transforms its weapon into another shape – bastard sword, spear, greataxe, shortsword, heavy flail, light pick, shortbow, and so on. If the PC survives the fight for seventeen rounds, or if it manages to defeat the inevitable, the *kolyarut* yields and hands over the *arsenal*. It vanishes shortly thereafter. It also vanishes if after the duel begins another character joins the battle, or if its opponent is primarily fighting without weapons or is acting cowardly.

A character can attempt to defeat the inevitable once per day, but once it hands over the *arsenal*, it simply wields a bastard sword and no longer offers to duel. See Appendix Three: Magic for details on the *arsenal of Dhebisu*.

The Temple of Ingatan: Built downward into the ground like a twenty-foot-deep inverted step-pyramid, this temple's walls are inscribed with delicate script, long since worn away.

PCs that interact with the script can make a Will save (DC 22) to realize there is a second set of script on the walls, illusory script that appears when touched. Alternatively, PCs with *true seeing* or other means of bypassing illusions can identify the hidden script that overlays all the text on the walls.

The illusionary text is a full record of devotional rites to the Seedism deity Ingatan. Modern scholars think of Ingatan as a trickster who traded people fire for stories and then left as homes burnt down. The text presented shows Ingatan in less of a trickster light, but rather as a deity devoted to accumulating knowledge and the importance of memory. It emphasizes that despite his seemingly odd or malicious actions, the deity acts with a long-term plan in mind.

A spellcaster of caster level 5 or higher who spends the day reading these writings gains insight from the unique perspective of Ingatan. As a one-time boon, the spellcaster may select any 1st, 2nd, or 3rd level spell from any spell list. He can cast that spell once per day.

The Temple of Srasama: A dominating temple resides within the center of the former city; a great stepped pyramid topped by the legs of a giant made of stone. Beyond the legs, the torso is broken in twain. Rocks litter the grounds around the statue. Observation and cataloguing of the stones reveals them to be pieces of the eladrin deity Srasama.

The interior of the temple is bare, and the once elaborate murals contained within have been burned and broken. Several marks on the walls are graffiti-like gashes that proclaim the religious dogma of the Clergy. Centuries-old discarded weapons and items lie about, bearing sigils and marks revealing them to be implements once used by the Clergy.

Recent Events

Around the same time the adventure began, the colossus stood beside the ruins, trying to find a way in. It trampled all through the jungle but could never step foot inside the area bounded by the *edgestones*. Finally on the 80th of Autumn it headed away, drawn by some temporal sense toward Methia in distant Danor.

A few days before the PCs arrive, a group of Obscurati researchers set up camp near an archway entrance that would lead into Sentosa with the right *enclave key*. Auguries warn them that a monster guards the archway, however, so they have not tried entering yet.

Porteur Scouts

A few times during their jungle journey, the party might glimpse (Perception DC 35) a *Porteur de Mort* scout watching them from the woods fifty feet away. A single scout poses no threat, and catching him probably won't be hard. All he knows is that his unit is looking for them, and that the Porteurs have been told the RHC was plotting to assassinate the Sovereign back during the peace summit.

FOOTPRINTS OF THE COLOSSUS

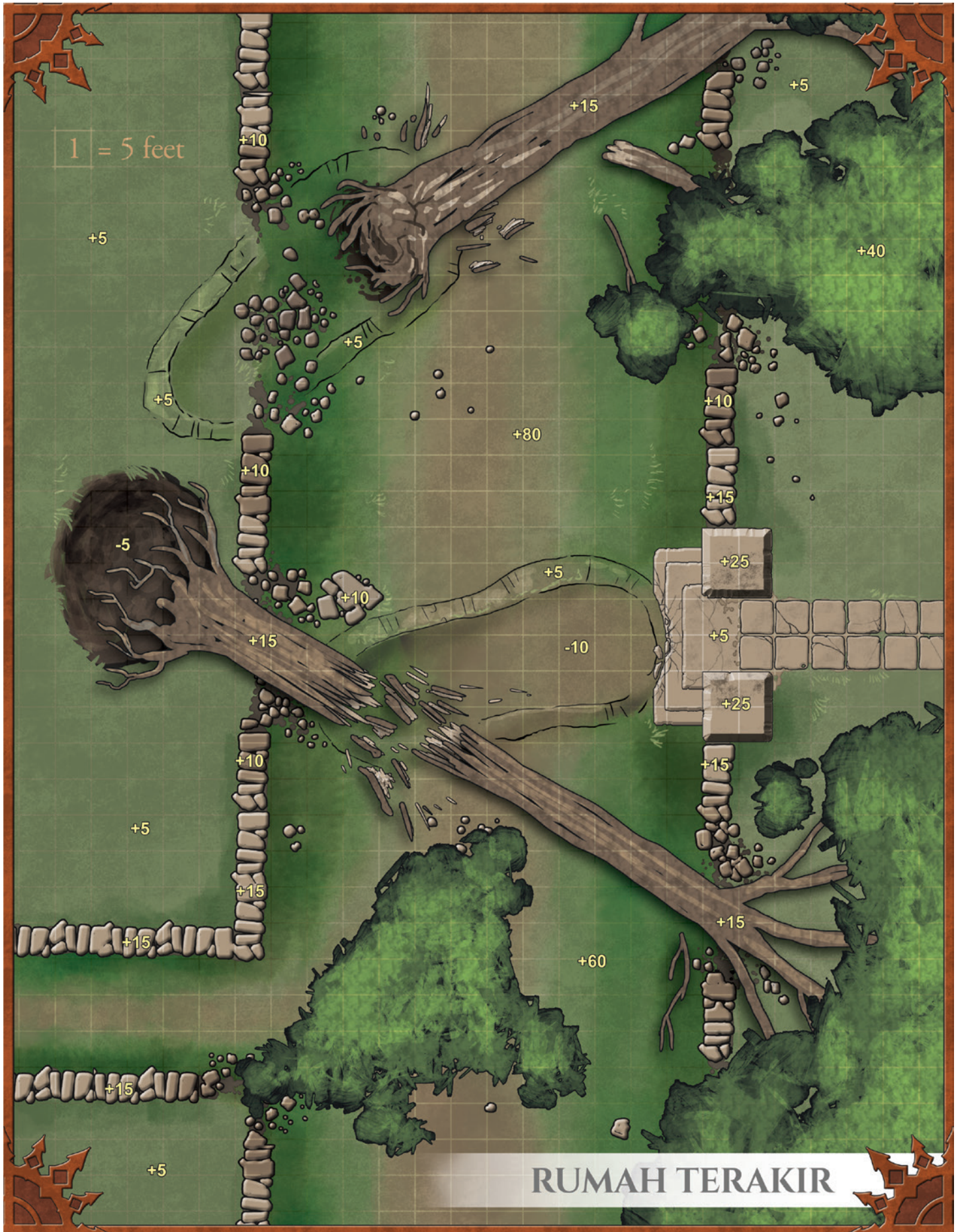
Action. Tactical. Level 13.

The Obscurati are trying to find a way into an eladrin enclave at the ruin of Rumah Terakhir.

A group of a dozen researchers and their Porteurs have set up camp around a colossal footprint at the jungle border, near an archway that would allow ingress to Sentosa with the right *enclave key*. Mostly the researchers are biding their time for the Ob to send sufficient forces to storm the eladrin enclave. The Porteurs have light artillery that they hoped would break through into the demi-plane, but it had no effect.

Ambusher or Ambushee?

The *Porteurs de Mort* stand between the party and Sentosa, but their encounter can go two ways.



Sneaking Up

A cautious party can reach Sentosa before word gets to the Porteurs here. In this case, the researchers and Porteurs are active around the archway gate. Two artillery pieces sit unused in the jungle three hundred feet away, guarded only by a pair of artilleryists. While assaulting the massed troops is tough, the party might find the artillery and turn it on the Danorans.

If attacked, the soldiers try to focus fire and protect the mage, Charles Ormand. The non-combatant researchers panic, and when the fight is nearing its conclusion, have one run through the gateway arch, which brings forth the enclave's monstrous defender.

Gate Forces

- 4 Porteur de Mort Artillerists**, without their artillery
- 2 Porteur de Mort Marines**, patrolling the perimeter
- 6 Porteur de Mort Snipers**, out in the open
- 2 Porteur de Mort Artillerists**, watching the artillery in the jungle
- Charles Ormand, Obscurati researcher**
- 11 Obscurati researchers**, non-combatants

The Second in a Long Line of Ambushes

If the party has taken no measures of secrecy, the *Porteurs de Mort* figure out where they are headed and lay an ambush at the entry gate of Sentosa. They have camouflaged their two artillery pieces in the jungle, each accompanied by three artilleryists and a marine who scans the area with a telescope. The two artillery pieces are each three hundred feet from the archway in opposite directions, and are nigh impossible to spot from the gateway arch (Perception DC 52). Someone circling the ruins might find them (Perception DC 32).

Additionally, a squad of six snipers has hidden in the ruins south of the gate, concealed by a *permanent image* (Perception DC 36 to notice the snipers). One powerful mage waits as bait.

Ambush Team

- 6 Porteur de Mort Artillerists**, 3 per emplacement
- 2 Porteur de Mort Marines**, 1 per emplacement
- 6 Porteur de Mort Snipers**, hidden near the gate
- Charles Ormand, Obscurati researcher**

Charles Ormand, Obscurati Researcher

CR 10

XP 9,600

Human Conjurer 11

N Medium humanoid (human)

Init +5; Senses darkvision 60 ft., see *invisibility*; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 85 (11d6+44)

Fort +10, Ref +8, Will +10

Resist fire 30, DR 10/adamantine (stops 110 damage total)

OFFENSE

Speed 30 ft. (1/day, swift action to take an extra move action)

Melee mwk dagger +6 (1d4/19-20)

Spell-Like Abilities (CL 11th; concentration +16)

Teleport 330 ft. per day total as a standard action, in increments of at least 5 ft.

Spells Prepared (CL 11th; concentration +16)

6th—*acid fog*, *permanent image* (DC 23)

5th—*baleful polymorph* (DC 20), *prying eyes*, *telepathic bond*, *teleport*

4th—*dimension door*, *screaming*, *solid fog*, *stoneskin*, *wall of fire*

3rd—*arcane sight*, *blink*, *dispel magic*, *fireball* (DC 18), *summon monster III*, *tongues*

2nd—*acid arrow*, *invisibility*, *protection from arrows*, *resist energy*, see *invisibility*, *scorching ray*

1st—*alarm*, *burning hands* (DC 16), *expeditious retreat*, *mage armor*, *magic missile* (3)

0 (at will)—*detect magic*, *drench*, *penumbra*, *read magic*

Opposition Schools enchantment, necromancy

STATISTICS

Str 10, Dex 12, Con 16, Int 20, Wis 8, Cha 14

Base Atk +5; CMB +5; CMD 16

Feats Brew Potion, Combat Casting, Craft Wondrous Item, Greater Spell Focus

(conjuration), Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Bluff), Spell Focus (conjuration), Toughness

Skills Bluff +13, Craft (alchemy) +19, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Common, Dwarven, Elven, Primordial

Combat Gear *potions of cure moderate wounds* (2), *potion of displacement*, *potion of invisibility*, *quick-runner's shirt*; Other Gear masterwork dagger, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, spellbook, onyx gems (worth 300 gp), 923 gp

Tactics

If the Porteurs get to spring their ambush, their plan has four phases.

Phase 1 – The Bait

What group of heroes could resist confronting a group performing strange experiments in the woods? The Porteurs have ordered most of the researchers to use their *wayfarer's lantern* to hide in the Bleak Gate, leaving behind the lead researcher **Charles Ormand** to tend to a campfire. He burns smoky green branches to make the camp's location obvious and draw the party in, and has cast a *permanent image* of a dozen other researchers to make the place look vibrant. He also has *telepathic bond* active with the two marines and some of the snipers. If the party is spotted on the way in, the Porteurs tell him, and he casts *mage armor*, *resist fire*, and *stoneskin*.

When the party shows up, Ormand stalls for time. A moment later the party hears a muted boom from one direction, then a second boom from a different direction.

Phase 2 – Bombardment

The Porteurs begin shelling the gate with their two pieces of field artillery. Each piece is set to strike a spot thirty feet away from the center of the camp (so that the researcher will be safe). The artillery has already been fixed on the campsite and fired with blanks to test the aim, so there is little chance of the shells missing. To account for wind, potential bird impacts, and other oddities, each artillery piece makes an attack roll, but will only miss on a roll of 1, in which case the shot

scatters 1d6 x5 feet in a random direction. Should the PCs move, the artilleryists must recalibrate their weapons, and use audio/visual cues to target (see rules in the Porteur de Mort Artillerist statblock)

A successful strike from an artillery shell does 6d6 points of damage within a 15-foot radius. A successful DC 20 Reflex save reduces this damage by half.

In addition to their damage, the first shell fired from each artillery piece has been filled with chunks of stone from buildings in the magic-deprived ghost city of Methia, creating a lingering effect that impedes spell casting. Creatures damaged by the shells are affected as if *dispel magic* struck them. Make a dispel check (d20 + 10) against each non-permanent magical effect on the creatures. Additionally, they must make a Concentration check (DC 15 + spell level) anytime they cast a spell, or until someone removes the shards of stone from their skin, requiring a full-round action and a DC 20 Heal check. Any creature attempting to cast a spell within the impacted radius for 5 rounds after the shell lands must make a Concentration check (DC 15 + spell level).

When the artillery hits, the *permanent image* of the research team flickers and is revealed to be an illusion. If Ormand wasn't caught in the area himself, he casts *solid fog* to try to trap the PCs so they'll be hit by more shells, then places a *wall of fire* encircling the solid fog, pointing inward.

Phase 3 – Fusillade

Coming out of cover, the six *Porteur de Mort* snipers take a move action to arrive in the area depicted on the battle map, emerging from the south. Then they open fire, targeting spellcasters not caught in the blast, or PCs who have visible firearms. They prefer to use electromagnetic shots to slow approaching enemies, while saving lander shots for PCs who have gained any type of magical flight. Following their initial shots, the snipers attempt to use Stealth to snipe, suffering the typical -20 penalty.

While the snipers take shots against the PCs, the field artilleryists work to re-load their mortars, a process that will take them 2 rounds. Once the mortars are reloaded, the marines call out positions in Danoran battle cant. The imprecision of this increases the miss chance to a 1-5 on the attack roll.

When the snipers are engaged in melee, or one of their number is slain or incapacitated, or if the PCs are drawn out, the survivors call for Phase 4, the final phase.

Phase 4 – Retreat

The Obscurati researchers have detected a monster lurking just beyond the archway that leads to Sentosa. If things are going badly for the *Porteurs de Mort*, one of them rushes the archway (or perhaps Ormand sends a summoned creature in there). Any creature that enters the archway is stopped as if by a solid wall, then knocked back twenty feet (Fortitude DC 22 negates). Black smoke billows out of the archway, and the ten-headed lion guardian emerges.

The *Porteurs* try to use this distraction to flee.

Aftermath

Neither the researchers nor the *Porteurs* know anything the party doesn't already know. If the party is defeated, you might have the lion emerge to rescue them, or let them be dragged away and wake up later to the sounds of Asrabey slaughtering the surviving Danorans.

GATE OF RUMAH TERAKIR

Action. Tactical. Level 14.

The enclave's supernatural guardian doesn't care if the party is friendly.

This ten-headed lion was crafted of dreamstuff and set to guard the entrance to Sentosa. Any creature that seeks to cross into the enclave without the *enclave key* will be confronted by this beast. If slain, it regenerates one day later as long as at least one eladrin survives in the enclave. It can freely travel between the real world, the Dreaming, and the enclave demi-plane.

If the party has somehow managed to contact Asrabey, or has otherwise conveyed to the people inside the demi-plane that they are friendly, guards will call off the ten-headed lion after three rounds, assuming it's safe. They won't risk opening the gateway arch if there are any other hostiles present, though.

Ten-Headed Lion Body

CR 14

XP 38,400

CN Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13 (+1 per head, normally +23)

DEFENSE

AC 27, touch 11, flat-footed 25 (-1 size, +2 Dex, +16 natural)

hp 104 (11d10+44), but see *floating heads*
Fort +12, **Ref** +11, **Will** +9

Resist fire 20

OFFENSE

Speed 40 ft.

Melee 2 claws +17 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +17, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 6, **Wis** 18, **Cha** 14

Base Atk +11; **CMB** +19; **CMD** 31

Feats Great Fortitude, Lightning Reflexes, Iron Will, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +13

Languages understands Common and Elven, plus see *steal voice*

Special Abilities

Floating Heads (Su): The ten-headed lion has, surprise surprise, ten heads. At any given time one is attached to its body, while the others can fly freely within 150 feet of the body. If a head starts its turn farther from the body than 150 feet, it teleports adjacent to the body as a free action, or is destroyed if it cannot teleport.

Each head has its own spell-like ability. The heads all act independently on the body's initiative, and each typically either bites or uses its spell-like ability each round. The heads can be targeted individually, and each has 30 hit points. However if a damaging source with an area of effect would strike multiple heads simultaneously, the damage is only dealt once and is divided equally among them.

For example, if an *acid fog* catches three heads and would do 7 damage, each head only takes 2 damage. A *lightning bolt* that strikes four heads, if it would normally do 38 damage, instead does 9 damage to each head. A *magic missile* that targets heads with different missiles does normal damage to each head.

Head Swap (Su): The ten-headed lion body is immune to most detrimental effects as long as there are any heads remaining. Attacks against the body damage the attached head, and targeted effects like *baleful polymorph* or *charm monster* will affect the attached head instead of the body. Physical obstacles might still affect the body, so *black tentacles* could grapple it, but any damage is dealt to the head instead.

As a swift action, the ten-headed lion body can detach its current head, then teleport up to 150 ft. adjacent to another head. It immediately attaches the new head to its body. The attached head uses the defenses of the body, and if it is destroyed the body can still function, though it is blind until it uses *head swap*.

Multi-Headed Perception (Ex): The lion gets a +1 racial bonus on Perception checks for each remaining head. If no head is attached to the body, the body is blind. Otherwise, the lion and its heads are vaguely aware of what each head sees and each body party's health and condition.

Roiling Flames (Su): As a standard action, the lion can release a wave of fire out in a 150-ft.-radius spread. The flames roll across the ground, filling low elevations but unable to go uphill. Creatures in the area take 1d6 fire damage, as do those that enter the area. The flames do not damage normal plant-life.

At the start of the lion's next round, however, the flames grow in intensity, dealing 2d6 fire damage to each creature in the area, and those that enter the area. One round later, the flames flash intensely and deal 5d6 fire damage to creatures in the area, then die out. For the following round, thick smoke five feet high provides concealment against adjacent creatures, or total concealment beyond 5 ft.

The consequence of this power should be to drive the PCs to the high ground, either onto the ruins or the fallen tree trunks. Anything with an elevation of +5 ft. or more is safe, and so are the footprints because the flame cannot roll over the edge (unless the lion is already on top of the edge or inside the footprint). The smoke is mostly just flavor, because of the cool image of a huge lion appearing to swim through a lake of black smoke.



Floating Lion Heads

CR n/a

CN Small magical beast

Init n/a; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 29, touch 13, flat-footed 27 (+1 size, +2 Dex, +16 natural)

hp 30

Fort +12, Ref +11, Will +9

Resist fire 20

OFFENSE

Speed fly 40 ft. (good)

Melee bite +17 (1d6+3)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 25, Dex 15, Con 17, Int 6, Wis 18, Cha 14

Base Atk +11; CMB +17; CMD 29

Special Abilities

Spell-Like Abilities (Sp): Each head has one of the following spell-like abilities, which it can use at will. These powers do not provoke attacks of opportunity. Make sure to keep track of which head has which power, and how damaged each one is. Each effect has a caster level of 11 and a save DC of 17. The save DC is Charisma-based.

Cure Moderate Wounds. The head licks itself or an adjacent head and heals 2d8+5 damage.

Entangle. The head exhales hot breath upon the ground, and dense foliage erupts in a 30 ft. radius around it, lasting 11 minutes. Creatures in the area must make a Reflex or else be entangled. Creatures that enter the area or end their turn in the area must also make a save or become entangled. The entire area is difficult terrain. The ten-headed lion and each of its heads can move freely through the entangled area.

Fear. The head roars. Creatures in a 30-ft. cone must make a Will save or become panicked for 11 rounds. If it succeeds it is shaken for 1 round. A given creature can only be affected once per 24 hours.

Flesh to Stone. The head locks eyes with a target within 10 ft., which must make a Fortitude save or turn to stone. Creatures can avert their gaze against this attack.

Greater Dispel Magic. The head gnashes its teeth and a target within 10 ft. is affected by a targeted dispel, which can dispel up to two effects.

Hold Monster. The head licks its lips at a target within 10 ft., which must make a Will save or be paralyzed. Each round the target can make a new save to break free as a full-round action.

Poison. The head makes a bite attack. If the attack deals damage, the target must make a Fortitude save or else be poisoned, taking 1d3 Constitution damage per round for 3 rounds. Each round the poison can make another save to negate the poison and end the affliction.

Searing Light. Light lances out from the head's mouth, with a range of 50 ft. Ranged touch +15, 5d8 damage, or 10d6 against undead.

Steal Voice. The head takes a deep breath, and a target within 10 ft. must make a Fortitude save or feel its tongue suddenly seize with pain, as if caught with a cat's claw. The target loses the ability to speak above a croaking whisper for 11 days. It must spend a swift action each round to be able to speak at all, and even then has a 20% failure chance when casting a spell with a verbal component. The lion can only steal one voice at a time, but it can speak with that voice from any of its heads.

Telekinesis. The head bares its fans at a Large or smaller target within 10 ft., which must make a Will save or be hurled 30 feet and be knocked prone.

Tactics

The lion starts with the *fear* head attached to its body, but throughout the combat it will teleport its body to different heads as needed to maul the PCs. It opens combat by using *roiling flames* to drive the party to the high round, and its heads spread out to target different PCs (and Porteurs, if any are present). The heads try to move adjacent to weak creatures so they can bite as opportunity attacks, but will float above foes who look like they'd be dangerous in melee. Most of the heads' powers are fairly short range, however, forcing them to stay close to the ground. The *searing light* head floats thirty feet up, though, so it can target the whole battlefield.

Aftermath

One by one the heads should be whittled down by the PCs, and once all the heads are gone they can cut down the body, which will only be able to create fire or use its claws. If the ten-headed lion defeats the party, it licks each to stabilize them, then waits for the eladrin to take them captive.

If the party triumphs (or if they avoid this encounter altogether by contacting the eladrin some other way), they still cannot enter Sentosa through the archway, but they can faintly see figures through it as if through a veil. A large organized group in a military formation stands behind two people who appear to be arguing, one leaning very aggressively into the face of the other. After a few moments of this, the other figure relents, pulls out some sort of small object, and then steps to the archway, which shimmers. The party can now see and pass into Sentosa.

A company of twenty male eladrin warriors wait warily under the command of an eladrin woman named **Faedraavan**, who is holding a decorated ring of copper and wood known as an *enclave key*. With her is **Asrabey Varal**, who has demanded the party be let into the enclave. (This assumes he and the PCs parted on good terms in Adventure Five.) With a bitter glare at Asrabey, Faedraavan welcomes the party to Sentosa, and asks that they enter quickly before anyone else can cross through. She does not apologize for any maulings they might have received by the enclave's guardian.

As the party enters the enclave, they feel a swing of vertigo and stumble, as if the gateway doesn't precisely line up between the two worlds.



ASRABEY AND THE AMNESIAC

Social. Real-Time. Level 9.

Kasvarina asks the party to help her learn her past and fight against the Obscurati.

Faedrahan and Asrabey escort the party into Sentosa, but they don't have much time to take in the enclave. Asrabey insists the party come with him first to a stone-walled home near the center of the enclave so they can speak with Kasvarina.

The enclave has most of the same buildings as the ruins, but they have been restored to liveable conditions. Their passage is watched by curious and fearful onlookers, mostly eladrin but also a few pixies and dryad-like fey. Though eladrin men still distinctly outnumber the women, the disparity is only about a 60-40 split, a far closer ratio than most scholars in the human world predicted would be possible.

Still, of the four thousand eladrin here, a quarter are men near or over five centuries old, while the rest are younger with a large proportion of women. The oldest men are almost all fiercely-trained warriors, but each generation has learned the art of battle, even if they have seen relatively little of it in reality. As the party follows Asrabey they spot a training field where a hundred young men and women practice mock combat, often two or three on one.

Convalescing Kasvarina

Another company of twenty male eladrin warriors stand guard around and atop the building where Kasvarina resides, but Asrabey only allows the party inside. The three-bedroom home is furnished with silks and fine wood furniture fit for nobility. Kasvarina dresses in a simple day gown, and when the party arrives she's reading through a stack of books and scrolls, trying to learn about the outside world.

A fine mithral rapier lies across the table within easy reach, and as she turns the pages with one hand, she idly taps a mithral dagger into the table with her other. The sheer number of tiny stab marks is a testament both to how long she's been here and how frustrated she seems to be from what she's been reading. She barely responds when Asrabey enters, and doesn't look up to notice the party until her attendant clears his throat.

Historical Tutor

Kieran Sentacore, an aged half-elf originally from Orithea, studied eladrin culture in Danor and came to the colony Rationalis to try to help the Danorans reduce tensions with the natives. Though his efforts have broadly failed, the eladrin knew enough about him that when Kasvarina demanded to learn about the five centuries she could not remember, they sent out rajputs (elite warriors) to kidnap him.

Kieran resides in another building – as an 'honored guest' always 'protected' by several eladrin rajputs – but every day he comes to Kasvarina to answer her questions and suggest readings. Mostly he just sits by and does his own reading. Today he is making notes from the compiled works of the philosopher William Miller and scribbling a draft of his own travelogue, *The Dreams of Those to Come*, while Kasvarina studies a failed revolt against Ber's dragon tyrants from four centuries ago.

As a follower of the Panoply, Kieran has come to appreciate his unique exposure to a rare culture, but he doesn't want to be stuck here the rest of his life. He'll seek a chance to talk to the party alone and ask them to either negotiate for his release with the matriarch Athrylla, or to help him escape. It's quite possible he might actually have heard of any PC with the Docker theme, but he hasn't been to Flint for seventeen years.

Her Own Worst Enemy

Asrabey briefly explains that the party are 'the ones he mentioned,' and that he thinks they might be able to help her. He then takes Kieran outside so Kasvarina and the party can have privacy.

She's initially friendly, and makes it clear that she remembers nothing of her involvement in the Obscurati. When she thinks about the version of her who oversaw assassinations as a matriarch of her own enclave, or who apparently conspired with strange 'engineers' to design a metal titan, it's like she's thinking of a stranger. But it is a stranger whom she loathes, and whom she would gladly help defeat.

In short, Kasvarina is willing to help the party defeat what this other version of her was responsible for. She'll need a bit of time to get to trust them, and so she asks to talk and exchange experiences before she shares her plan.

Take the time to let the party and Kasvarina get to know each other, and have her share what memories she does still have – of training to protect her nation with sword and spell; of a hundred songs her people have forgotten in five centuries; of marrying, having two daughters, and losing her husband Pillai in the holy war; of the spices used in her daughter Dala's favorite dish, which she cannot find today because the farms were claimed by the jungle; of how she marched to the holy war and both longed for revenge and despised herself for the slaughter she knew she'd be responsible for.

She gives them what she has managed to learn of her other self – returned from the war as one of the few female survivors, miraculously found her other daughter Launga alive, formed an enclave and fought for a century, then lost her daughter to betrayal from another matriarch. Apparently she tried to have more children but never could. After that it was centuries of ordering attacks on the Clergy and thefts of treasure to strengthen her



A centuries-old eladrin warrior, Asrabey became one of the many husbands of Kasvarina Varal. For years he trained, and undertook many daring raids until he became famous as one of the greatest eladrin warriors in the world. Two centuries ago Kasvarina sent Asrabey to Risur to offer his services to the Unseen Court, and he has unwittingly acted as a critical source of information and influence for the Obscurati.

After rescuing Kasvarina during the events of adventure five, *Cauldron-Born*, Asrabey took her to the eladrin enclave of Sentosa. He both hopes she regains her memories, and fears what truths he will discover if she does. Stern and unsympathetic to outsiders, Asrabey displays few emotions other than righteous fury. Even with his wife Kasvarina he feels not so much love as intense devotion.

enclave, of marrying a half-dozen men for political reasons, and then disappearing a little over a year ago. Her own enclave – **Ushanti** – might still be thriving, but Asrabey warned her not to go there because the Ob might know how to infiltrate it.

She also wants to hear from the party. Once she's comfortable, Kasvarina goes to her pile of books and pulls out one traced with silver filigree.

The Lost Arc of Reida

The centuries-old book has been rebound multiple times. It contains a catalogue of mighty and dangerous artifacts the Elfaivaran empire possessed. Kasvarina has checked with scholars in the enclave, and most of these artifacts have long-since been plundered or destroyed, but one remains that they might be able to use as a weapon against the Obscurati.

TRIGGERED MEMORIES

When the party mentions the colossus, Kasvarina staggers as a flash of different memories overwhelms her. She looks up, smiles with a cruel pride, then shudders and cowers. She's remembering both her first look of the nearly completed colossus Borne a year ago, and the despair when she glimpsed the collapsing corpse of Srasama five centuries ago.

She falls against the wall and slowly regains her wits. Physical contact helps, and her first words as tries to remember where and when she are, "This is not my home. I need to go to Resal."

DOCKER CONNECTION

If the party has a docker or an outspoken follower of the Panoply movement, at some point Kieran Sentacore comes to that character in private. He thinks he knows something that might be of interest to Kasvarina, but he doesn't want to get her hopes up if she won't actually be leaving. In listening to her stories of her pre-amnesia life, she mentioned a performer named Navras. An eladrin named Navras built an opera house in Flint three centuries ago. He's sure the man died since then, but if Kasvarina gets a chance to visit Flint, he hopes the party could show her her friend's creation.

This provides a lead to the memory-event Navras (page 74).

ESCHATOLOGIST CONNECTION

Similarly, the party might discuss details of Kasvarina's past to try to learn about her. Kieran or Asrabey might mention Bhalu, one of Kasvarina's husbands during her time as a matriarch. An eschatologist PC recognizes the name as the leader of an infamous group of eladrin philosophers in Trekhom. This provides a lead to the memory-event Bhalu (page 74).

SKYSEER CONNECTION

At Kasvarina's urging, Asrabey lists names of Kasvarina's past associates, in hopes some might provide leads. A Yerasol Veteran PC will recognize the name of Chatwood, an eladrin skyseer who had been guiding Duchess Ethelyn of Shale with visions during the Fourth Yerasol War. Then apparently one of her visions drove her mad and she was imprisoned in an asylum. Asrabey says Chatwood was one of Kasvarina's spies in Risur.

The *lost arc of Reida*, a crown said to have been shaped from a piece of the Plane of Time that fell to the world, was a holy relic of the god Ingatan. Any who wears it and returns to the site of a memory is able to make that memory come to life. It was used in holy rites to pass on memories that must not be forgotten. The eladrin of Elfaivar all know that the arc was taken for safe-keeping after the Great Malice, and the first Vekeshi Mystics used it to pass along the memory of Srasama's fall. But eventually it was returned to a site known as Ingatan's Refuge, a few hundred miles to the north.

Kasvarina thinks that if she can use the arc, even if she doesn't remember her past, she'll be able to see it. If she can retrace her steps, she'll surely discover something of use in defeating this shadowy group the other version of her helped found.

The problem is her hostess, Athrylla, who controls this enclave and who can limit who enters or leaves the demi-plane. Athrylla has been nothing but kind in protecting her, but Kasvarina senses that the two of them had an unfriendly history over the past five centuries, and for some reason she won't share, Athrylla has refused to let her or even Asrabey go out to seek the artifact. Kasvarina hopes that perhaps the party could convince her or, failing that, find some way to sneak out and bring Kasvarina along.

Asrabey's Duty Discharged

Kasvarina calls Asrabey back in. If the party has agreed to help, Asrabey explains that he has tarried here longer than he wanted, and that duty demands he return to the Unseen Court. It was a mission Kasvarina herself gave him over two centuries ago: to ensure that in the eladrin time of need, the fey of Risur could be counted as allies. If the party will escort Kasvarina once she leaves Sentosa, then he will part ways with them.

Kasvarina reminds Asrabey that the order he got was from another version of her, and that his mission might somehow have served the goals of the Obscurati. He doesn't answer, but is clearly torn over his loyalty to a Kasvarina who was not quite the same woman who stands before him now. All he says is that *this* Kasvarina is soft, and a soft woman could never have protected their people like the Kasvarina he knew.

She responds that the woman he knew apparently had no problem with mass prostitution and brothels (a reference to *Akela Sathi*, the Lonely Companion sacred brothel). She much prefers the woman she is now, who remembers life before the world went mad.

The party might be able to convince Asrabey to come along (Diplomacy DC 32) if they can guarantee a boon to the Unseen Court in exchange. It doesn't matter for the plot whether Asrabey goes with the party, though you might prefer to have fewer NPCs to keep track of.

Free Rein

When the party is ready to go, Asrabey calls to the guards, who escort them to lodgings. It's up to the party where to go from here, but Asrabey or the guards can deliver a message to Athrylla if they want to set up a meeting.

THE ENCLAVE SENTOSA

Social. Montage. Level 15.

The matriarch of Sentosa will decide whether to aid the party based on how they conduct themselves in her realm.

The old Elfaivaran city of Rumah Terakir lies in ruins, but a new settlement named Sentosa lies coterminous with it in a demi-plane between the material world and the Dreaming. The explicit name change is indicative of its matriarch's belief that her people must move and not cling to the past.

Today Sentosa is a large settlement by eladrin standards that has a growing population of fey wanderers from the Dreaming. This unique blend of populace ensures the community has an abundance of magic, and the unique properties of the planar enclave allow for greater magical feats than a similarly sized settlement would possess.

Reactions

The eladrin generally fear and shun outsiders, but Asrabey's familiarity with the party means the reaction of the locals depends on the party's prestige with the Unseen Court.

- ♦ **0 Prestige:** The 'welcome party' leads them to a larger force, which insists they sit in cells and submit their weapons. Failure to comply results in the PCs being asked to leave the enclave. If the PCs refuse to obey, the full might of Sentosa is brought upon them in an effort to force them from the community.

Should the PCs submit to holding, they are eventually visited by Kasvarina, who arranges for them to meet the matriarch Athrylla.

- ♦ **1-2 Prestige:** An escort of eight eladrin rajputs always follows the party. These soldiers are the elite of the eladrin, each a peerless warrior of unparalleled skill with blade, bow, and shield. They keep silent when spoken to, and never come closer than fifteen feet unless the PCs take arms or threaten a citizen.

Shopkeepers and merchants within the city offer up goods at retail value, and locals are just brusque, rather than actively mean.

- ♦ **3-4 Prestige:** The group is followed by a single rajput, **Desok**, who has heard of the PCs' exploits and eagerly asks them about their many battles. The detail is more ceremonial than practical, though Desok's presence makes the locals more willing to talk. Shopkeepers and merchants within the city offer up goods at retail value with a **10% discount**.
- ♦ **5+ Prestige:** The PCs are allowed to wander the enclave as they see fit. While no detail is assigned to them, the PCs are accosted by dozens of keenly interested eladrin and fey, all who have heard their exploits. Shopkeepers and merchants offer a **25% discount**.

Places to Go, People to See

There are several sites within Sentosa where the PCs can explore.

Akela Sathi, the Lonely Companion. If the party needs to rest and take a load off, the best place in Sentosa is also the most awkward. A brothel/hotel called *Akela Sathi* (or Lonely Companion) rests near the enclave's heart. Protected at every avenue by an auspicious assembly of eladrin rajputs, this building is built into the interior of a massive tree that snakes up the side of a great statue depicting the maiden, one of the three aspects of Srasama.

The hotel is home to several young eladrin women who have taken up the mantle of *ananta paudha*, or 'eternal sapling.' Though today eladrin culture values the safety and prosperity of women above all else, long ago the matriarchs of the various enclaves struggled to prevent rapes as a dramatically unbalanced population between men and women led to resentment and violence.

Their solution was to create the *ananta paudha*, a sacred role where women volunteer for seven years of service, offering her body to satisfy the carnal urges of male eladrin. The common cultural understanding is that this is how they defend the enclave, while most eladrin men serve by being warriors. Once each year, any resident or visitor of the enclave in good standing can request a night at the *Akela Sathi*, where he or she can enjoy luxurious pleasure and sensitive companionship.

Kasvarina is disgusted by what she sees as institutionalized prostitution, and if she learns any PC partook of the brothel it will drastically lower her estimation of the whole party.

The Bent Leaf. A local pub run by a trio of fickle gremlins, the Bent Leaf is renowned for its exquisite wine. Made from fermented fruits grown in the Dreaming, this drink – known as "Darkly Dreaming" – attracts a decent size crowd at all hours of the day. Here, the PCs could have encounters with random fey or wanderers. In particular, the fey **Copperhat the Headless**, can be found here. As he lacks a visible head, Copperhat merely holds a glass of the infamous wine in his hands, mulling it over like a drunkard debating taking another swig.



SENTOSA



CN Large town

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

Qualities magically attuned, planar pocket*, racially intolerant (non-elves)

Danger +5

Demographics

Government magical

Population 4,800 (4,200 eladrin, 700 fey, 60 gnomes, 25 elves, 15 other)

Marketplace

Base Value 2,400 gp; **Purchase Limit** 12,000 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4**

*Planar Pocket: count the settlement as two sizes larger for determining magical items available.

**Magic items: rather than generate a list, we have left the rough number of items presented for you to generate as appropriate to your campaign.

Sentosa Planar Traits

Sentosa exists between the fabric of the Material Plane and the plane of the Dreaming. It has the following traits.

Highly Morphic

Minor Positive Dominant: Sentosa grants fast healing to 1 to all fey and fey-touched races (elves, gnomes, and similar races).

Mildly Neutral-Aligned

The PCs likely met Copperhat in adventure seven, *Schism*, where the fey invited Rock Rackus on an adventure in the Dreaming. After a series of unfortunate (and hilarious) events, Copperhat was abandoned by his erstwhile companion, and found his way to Sentosa. The fey's presence at the Bent Leaf is not relevant to this adventure. His master the Voice of Rot sent him to spy on Asrabey, but the arrival of the party is more interesting. Once he's sure they won't see him, Copperhat leaves the pub – and the entire enclave – to report to his master. It turns out agents of the fey titans have no trouble whatsoever entering or leaving eladrin enclaves.

Shadow Edge Arms. Run by a repatriated eladrin bladesmith named **Iomar of Travin**, this smithy produces some of the most unique weaponry in the world. Iomar is jovial in all respects, but avoids talking about his past, even though he clearly has a Drakran accent. Loud and boisterous, citizens of Sentosa often chide the smith for being more like a dwarf than a true eladrin.

The truth behind Iomar's weaponry is that he infuses his creations with the suffering of others, a technique he learned from his less scrupulous dwarven companions. Hidden in a cellar beneath the blacksmith's forge, are a half-dozen human captives. Each of these humans are wanderers or Clergy missionaries ambushed during a trek through the jungle. Iomar had them smuggled into Sentosa by malicious fey, and now tortures them to feed his horrific weapons.

War Monastery. Dozens of eladrin train to be resilient in battle. They mention that they're interested in acquiring firearms, but that they have one rifle and have used it to perfect their bullet-slicing technique. A martial scientist who studies with the warriors can learn the technique *Bullet Slice* (see page 88).

RUMOR: SHADOW OF BORNE

Elf and fey alike speak of the terrible shadow that loomed over Sentosa recently (adjust the specific time based on how long it has been since the start of the adventure). Lasting for almost a week, the shadow was like that of a terrifying giant, visible just beyond the boundaries of the *edgestones*.

When the giant first arrived, it attempted to enter the enclave, but the stones repelled it. After several attempts of forcibly striking the magical field (and crushing the ten-headed lion three times), the giant eventually slumped and waited motionless for several days. On the eighth day, the giant turned and moved towards the north-west, as though summoned by some unknown call.

Since the arrival of the giant, the people of Sentosa have been on edge, as the shadow would indicate some creature from the Bleak Gate had attempted to enter. Of course, in truth this was the colossus Borne, drawn to Sentosa by an innate link to its 'mother' Kasvarina. Around the time it wandered off, the Obscurati figured out how to 'spoo' Kasvarina's presence, and they're using it to draw the colossus to Methia, in Danor.

Meet the Matriarch

After a day, or if the party make an effort to speak with her, they are summoned to meet with Athrylla Valanar. She holds court atop the planar-double of the Temple of Srasama found in Rumah Terakhir. While this temple is bereft of the religious slander of the Clergy, it is also lacking in any dedication to the former eladrin goddess. Instead, the temple stands as a monument to Sentosa, with the colony's history inscribed upon the walls.

Three stone thrones sit in an open meeting area atop the pyramid, left empty now but intended to represent that other matriarchs are welcome to sit as equals. Today Athrylla sits alone, though a half-dozen councilors stand off to the side, and the stairs leading to the top are lined with eight guards.

Athrylla (**female eladrin wizard 17**) possesses magical power normally impossible in the world, due to her connection with her enclave. If she leaves Sentosa she gains two permanent negative levels until she returns.

Interrogation and Dismissal

Athrylla has already decided how this meeting will go, and it's up to the party to change her mind. Kasvarina already came and asked for a chance to retrieve the *lost arc of Reida*. Athrylla's unwilling to let her leave and possibly regain her memories, since the woman she knew took the eladrin people down a path Athrylla did not approve of. She also wants the party gone, but doesn't want to foul possible ties to Risur. She also knows some group is trying to get into the enclave, likely to abduct Kasvarina. If that ever comes to pass, her most trusted warriors have orders to kill Kasvarina before she can leave.

Aside from being callous and calculating in order to protect her people, though, Athrylla can be quite the charmer. She commends the party for achieving what so few have: gaining access to an eladrin enclave. She asks them to explain why they have come, and explicitly encourages them not to be humble. She has known centuries of heroes, and is hard to impress with the honest truth these days.

After the party has explained themselves, she asks them to wait at the bottom of the pyramid as she confers with her advisors. A fine meal is served to them, and it might be a good opportunity to feed the players too. An hour later she calls them back and explains that she cannot let Kasvarina leave. As matriarch she feels no need to explain her reasons, and simply asks for the party to leave within a day. If they have any other requests for her, any way she can help Risur other than by letting Kasvarina go, she hopes they ask.

Changing Her Mind

Successful rhetoric or threats (Diplomacy or Intimidate DC 50) can persuade Athrylla, but she's very strong-willed. Speaking in a language other than elven imposes a -5 penalty. Athrylla is, after all, concerned foremost about her own race. High quality boasting early on (Perform DC 30) likewise gains the party a +2 bonus to the check.

Before making the final check, give the party a chance to learn the nature of Athrylla's distrust. A slow approach might be for the party to figure out she has old grudge against Kasvarina (Diplomacy or Sense Motive DC 30). Understanding the obscure history of the enclaves (Knowledge [history or nature] DC 30) can recall that sometimes matriarchs of different enclaves fought and betrayed each other.

The party might then compliment Kasvarina in order to goad Athrylla (Bluff DC 30) into opening up as to why she doesn't trust her (with a +10 bonus if they mention betrayal). Athrylla snaps that Kasvarina was betrayed by her fellow matriarchs, and that Kasvarina's only surviving daughter perished because of it. But despite the tragedy, Athrylla thinks the attempt on Kasvarina's life *was worth it*. The woman cared more about revenge than survival, and if she'd died four centuries ago, the eladrin people would be better off today.

Some of these likely arguments can grant modifiers to the party's final check:

- ♦ Highlighting the threat the Obscurati pose to Sentosa, +5.
- ♦ Offering favors from Risur to aid Sentosa, +5. (Diplomacy only. Athrylla would ask for the land around Rumah Terakir to be official eladrin territory, no longer part of any foreign colony.)
- ♦ In particular, offering to provide firearms and train her people, +2. (In addition to the +5 above.)
- ♦ Threatening to fire on Rumah Terakir with cannons, +5. (Intimidate only.)
- ♦ Pointing out that their job is to destroy what Kasvarina built, +5.
- ♦ Explaining that Kasvarina herself hates the version of herself from her missing memories, +10. (This prompts Athrylla to summon Kasvarina to explain herself.)
- ♦ Bearing the *arsenal of Dhebisu*, +5.
- ♦ Appealing to help Kasvarina just because she's another eladrin woman, -5.
- ♦ Having already tried to sneak Kasvarina out and failing, -10.

Acceptance

With a successful check, Athrylla relents and agrees to let them take Kasvarina, but only once they've returned with the *lost arc of Reida*. If they succeed by 5 or more she'll even offer to send four eladrin rajputs with them (or some similar allies) to aid them in their search for the artifact. Only if they succeed by 10 or more will she risk letting Kasvarina go right away.

She will not give them an *enclave key* of their own, but will tell them of a second archway hidden in an underground ruin where she'll have people waiting to let them enter as soon as they return.



Though a few dozen small enclaves of eladrin survive in Elfaivar, each with its own matriarch, Athrylla is the only matriarch to have survived the five centuries from the fall of Srasama. Today she rules over the enclave of Sentosa, which she fears has been endangered by the arrival of Kasvarina.

When the Great Malice occurred, Athrylla was in battle, polymorphed into the shape of a dragon. She was one of the first to advocate for the path of Vekesh, using restraint rather than seeking suicidal revenge. Centuries ago she had many arguments with Kasvarina, who took a far more active role in sending forces to attack the Clergy. Though Athrylla wished to pursue peace with the Clergy, Kasvarina's hardline stance made it impossible for her to find any leaders of the Clergy who would negotiate.

She feels an obligation to help perhaps the only other eladrin woman as old as her, but does not actually want Kasvarina back.

Rejection

A failed check hardens Athrylla's resolve, leaving the party with few options. They might go on their own to find the artifact, then return and use it to discover some of the backstory between the two matriarchs, giving them a chance to try a different negotiation method.

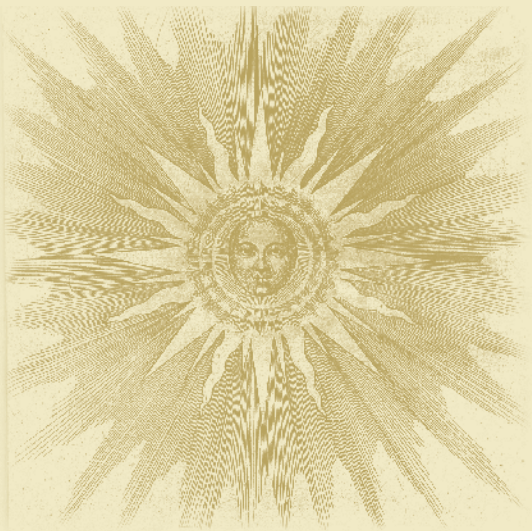
Or they might sneak Kasvarina out, which would entail stealing an *enclave key* from an elite dreadnought (likely a CR 14 warrior with numerous rajputs as allies), or perhaps a complex ad hoc ritual involving the *wayfarer's lantern*. If Athrylla found out she'd send a warning to the eladrin at Ingatan's Refuge, and the weretigers would be automatically hostile.



ACT TWO:

I'VE BEEN AROUND THE WORLD

In this act, the party recovers an artifact to let Kasvarina to recover five centuries of memories from across the world.



Sent at a young age from his monastery to the jungles of Elfaivar, Aulus has spent much of his life battling the eladrin. Trained as a godhand by an ascetic order, Aulus rose in the ranks due to the heavenly power of his fists and the loyalty of his men, rather than any skill at church politics. As commander of a Clergy outpost, Aulus holds out against a growing tide of inhuman creatures that stalk the jungles and seek the blood of humans.

Despite his overwhelming combat prowess, Aulus is a quiet man who looks out for those under his command. He directs the camp orchestra, and himself plays a circumspect cello he has proudly lugged through two decades of deployment. He thinks it is important to maintain civilized practices even when one's business is violence, but civilization does demand order, and he demands unquestioning loyalty from his men.

As for the eladrin, he has no particular disdain for them, but he values protecting his people above all else. He has no sympathy for savages who are still fighting a war they lost five centuries ago.



APOCALYPSE THEN

Exploration. Montage. Level 13.

Eladrin weretigers and a clergy garrison are poised to replay an old battle of the First Victory, right where the party needs to find an artifact.

Several hundred miles north of Rumah Terakir, the *lost arc* of Reida lies at the site known as Ingatan's Refuge, located a stone's throw from the Clergy backed garrison of Vigil Longis. For years the Clergy have marched out from their fort seeking the lair of the weretigers, and recently they managed to kill the clan's elder, whose magic was responsible for keeping the weretigers shielded from divination. Now the Clergy garrison leader **Aulus Atticus** awaits reinforcements so they can stamp out the monsters in one strike, while the young and angry weretiger leader **Betronga Sidhon** riles up his people for war.

In Sentosa they should have learned that a clan of territorial eladrin weretigers – naturally born with their powers, not afflicted, and known as *bagheva* in the local tongue – have claimed Ingatan's Refuge as their home. They do not revere the old god of memory and fire, but instead worship Hewanharimau, the forbidden god of savagery. They call themselves the Children of Hewanharimau, and see their powers as a blessing. Indeed, they refuse to share it with outsiders, and will relentlessly track and slay anyone not of their clan who survives a battle and might have contracted lycanthropy.

The people of Sentosa know the Clergy have been active in the area, but don't know any news more than a few years old. Ingatan's Refuge and Vigil Longis are barely a mile from each other, but it's nearly forty miles more to the next settlement larger than ten people. The next large force of Clergy is off to the east, exploring the Perpetual City.

Just how to get past all this and recover the *lost arc* is up to the PCs. While it's possible they might just sneak past the weretigers, it's more likely they'll have to pick a side in the conflict and help one group slaughter the other. Here we present some scenes that may occur on their mission.

Watcher in the Dark

This encounter should occur at night or during a dark daytime storm, probably while the party is still ten or twenty miles out from Ingatan's Refuge. The PCs have attracted the attention of a young and adventurous scout for the Children of Hewanharimau, **Talios Valanar** (a distant relative of Athrylla, matriarch of Sentosa). She skirts the edge of the party's camp or travel formation, but remains in eladrin form. If spotted she flees into the woods, then transforms into a tiger and hides.

If somehow captured, Talios remains tightlipped about herself, refusing to give any information about her clan. Instead, she directs the conversation toward Vigil Longis, telling her clan's perspective of the 'vicious Clergy soldiers who steal our lands and kill our youngest and oldest.'

If convinced she can trust the party (Diplomacy DC 30), she offers to bring them back to the Children of Hewanharimau's camp to meet Betronga, in hopes they can join the struggle against the Clergy.

Should combat erupt, Talios has the statistic of a Bramblehome Hunter.

Holy Patrol

About two miles out from Ingatan's Refuge, the PCs come across a contingent of Clergy soldiers – eight vindicators and two chaplains. These dour soldiers routinely patrol the jungle, chopping down trees that carry eladrin warding runes and planting copper rods that bear Clergy holy symbols, which make the weretigers uneasy. Within twenty feet of these rods, followers of faiths other than the Clergy take a -1 penalty to attack rolls, damage rolls, and saves. (Atheists are unaffected.)

Three of the vindicators and one of the chaplains are at half health, being pressed into the patrol at the behest of the garrison's commander. A lack of time and resources has prevented the Clergy from keeping the soldiers at top physical shape and the chaplains are currently without spells.

The leader of the Clergy patrol is a junior vicar by the name of **Lionel Talbot**. Talbot is edgy and believes the tigers are waiting to ambush his patrol at any moment. He's been grumbling to the men under his command about how pointless and dangerous their daily patrols are. They have adopted a bit of a "shoot first, ask questions later" mentality when dealing with the strange and magical. If the PCs belong to any uncommon race, or have any non-standard animal companions, the

patrol will attack at the first sign of hostility. If Talios is with the party, they attack on sight.

Otherwise, it's simple enough (Diplomacy DC 15) to convince Talbot to take the PCs back to the garrison. All the way back he grumbles and none-too-subtly implies the party ought to talk some sense into his commander.

Vigil Longis

The Clergy deploys several garrisons throughout the colony Vigilia. Each garrison has the long-term mission to drive back the natives and claim territory. The soldiers and chaplains build an artificial hill fort, surrounded by a twenty-foot-high wooden wall and an outer fraise of sharpened pikes, then send forth patrols every day. Every few months, once they have cleared an area of all hostile indigenous people, the soldiers dismantle the fort, travel ten or twenty miles, and build a new one.

Led by the stern godhand Aulus Atticus, Vigil Longis boasts a population of seventy, most of who have been on this mission for five years. Standard Clergy dictates would see the soldiers replaced after three years, but the turmoil between Risur and Danor has put Crisillyir on high alert, making them unwilling to redeploy troops outside the homeland.



Worse, the outpost has been stuck in place for half a year after coming under siege from the Children of Hewanharimau. There were originally over one-hundred and fifty able-bodied troops available to Atticus, but this number has now diminished to the current seventy battle-scarred survivors. A recent raid by the weretigers gave the Clergy soldiers a victory, though, when they managed to take down the druid leader of the weretigers.

Anywhere else, these troops would be lauded as great warriors, simply by dint of how many battles they've survived. So far from home, though, they feel unappreciated and foolish, with only their faith and Aulus's stern discipline keeping them going. Within a few minutes of seeing them, it should be obvious to the party that these are highly competent men, not to be attacked lightly.

- ♦ **Aulus Atticus**, Godhand
- ♦ **13 Vigil Chaplains**
- ♦ **57 Vigil Vindicators**

The Garrison

For the most part, the rank and file vindicators of the garrison keep watch and launch patrols into the nearby jungle, supported by senior chaplains. It is the responsibility of the chaplains to maintain spiritual strength among the ranks.

Raised platforms inside the wall are manned by fifteen vindicators at a time. Every day seventeen troops (14 vindicators and 3 chaplains) are deployed in the jungles surrounding the garrison. The rest of the soldiers attend to maintenance, cooking, or are simply trying to grab some sleep between double shifts. Everyone here is male.

Several structures reside within the camp, each erected over time for the specific needs of the garrison. They are described as follows.

1. **Barracks.** Eerily empty, this building once could house 150, but now has fewer than half as many.
2. **Mess Hall.** The soldiers eat jungle meat and local vegetables, which they hate. Each day a handful of soldiers are allowed to eat food conjured by a chaplain, but only if they have any spells left for the day.
3. **Recreation Center.** Aulus hosts music practice here, and occasionally traders deliver books from abroad.
4. **Hall of Prayer.** The stained-glass windows for this sturdy wooden chapel have been carted hundreds of miles overland and set up in several different forts during the past five years, a testament to the piety of the soldiers.
5. **Commander's Quarters.** These sparse quarters contain only the barest of furnishings, with much of the building being given to a large meeting and planning table, along with rows of holy texts held on wooden bookshelves.
6. **Armory.** Most of the men wield maces, spears, and crossbows. The chaplains store their magical healing supplies here.
7. **The Pyre.** Outside the walls, the soldiers burn dead animals, as well as allies and enemies. Most of the men here believe a completely unfounded stereotype that eladrin exhume buried bodies to eat, which is why the soldiers cremate even their own brethren.

Vigil Chaplain

CR 9

XP 6,400

Human cleric of the Clergy 10

LN Medium humanoid (human)

Init -1; **Senses** Perception +3

Defense

AC 24, touch 9, flat-footed 24 (+10 armor, -1 Dex, +5 shield)

hp 78 (10d8+30)

Fort +10, **Ref** +3, **Will** +13

Offense

Speed 20 ft.

Melee +1 *silver warhammer* +8/+3 (1d8+1/x3)

Special Attacks channel positive energy 7/day (DC 17, 5d6), staff of order (5 rounds 1/day)

Domain Spell-Like Abilities (CL 10th; concentration +13)

6/day – touch of glory (+5)

6/day – touch of law

Cleric Spells Prepared (CL 10th; concentration +13)

5th – *flame strike* (DC 19), *righteous might*, *wall of stone*

4th – *inflict critical wounds* (DC 18), *order's wrath*, *sending*, *spell immunity*

3rd – *daylight*, *dispel magic* (2), *magic circle against chaos*, *prayer*

2nd – *aid*, *bless weapon*, *hold person* (DC 16), *shatter* (DC 16), *silence* (DC 16),

spiritual weapon

1st – *bless*, *command* (DC 15), *detect evil*, *entropic shield*, *sanctuary* (DC 15),

shield of faith

0 (at will) – *create water*, *detect poison*, *light*, *purify food and drink*
Domains Law, Glory

Statistics

Str 10 **Dex** 8, **Con** 14, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 16

Feats Brew Potion, Combat Casting, Craft Magic Arms & Armor Extra Channel, Iron Will, Shield Focus

Skills Diplomacy +17, Intimidate +14, Knowledge (religion) +14, Spellcraft +14

Languages Common, Elven

SQ aura, divine presence (10 rounds, DC 18)

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 half-plate, +2 heavy steel shield, +1 *silver warhammer*, *cloak of resistance* +1

Vigil Vindicator

CR 6

XP 2,400

Human fighter 7

LN Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 18, touch 11, flat-footed 17(+7 armor, +1 Dex)

hp 71 (7d10+28)

Fort +7, **Ref** +3, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

Offense

Speed 30 ft.

Melee +1 *silver halberd* +12/+7 (1d10+7/x3)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks smite heretic (1/day), weapon training (pole arms +1)

Statistics

Str 15 **Dex** 12, **Con** 14, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 20 (22 vs. trip)

Feats Combat Expertise, Improved Trip, Lunge, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Climb +9, Diplomacy +4, Heal +6, Intimidate +7, Knowledge (religion) +7, Perception +6, Survival +9

Languages Common, Elven

SQ armor training 2

Combat Gear *potions of cure moderate wounds (2)*, holy water; **Other Gear** +1 breastplate, +1 silver halberd, masterwork light crossbow, with silver 15 bolts, antitoxin

Special Abilities

Smite Heretic (Su): Once per day as a swift action, a Vindicator can smite a nearby heretic (non-believer that does not follow the tenants of the Clergy). They gain a +1 bonus to all attack rolls against the target, as well as a +4 damage bonus on all attacks. This smite persists until the target is dead or the Vindicator rests.

Aulus Atticus, Godhand Commander

CR 14

XP 38,400

Male paladin 15

LG Medium humanoid (human)

Init +0; **Senses** Perception +8

Aura courage, faith, justice, and resolve (10 ft.)

Defense

AC 29, touch 16, flat-footed 29(+13 armor, +4 deflection, +2 natural)

hp 192 (15d10+105)

Fort +20, **Ref** +11, **Will** +17;

Immune charm, disease, fear

Offense

Speed 30 ft.

Melee unarmed strike +20/+15/+10 (2d6+5 / 19-20)

Special Attacks channel positive energy (DC 19, 8d6), smite chaos 5/day (+2 to attack and AC, +15 damage)

Spell-Like Abilities (CL 12th; concentration +14)

At will – *detect chaos*
Spells Prepared (CL 12th; concentration +14)

4th – *dispel chaos* (DC 16)

3rd – *dispel magic* (x2)

2nd – *resist energy, resist energy, shield other*

1st – *bless weapon, protection from chaos, cure light wounds* (x2)

Statistics

Str 20 **Dex** 10, **Con** 20, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +15; **CMB** +20; **CMD** 34

Feats Craft Wondrous Item, Critical Focus, Dispelling Fist, Gorgon's Fist, Improved Unarmed Strike, Power Attack, Scorpion Style, Toughness, Vital Strike

Skills Acrobatics -5 (-9 jump), Climb +0, Escape Artist -5, Intimidate +8, Knowledge (religion) +10, Perception +8, Ride -5, Sense Motive +13, Spellcraft +4, Stealth -5, Swim +0

Languages Common

SQ divine bond (angels), lay on hands (7d6, 9/day), mercies (blinded, dazed, paralyzed, staggered, stunned)

Combat Gear *Potion of magic fang (greater)* +5; **Other Gear** *Armatura Divinitatae**, *Belt of physical might (Str & Con +4)*, *Cloak of resistance +4*, *Ring of protection +4*

*See Appendix Three

Special Abilities

"The Man Who Has No Imagination Has No Wings" (Su): Connected with the unified faith of Clergy at a level beyond other followers, Aulus's regular speed is not slowed by the full plate he wears.

"Float Like a Cherub, Sting Like An Angel" (Su): On a successful hit with his unarmed attacks, Aulus can spend one use of lay on hands to summon forth an angel created from his belief. This summoned simulacrum has the same stats as a Movanic Deva (see *Bestiary 2*) but does not communicate, except to accept telepathic commands from Atticus. The angel appears within 15 feet of Atticus, and does not act until the start of his next round. The angel acts on the same initiative value as Atticus. Aulus must spend a standard action concentrating or else the angel disappears.

Scourge of Chaos (Ex): Unlike a regular paladin, Aulus's *detect evil* and *smite evil* are replaced with version that specifically target chaotic creatures.

Introductions & Negotiations

Regardless of how they arrive, the PCs are directed to meet with Aulus in the Hall of Prayer, where the commander is in a moment of deep entreaty with the divine forces he believes in. As the PCs arrive, he mutters a final prayer to the divine and stands to greet them.

Aulus Atticus is a giant of a man, clad for now in a simple ascetic's uniform, though later they'll likely see him in his glittering golden plate armor, the *Armatura Divinitatae*. He displays no surprise at the appearance of outsiders, and in general his expression is hard to read.

Aulus offers them a tour of the camp, asking their business as he walks them through the weathered fort. Sure never to interrupt, Aulus responds to their story with simple nods or hand gestures, only occasionally filling a pause to ask a question. Even if told the full scope of the PCs mission, Aulus sees no issue with restoring Kasvarina's memories for the purpose of stopping the Obscurati. Likely, the PCs will not explain the full story of their mission, but as luck would have it Aulus does not quite care.

If the party mentions seeking Ingatan's Refuge, the godhand explains that he's heard the name before. The weretigers call their lair *Kanta Mahala*, or Bramblehome, but the ruins were originally called Ingatan's Refuge. Aulus describes the lycanthropes as horrific creatures of the night that are unwelcome even by the other eladrin on the jungle. His group got lucky when they managed to kill several weretigers who were sent out carrying messages to other clans, and he had hoped his men's recent victory over the beastmen would cow them, but now divinations suggest the survivors are planning an attack.

THE PERPETUAL CITY

Far to the east of the *Vigil Longis* lies the Perpetual City. A massive crater is filled with hundreds of interconnected stone buildings, and the deeper one goes into the earth, the closer the architecture resembles that of the early Clergy. The archaeologist who four centuries ago proposed a shared origin of the Clergy and Seedism was burned as a heretic.

The eladrin, by contrast, think the site is home to an ancient buried evil. Some eladrin wanderers live in the upper levels, but they refuse to explore out of sight of the sun and stars.

What exactly is inside the Perpetual City is up to you. It plays no role in the ZEITGEIST campaign, but if you want to hide clues to PC-related storylines or design a capstone Mega-Dungeon that no one has ever plundered, the remote wilds of Elfaivar ask you to consider them.

Aulus won't ask outright, but he'll try to gauge whether the party seems willing to fight the weretigers. If so, he'll offer to coordinate with them, lending his men in a massive assault. He'll want a day to let his people rest and recover, and then they can attack at dawn the following day. After that, the party can do as they please in the ruins (with the understanding that they are, ultimately, controlled by the Clergy and the colony of Vigilia).

Should the PCs decide not to pursue a fight, Aulus offers to let the PCs spend the night to rest, but requests they leave the garrison in the morning. If he gets any hint that the party might be allying with the weretigers against his people, he take a deep breath to calm himself, gives them a chance to explain themselves or change their minds, and if that fails he'll order the entire camp to attack them.

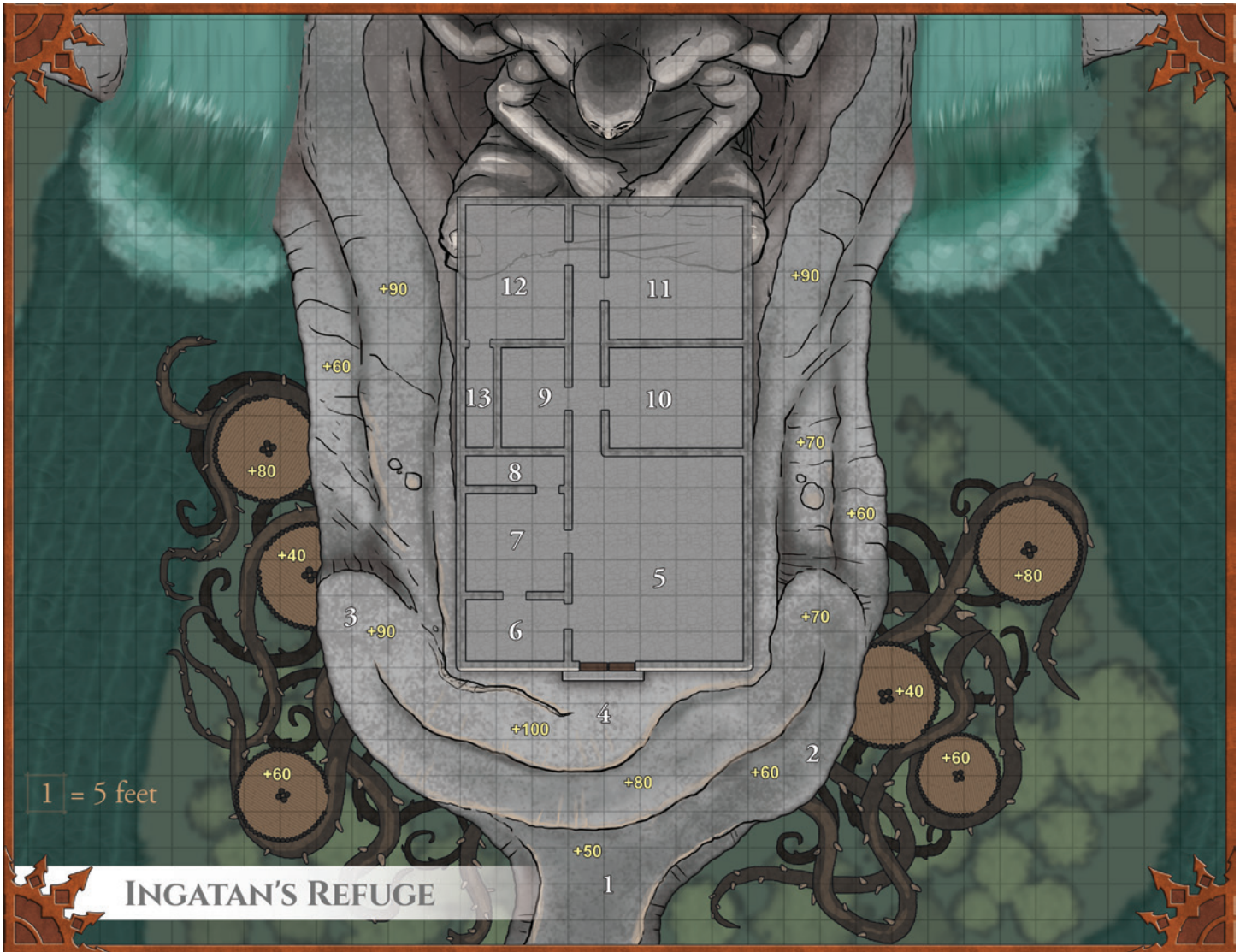


Bramblehome

An unnamed river is split in two by the natural awning of stone over a shallow cave, and the waterfall cascades on either side of a hundred foot high outcropping. A switchback leads up the front of the outcropping to the long-abandoned holy site known as Ingatan's Refuge, a spacious temple hollowed into the outcropping. At the back of the cave, just visible from the outside, a massive statue of Ingatan sits, his four arms held palm-up, as if waiting to hold something. Erosion has weathered his face away, and looters have stolen the gold that once adorned him, but the temple's greatest treasure still remains.

The Children of Hewanharimau have built huts in a tangle of massive thorny vines that have grown up around Ingatan's Refuge. Known as *Kanta Mahala* or Bramblehome, the weretiger lair is difficult to assail by all but the most prepared of attackers. The mobility required to navigate the weretiger's home – as well as the numbers required for such an attack – is one of the major reasons the Clergy have not been able to mount a proper assault against the raiding lycanthropes.





INGATAN'S REFUGE

The full weretiger cult of Hewanharimau has hundreds of followers, and clans around Elfaivar are engaged in hit and run tactics against the Clergy and other colonies. But here at Bramblehome, the seat of the cult's power, long months of fighting have whittled their numbers to only thirty-two warriors, plus a score of elders, pregnant mothers, and children too young to fight. The previous Raja of the clan foolishly sent out messengers to summon allies, then attacked Vigil Longis before they returned. He died for his recklessness.

The weretigers' newly-risen leader Betronga seethes with vengeance, but he knows he needs more warriors to drive off the humans. Suspecting that the couriers to the rest of the clan were caught, he has sent out emissaries to other eladrin settlements that are closer, but are not weretigers. If Betronga cannot get allies, he'll turn his fellow eladrin into lycanthropic brothers and sisters.

- ♦ 23 Bramblehome Hunters
- ♦ 8 Bramblehome Shamans
- ♦ Betronga, Weretiger Raja
- ♦ 20 non-combatants

Clan Defenses

Throughout the day, only a third of the weretigers remain awake, standing guard in their humanoid form. Once nightfall comes, the remaining twenty wake, forming patrols and strike parties. Those who remain in the lair stay in humanoid form, while those taking part in the hunt or patrols switch to hybrid or tiger forms. The shamans use their animal companions (tropical birds, mostly) to patrol Bramblehome's surroundings during the day (Stealth DC 20 to get in without being spotted).

When expecting trouble, the clan will withdraw deeper in the cave, with the warriors inside Ingatan's refuge and the shamans beside the statue of Ingatan, waiting for their animal companions to signal the approach of enemies. Once foes are strung out along the switchback, the warriors open the doors of the refuge and pounce, while the shamans mostly rely on call lightning.

One possible solution would be for the PCs to simply burn the weretigers out, but the nearby waterfalls make it impossible to *fireball* the vines and houses into ashes.

A leader among the growing population of eladrin weretigers (called *bagheva* in the local tongue), Betronga seeks to unify his people and begin rebuilding the shattered eladrin nation. Betronga knows most other eladrin see his clan of weretigers as nothing more than vicious beasts, but he thinks spreading the blessing of lycanthropy will strengthen his race and help them reclaim their empire.

Betronga wishes only to cleanse his nation of the Clergy's remaining presence, and then create a true home for his people. If made to listen, he would ally with the remaining elves and try to build a true nation out of the ruins of Elfaivar. Prone to being overtaken by his animalistic nature, the desire to rebuild the shattered nation drives Betronga, and he is willing to make any sacrifice for his people.



The (Were) Tiger's Den

Located along the top edge of a two-hundred foot cliff, Bramblehome has one primary access point from the edge of the cliff. The vines that make up the den are as sturdy as solid wood, and have been fashioned as such in some places. Spells or magic that affect wood or plants will work on the vines, allowing spell casters the ability to manipulate the terrain if they possess such magic.

Terrain Perils: There are no railings or edges, and the slight curve of the vines means creatures are susceptible to falling should they move on any part of the growing vines. A creature performing anything more than a move action in square where the vine ends must make an Acrobatics check (DC 15) or fall prone as they slip to the ground. If the creature is next to the edge of a vine, a subsequent Reflex save (DC 16) is required to avoid falling from the vine's edge to the rocks or jungle canopy below. The weretigers all possess a climb speed, and are typically safe from the perils of tripping or falling, unless they are targeted by a bull rush or similar effect.

1. **Switchback.** A stone path carves its way up the outcropping to the entrance of Ingatan's Refuge. Several vines and huts emerge from the cliff face along the switchback.
2. **Hunters' Homes.** Scattered across the growing vines of Bramblehome are several two-story wooden homes, built with elegance and care outsiders might not expect of vicious weretigers. They have screens rather than full walls, though the roofs are sturdy enough to survive an 800-pound tiger dropping from above.

The eastern homes are occupied by the hunters, with the most successful ones given the lower homes so they are first to defend against intruders. Each building houses seven or eight weretigers, with the floors segregated by sex, though typically only half are indoors at a time.

3. **Shaman Homes.** On the vines growing from western face of the outcropping, two of these homes are each occupied by four shamans, while the highest hut at the rear is Betronga's own. He tried to claim the wife of the clan's previous leader, but she said she will stay with the noncombatants deeper in the cave until he manages to kill the humans who killed her last husband.

The shaman's huts are often used for rituals – one has a basin within filled with the blood of slain humans, while the other's basin holds the blood of slain animals. Prior to the start of any major skirmish or battle, Betronga leads his followers in a barbaric ritual where they adorn themselves in the two bloods.

4. **Entrance to the Refuge.** The old temple to Ingatan is described below (see *Raiders of the Lost Arc*, page 37). Further back, behind the statue of Ingatan, more homes house the noncombatants.

The Young Raja

If the PCs trigger any alarms, Betronga is quick to emerge and take control of the situation. Despite his bloodthirsty nature, if he recognizes that the party are not Clergy he'll howl for a cessation of hostilities so the two sides can talk. A cornered Betronga is a fierce fighter, but if the PCs manage to ambush the weretiger leader, he still offers to parlay.

Betronga is defensive of Ingatan's Refuge. Though his people do not worship Ingatan specifically, they know this place is holy. They believe that, though most eladrin reviled their god Hewanharimau, Ingatan respected history enough that he would know the truth. They hope that by guarding this temple, some day they will receive proof to exonerate their god. Betronga refuses to let anyone unworthy enter the refuge, but he readily offers a way the party can prove themselves.

The Children of Hewanharimau's guerilla war against the Clergy might currently be fueled by a desire for revenge, but the ultimate goal is to weaken the Clergy's presence. Betronga has heard rumors of wars elsewhere in the world, and of a black monster crashing through the woods to the south, visible only for the shadow it casts. Scouts say the monster heads for Crisillyir, and he wants to fight alongside it to drive away all the humans he can.

When the time is right, Betronga hopes to unite the lycanthrope clans throughout the jungles together into a new nation, a dream he believes possible for one important reason: the Children of Hewanharimau have the ability to breed and mature at rates far faster than normal eladrin.

With a fervent gleam in his eyes (and on his teeth), Betronga asks the PCs to help assault Vigil Longis, hoping to end the Clergy threat in the immediate region. If the PCs have already met with Aulus Atticus, then the weretigers would like the PCs to return and act as infiltrators for their

AREN'T LYCANTHROPEs EVIL?

In traditional gaming, most lycanthropic creatures are evil (except bears for some reason... figure that out). So, why are the Children of Hewanharimau listed as Chaotic Neutral in alignment?

Well, because lycanthropy works different in the ZEITGEIST setting. The exact nature of the lycanthropic transformation that afflicts the Children of Hewanharimau is half-spiritual and half-curse. The affliction has been mostly overcome, though the weretigers still hold onto several bestial tendencies.

So there you have it, lycanthropes are not inherently evil in ZEITGEIST.

Except bears. We're just going to assume werebears are godless killing machines.

final push against the garrison. In exchange for their assistance in defeating the Clergy, the weretigers pledge to give the PCs unrestricted access to Ingatan's Refuge, and offer their support in any future endeavors the PCs may have.

If the PCs refuse Betronga's offer, the weretiger is saddened, but then gives the order for his tribe to rip the PCs apart. If any PC seems sympathetic to the lycanthropes cause, he orders his followers to merely subdue that PC, so they can be converted, hoping they will see things better through the eyes of a tiger.

Bramblehome Hunter (humanoid form)

CR 7

XP 3,200

Eladrin natural weretiger barbarian 7

CN Medium humanoid (eladrin, shapechanger)

Init +2; Senses low-light, scent; Perception +3

Defense

AC 17, touch 11, flat-footed 14 (+5 armor, +2 Dex, +1 dodge, +1 natural, -2 rage)

hp 86 (7d12+35)

Fort +9, Ref +4, Will +5; +2 vs. enchantments

Defensive Abilities improved uncanny dodge, trap sense +2, DR 1/-

Offense

Speed 30 ft., climb 30 ft.

Melee +1 thundering greatclub +12/+7 (1d10+7)

Ranged mwk javelin +10/+5 (1d6+4)

Special Attacks rage (18 round/day), rage powers (animal fury, intimidating glare, vicious transformation)

Statistics

Str 18 Dex 15, Con 18, Int 10, Wis 12, Cha 10

Base Atk +7; CMB +11; CMD 22

Feats Dodge, Mobility, Power Attack, Spring Attack

Skills Acrobatics +9, Heal +5, Intimidate +9, Knowledge (nature) +7, Knowledge (religion) +4, Perception +3, Survival +8

Languages Common, Elven

SQ change shape (human, hybrid, and tiger; polymorph), fast movement, eladrin magic, lycanthropic empathy (tigers and dire tigers), weapon familiarity

Combat Gear potion of cure moderate wounds; Other Gear +1 hide armor, +1 thundering greatclub, masterwork javelin (4), amulet of natural armor +1

Special Abilities

Vicious Transformation (Su): This variant rage power takes up one additional round of raging when used. When a Blood Child starts a rage, they gain the pounce universal special rule for the first round of the rage. Alternatively, a Blood Child in hybrid or animal form can spend a round of rage to give their claw attacks +1d6 bleed damage for a round.



Bramblehome Hunter (Hybrid Form)

CN large humanoid (eladrin, shapechanger)

Defense

AC 21, touch 11, flat-footed 18(+5 armor, +3 Dex, +1 dodge, +5 natural, -2 rage, -1 size)

Fort +9, Ref +5, Will +5; +2 vs. enchantments

Defensive Abilities improved uncanny dodge, trap sense +2, DR 10/silver

Offense

Melee +1 thundering greatclub +13/+8 (1d10+9), or bite +12 (2d6+8 plus grab and curse of lycanthropy), 2 claws +12 (1d8+8)

Ranged mwk javelin +10/+5 (1d6+6)

Space 10ft.; Reach 5ft.

Special Attacks pounce, rake (2 claws +12, 1d8+8) rage (18 round/day), rage powers (animal fury, intimidating glare, vicious transformation)

Statistics

Str 23 Dex 16, Con 18, Int 10, Wis 12, Cha 10

Base Atk +7; CMB +13; CMD 25

Bramblehome Shaman (humanoid form)

CR 9

XP 6,400

Eladrin natural weretiger druid of Hewanharimau 8

CN Medium humanoid (eladrin, shapechanger)

Init +7; Senses low-light vision, scent; Perception +5

Defense

AC 21, touch 13, flat-footed 18(+6 armor, +3 Dex, +2 natural)

hp 55 (8d8+16)

Fort +8, Ref +7, Will +9; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

Offense

Speed 30 ft., climb 30 ft.

Melee quarterstaff +7/+2 (1d6+1)

Special Attacks wild shape 3/day

Druid Spells Prepared (CL 8th; concentration +11)

4th – cure serious wounds, rusting grasp, summon nature's ally IV (animals only)

3rd – call lightning (DC 16), contagion (DC 17), dominate animal (DC 16), protection from energy, wind wall

2nd – barkskin, chill metal (DC 15), gust of wind (DC 15), hold animal (DC 15), warp wood (DC 15)

1st – calm animals (DC 14), charm animal (DC 14), cure light wounds, longstrider, obscuring mist, pass without trace

0 (at will) – create water, detect poison, know direction, purify food and drink

Statistics

Str 12 Dex 16, Con 14, Int 10, Wis 16, Cha 10

Base Atk +6; CMB +7; CMD 20

Feats Combat Casting, Eschew Materials, Improved Initiative, Lightning Reflexes

Skills Handle Animal +11, Heal +14, Knowledge (nature) +2, Knowledge (religion) +8, Perception +5, Spellcraft +11 (+13 identify magic item properties), Survival +16

Languages Common, Elven

SQ speak with animals (11 rounds/day), animal companion (effective druid level 5), nature bond (Animal domain), nature sense, wild empathy +8, woodland stride, trackless step, eladrin magic

Combat Gear potion of cure serious wounds; Other Gear +2 hide armor, quarterstaff, amulet of natural armor +2

Bramblehome Shaman (hybrid form)

CN Large humanoid (eladrin, shapechanger)

Defense

AC 23, touch 12, flat-footed 21(+6 armor, +3 Dex, +5 natural, -1 size)

hp 63 (8d8+24)

Fort +8, **Ref** +8, **Will** +9; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure; **DR** 10/silver

Offense

Melee quarterstaff +11/+6 (1d6+6), or bite +11(2d6+6 plus grab and curse of lycanthropy), 2 claws +11 (1d8+6)

Space 10ft.; **Reach** 5ft.

Special Attacks pounce, rake (2 claws +11, 1d8+6), wild shape 3/day

Statistics

Str 23 **Dex** 16, **Con** 17, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 26

Betronga Sidhon, Weretiger Raja (humanoid form)

CR 14

XP 38,400

Male eladrin natural weretiger ranger 14

CN Medium humanoid (eladrin, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +22

Defense

AC 24, touch 16, flat-footed 20(+8 armor, +2 deflection, +3 Dex, +2 natural, +1 dodge)

hp 109 (14d10+28)

Fort +12, **Ref** +16, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion

Offense

Speed 30 ft., climb 30 ft.

Melee +1 greataxe +16/+11/+6 (1d12+2)

Ranged *Kuat Lengén*, +3 anarchic longbow +22/+17/+12 (1d8+3/19-20/x3)

Special Attacks favored enemy (animals +2, humans +6, undead +2)

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

4th – *freedom of movement*

3rd – *greater magic fang*, *summon nature's ally III*

2nd – *bear's endurance (2)*, *protection from energy*

1st – *alarm*, *charm animal (DC 14)*, *entangle (DC 14)*, *pass without trace*

0 (at will) – *create water*, *detect poison*, *know direction*, *purify food and drink*

Statistics

Str 12 **Dex** 20, **Con** 13, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +14; **CMB** +15; **CMD** 33

Feats Critical Focus, Deadly Aim, Dodge, Endurance, Far Shot, Improved Critical (longbow), Improved Precise Shot, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +15, Diplomacy +8, Handle Animal +11, Heal +13, Knowledge (religion) +15, Perception +22, Sense Motive +10, Stealth +19, Survival +20

Languages Common, Elven

SQ camouflage, change shape (elf, hybrid, tiger; *polymorph*), favored terrain (forest +4, jungle +4, water +2), evasion, hunter's bond (bonded tigers), quarry, lycanthropic empathy (tigers and dire tigers), swift tracker, track +7, wild empathy +15, woodland stride, eladrin magic, weapon familiarity

Combat Gear *potions of cure serious wounds (2)*; **Other Gear** +3 scale mail, +1 greataxe, the *Kuat Lengén* (+3 anarchic longbow), belt of mighty constitution +2, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +2

Special Abilities

Bonded Tigers (Su): Forgoing a standard animal companion, Betronga keeps two dire tigers with him at all times. These massive tigers have a spiritual bond with their master. While within 100 feet of Betronga, anytime Betronga takes damage, that damage is instead divided in half and applied to both tigers. If one tiger is dead, the full damage is transferred to the other tiger. Betronga may opt to suppress this ability once a tiger reaches 1 hit point; any remaining spillover damage instead being applied to him.

Betronga Sidhon, Weretiger Raja (Hybrid form)

CN Large humanoid (eladrin, shapechanger)

Defense

AC 26, touch 16, flat-footed 23 (+8 armor, +2 deflection, +3 Dex, +5 natural, +1 dodge, -1 size)

hp 137 (14d10+56)

Fort +14, **Ref** +16, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **DR** 10/silver

Offense

Speed 30 ft., climb 30 ft.

Melee +1 greataxe +20/+15/+10 (1d12+7), or bite +19 (2d6+6 plus grab and curse of lycanthropy), 2 claws +19 (1d8+6)

Ranged *Kuat Lengén*, +3 anarchic bow +21/+16/+11 (1d8+3/19-20/x3)

Special Attacks favored enemy (animals +2, humans +6, undead +2), pounce, rake (2 claws +19, 1d8+6)

Statistics

Str 23 **Dex** 20, **Con** 17, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +14; **CMB** +20; **CMD** 38

Benci & Takut (Betronga's Advanced Dire Tigers)

CR 9

XP 6,400

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +18

Defense

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +13, **Will** +7

Offense

Speed 40 ft.

Melee 2 claws +20 (2d4+10), bite +20 (2d6+10 / 19-20 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +20, 2d4+10)

Statistics

Str 31 **Dex** 19, **Con** 21, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +21 (+225 grapple); **CMD** 35 (39 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +10, Perception +16, Stealth +19 (+27 in jungle), Swim +17

It Takes Two to Tragedy

You might make it easy on the players if you don't want to force them to make uncomfortable choices that result in slaughtering innocents. Or you can let them struggle with their decision, or perhaps risk their mission altogether to try diplomacy. Sadly, there are no John Smith and Pocahontas to bridge the two cultures (though perhaps Lionel and Talios could be introduced...).

This scenario can play out a ton of ways. The two sides are fairly evenly matched, and so won't attack unless the PCs get involved. If the party does agree to fight, have them lead the way, with either faction's leader (Aulus or Betronga) at their side as they battle the other side's leader, plus an EL 13 combination of foes. For optimal angst, include Lionel or Talios on the opposing side.

Possible Weretiger Encounter

- ♦ 1 Bramblehome Shaman
- ♦ 2 Bramblehome Hunters
- ♦ Benci & Takut, Dire Tigers
- ♦ Betronga

Possible Clergy Encounter

- ♦ 2 Vigil Chaplains
- ♦ 6 Vigil Vindicators
- ♦ Aulus

A Clergy assault on Bramblehome entails the party and Aulus storming up the switchbacks while the rest of the garrison rappels down from the overhang above, and attack from behind. A weretiger assault on Vigil Longis is more straightforward, with the party and Betronga being responsible for opening the gate so the other eladrin can surge through.

While the party fights, narrate other weretigers and Clergy members battling around them. If the party can defeat the opposing encounter above, that's enough to start a snowball effect so the rest of their side can kill half the enemies then force the rest to surrender. They'll have won the right to enter Ingatan's Refuge, and the winning side might be able to fight for them in later adventures.

More than One Way to Skin a Weretiger

Aside from killing their way to victory, how else might the party win?

Not Our Fight

Alternately, the party might trick the two sides into fighting, then bail rather than joining in. Betronga sends his dire tigers to wrestle the godhand while he fires arrows from afar. Unless stopped, the weretiger lord manages to pincushion Atticus, eventually felling the godhand, only to be impaled on the blade of a summoned angel. Betronga orders a withdrawal, having lost four of his people while the humans lose fifteen.

In the aftermath, the soldiers of Vigil Longis flee back to civilization, falling one by one as the weretigers harry them in the jungle. The Clergy never learns their fates, but word of the battle spreads among the eladrin and emboldens other weretigers throughout the nation. Within two months clans will rally around Ingatan's Refuge to plan a full assault on the capital of Vigilia. When that succeeds, a new movement begins of eladrin seeking to become Children of Hewanharimau.

Cat Burglary

Sneaking into Ingatan's Refuge isn't hard. If they wait until Betronga is away for something, or occupied trying to sire some more Children, the other weretigers aren't particularly attentive, and the roar of the twin waterfalls can mask the party's approach. The challenge is getting away once flames start appearing in the hands of the statue of Ingatan.

We Couldn't Think of Any More Cat Puns

Avoiding a fight altogether is possible. While Betronga wants a victory to rally his people, he'd settle for seeing the Clergy leave (though his people would probably kill a few of them as they retreated). And although Aulus wants to carry out his orders, he cannot command a mutinous unit. The party might be able to heighten the discontent among the soldiers, or concoct some fake threat to the Clergy that demands they return. This leaves every side unhappy and likely earns the party no allies in the long run, but results in the fewest deaths.

RAIDERS OF THE LOST ARC

Exploration. Real-Time. Level 14.

But we still had this pun up our sleeves.

A hundred feet up a rocky outcropping, the switchback stops in front of the doors to Ingatan's Refuge, a site plundered shortly after the Great Malice, then not breached again for centuries. The last priests of the temple altered its magic so that rather than evoking memories of wisdom and peace, it acts as a trap for intruders, throwing them back into dangers of their past, and even conjuring possible deaths from their future.

The refuge consists of a main meditation chamber and several rooms once used for training, sleeping, and supplies. Light within is provided by small windows carved through the walls. And by fire, but not just yet.

To acquire the *lost arc of Reida*, a visitor must pass four tests of past and future. Each test conjures a flame in one of the hands of the monolithic statue of Ingatan. But the tests have been altered from their original purpose. Now they simply seek to kill any intruders.

5. **Refuge Hall.** Prayer mats lie on the ground, still pristine, even smelling freshly washed, despite the ground around them being covered in flaky moss.

A fresco on the eastern wall reveals an idealized form of the god Ingatan, a rotund, four-armed figure flanked by elephants. He holds a flame in each hand, painted with a different color: gray, red, yellow, white. These represent (Knowledge (religion) DC 35) the far past (gray), near past (red), near future (yellow), and far future (white). As the trials are passed, the flames here begin to glow, and giant fires appear in the hands of the statue of Ingatan outside.

If all four trials are passed, the fresco fades away into a fire-filled doorway which cannot be seen through. A creature who steps through the fire is unharmed, and emerges atop the temple right in front of the cross-legged statue of Ingatan. The *lost arc of Reida* floats within arm's reach, and once it is taken, all the fires are snuffed.

6. **Dining Room.** Four low tables sit here, along with a tub holding fresh water.

7. **Kitchen.** A single banana sits on a counter-top beside old cutlery.
8. **Pantry.** Peppery breads here don't have a spot of mold on them.
9. **Purification Chamber.** Warm air wafts out of this room. If someone steps inside, it bursts into flame, dealing 1d6 damage per round.
10. **Hall of the Far Past.** Cool fog floats in the doorway, and nothing can be seen through it until a visitor steps through. Effectively, the room beyond doesn't exist yet until a person enters, so most divinations fail. Once a creature steps inside, it experiences a vision of the far past (see below). If someone enters the room while the vision is ongoing, it joins the vision.
If the creature or creatures survive the vision, they find themselves standing in a relatively bare stone room with a washing basin and clean robes fitted perfectly for them. The fog at the doorway vanishes, and the vision will not repeat for 24 hours.
11. **Hall of the Near Past.** As above, but with a vision of the near past. When the vision is completed, creatures find corpses, showing no sign of injury, of a dozen eladrin priestesses who perished in the Great Malice. Their bodies have been carefully placed with hands serenely folded on their chests, and they haven't decayed in the least in five centuries.
12. **Hall of the Near Future.** As above, but with a vision of the near future. After the vision, an illusion shows the room is strewn with bloodied and burnt corpses identical to the PCs. In truth the room is bare (Will DC 20 to disbelieve).
13. **Hall of the Far Future.** As above, but a vision of the far future. Also, when the vision ends the creature finds itself in a cramped, bare room, which was once used for visitors to deprive themselves and meditate, so that they might leave behind unwanted pasts. The floor is worn smooth where visitors would sit on their hands and knees, with their forehead pressed to the stone.

Vision of the Far Past

The fog parts to reveal the following scene:

Everything is colored in monochrome. You stand on the deck of a great seafaring vessel, except the area has been converted into the site of a great party. Dozens of guests move about in amusement, sharing laughter and casual conversation alike. The familiar face of Stover Delft emerges from the crowd and he snags one of your arms.

"Do me a favor and go make sure the Duchess isn't 'sleeping through' the king's speech in order to embarrass her brother."

Suddenly, the back of the ship erupts in a great burst of gray and black flame. Eyes seethe with hunger as the fire coalesces into a two separate forms, both rushing down to consume those on the deck.

The vision sets the PCs back aboard the R.N.S. *Coaltongue* from adventure one, *The Island at the Axis of the World*. The flame demons that have manifested are a representation of the engine sabotage the PCs (likely) stopped during the inaugural adventure.

♦ 2 Coaltongue Flame Demons

Coaltongue Flame Demon

CR 12

XP 19,200

NE Huge outsider (elemental, extraplanar)

Init +14; Senses darkvision 60 ft.; Perception +20

Defense

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, -2 size)

hp 161 (17d10+68)

Fort +9, Ref +20, Will +10

DR 10/—; Immune elemental traits, negative energy

Offense

Speed fly 60 ft. (good)

Melee 2 slams +25 (2d8+6 plus 3d6 fire plus energy drain)

Space 15 feet.; Reach 15 ft.

Special Attacks energy drain (2 levels, DC 18), negative energy attacks

Statistics

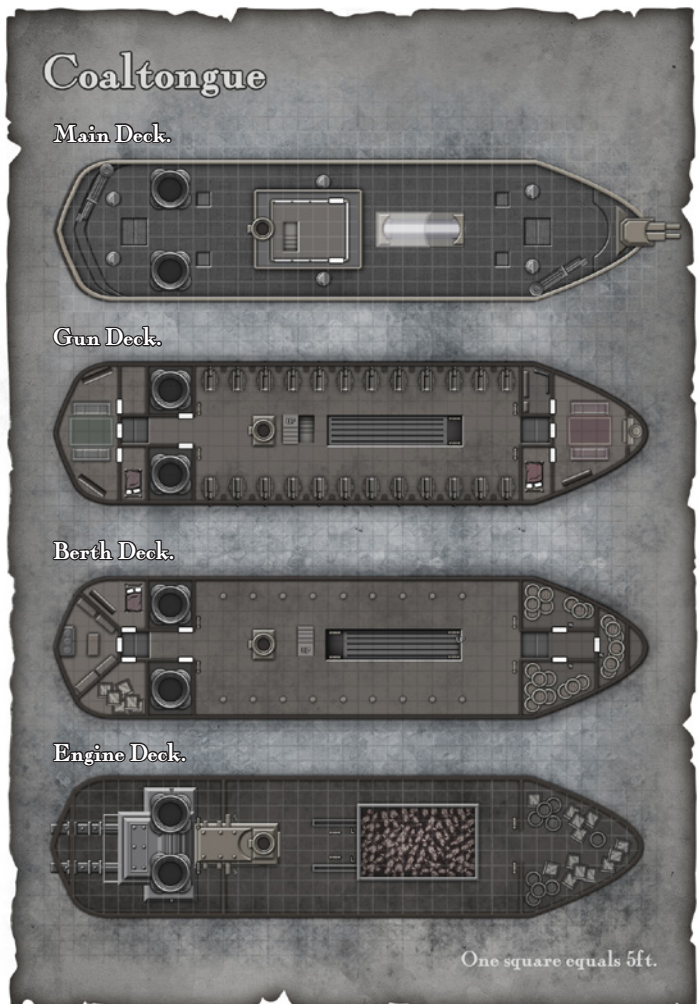
Str 22 Dex 31, Con 18, Int 13, Wis 11, Cha 11

Base Atk +17; CMB +25; CMD 46

Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse, Whirlwind Attack

Skills Acrobatics +30, Bluff +20, Fly +30, Knowledge (history) +18, Knowledge (planes) +21, Perception +20, Stealth +22

SQ death throes



Special Abilities

Death Throes (Su): If the Coal-tongue flame demon is killed, it explodes in a flash of swirling fire energy that affects all within a 30-foot radius. Living creatures within the area take 4d8 points of negative energy damage and 4d8 points of fire damage (Reflex DC 22 for half). Negative energy-based creatures and undead gain hit points equal to the amount of damage the death throes would have otherwise dealt. The save DC is Constitution-based.

Grayflame Strikes (Ex): The flame demon's slam attacks are infused with fire and negative energy. These strikes deal additional fire damage, but also affect the target with energy drain as listed in the statblock. Due to the unique nature of this damage, undead creatures are unaffected by the attacks of the flame demon.

Once defeated, the flame creatures shrink into a smaller form; a floating flame only a three inches in size. When the second demon is defeated, its fire joins with the first to create a larger hand-sized flame. Cool to the touch, the flame can be 'held' by any creature willing to pick it up, the flame floating several inches above the hand holding it. Picking up the flame causes the vision to end.

Vision of the Near Past

The fog parts to reveal the following scene:

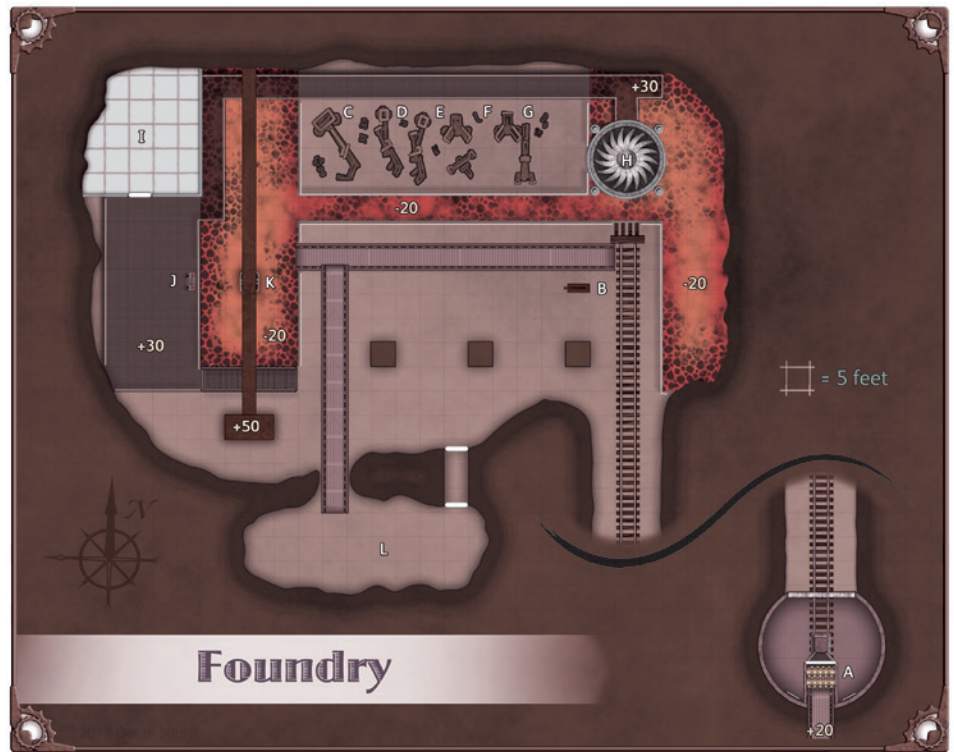
Fog gives way to red steam, which blasts out from the cracked machinery of a foundry, nestled in the heart of a volcano. A large mechanical suit stands slumped and immobile at the top of the stairs, but enormous industrial mechanisms move along the walls. The temperature begins to rise to an unbearable level, and the steel platform separating you from the magma below starts to creak and buckle.

This vision sends the party to Oddcog's Magma Emporium from adventure six, *Revelations from the Mouth of a Madman*. Luckily for the PCs, the memory-event recreated here includes no living creatures, just machines and magma. There are no steam-powered dragons or high-ranking conspiracy members in the chamber, and Oddcog's suit stands idle (the vision is accurate enough that Oddcog's duplicant sits inside, but the real Oddcog is no longer controlling the duplicant). Instead, the PCs main concern should be the growing intensity of the heat in this chamber.

After the first round of being within the chamber, the heat rises to a point where it deals 1d6 points of fire damage to all creatures within. This damage increases by 1d6 every round thereafter, to 10d6 per round in round 11.

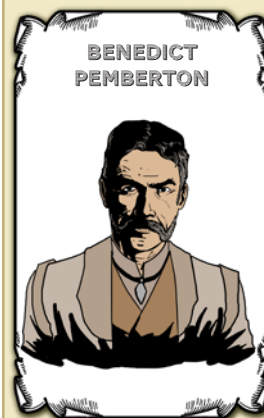
The party begins in the center of the main platform. After one round, three free-floating red flames appear – one above the turbine (area H on the map), one beside the beam cannon (area K), and one in the schematics room (area I). The flames can be picked up and carried, and while warm they cause no injury. If all three are united, the vision ends.

Depending on the party's abilities, this could be a trivial challenge or life-threatening. Complicating matters is that the platform is breaking



and sliding into the lava. To walk or run, a creature must make an Acrobatics check (DC 15), and if they fail by 5 or more they fall prone. After three rounds, scatter a dozen 5-ft. spaces where the platform is buckling. Each round thereafter all the buckling spaces collapse, and one space adjacent to each that collapsed starts to buckle. Of course the buckling should try to 'chase' PCs.

Technologist PCs who reach the turbine (area H) can automatically shut down the machinery which stops the steam from becoming any hotter. Other characters can accomplish the same with an Intelligence check (DC 15). A faster solution might be to point the beam cannon (area K) at the turbine and blow it up.



The dragon Gradiax, Lord of Steel, has almost never resumed his true form for the past two centuries, and until recently when he was outed by the party he maintained his eccentric alternate identity as a businessman and technologist. Though he only looks about fifty, and has the verve of a young man, he jokingly exaggerates his aged infirmities. He speaks slowly with a deep, country-accented voice, and often leans back and tucks his thumbs in his belt loops as he talks. (Imagine a more laid-back Foghorn Leghorn.)

Though he likely disdains the party for thwarting his plans in adventure six, *Revelations from the Mouth of a Madman*, Pemberton has learned that the Obscurati might be a greater threat, and so he's devoting his resources – advanced constructs and fiercely loyal gnoll worshippers – to discover their plans. In a pinch, he might even offer to help the party.

Signals Crossed

Inside the schematics room (area I), the vision has recreated Benedict Pemberton, or rather his duplicant, which somehow has rerouted the dragon industrialist's connection from another duplicant he's using. He's quite confused what's going on, but a quick bit of detecting magic later and he figures it's some sort of illusion. He's quite surprised to see the party, and can actually talk to them for a few moments if they spare the time. The heat doesn't bother him.

Pemberton asks what brings the party to this unusual situation, and whether it has anything to do with 'our mutual enemy Nicodemus.' He's still harboring a grudge against the party, especially if they killed his daughter Terakalir in this very room. He asks where they're headed next, and offers to send a few metal friends to 'help them.' If the party is progressive enough to ask for his help fighting the Obscurati, he replies that he's old enough to know how to walk and whistle at the same time. He thinks he's quite fine thwarting the conspiracy without their help.

When the vision ends, or if he's about to fall into lava, Pemberton severs his connection.

Vision of the Near Future

The fog parts to reveal the following scene:

Fire again, blindingly bright. No, not fire, not quite. A magic portal sits within a platinum loop in front of you, and through it you see a vast golden dome reflecting the light of dawn, and around it the glint of the sun off silvery spears. You squint as your eyes adjust, and see above you a dark overcast sky, which has broken only enough to reveal the moon. Below you a city sprawls out to the horizon. You stand on a balcony jutting forth a nauseatingly high tower. Beneath you, the city's buildings are bone white. All you can hear is the scratchy flutter of the wind.

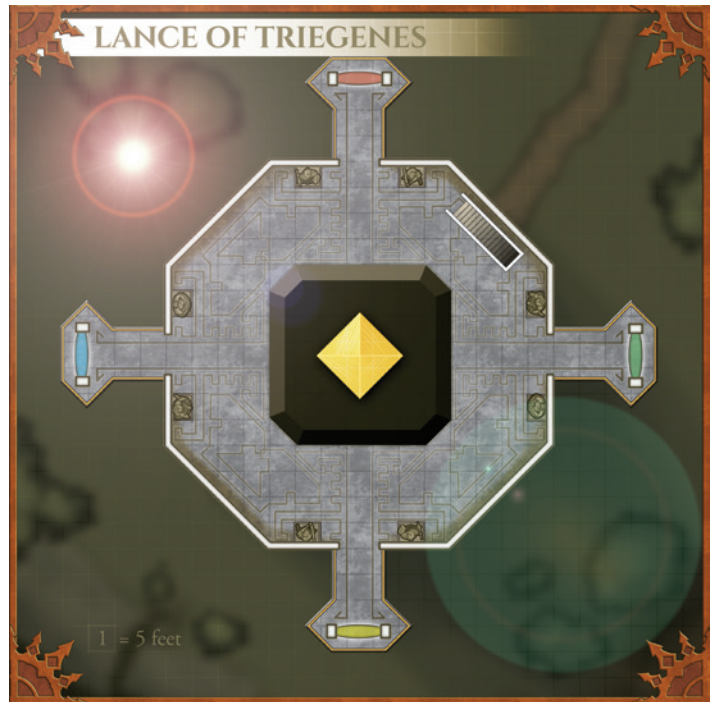
The light in the portal flickers, turns black, and then the wind is joined by another moan from within the platinum loop.

The PCs find themselves atop an illusory version of the Lance of Triegenes, the site of this adventure's final encounter in the ghost city of Methia. (See page 70 for a map of the tower's summit.) They start on one of the balconies, but if they go inside they find a muscular figure wearing tattered rags lying dead in the chamber's center. No matter what the party tries, the figure's features are shrouded in shadow, and no light source they possess can reveal who it is.

The portals on each of the four balconies activate to bring forth four incorporeal spirits known as Tragedies. Dim yellow flames cling to their wraithlike forms, and golden cinders burn in the pits of their skull-like eye sockets. Other wailing faces drift across their robes then vanish, like a drowning horde struggling to break the surface for a last gasp of breath.

They fly out and assault the party, and whenever one dies it vanishes but drops a yellow flame, which can be grasped like in the other visions. If a tragedy is destroyed while it is in the air, its flame falls fifteen hundred feet to the city below (150 ft. in the first round, 300 the next, 450 the next, and then it hits the ground). If the flame hits the ground (four rounds after the tragedy died), another tragedy moans its way through whichever portal is most advantageous.

Normally the tragedies swoop and make flyby attacks, ending their turns out over thin air. Smart parties will figure out to lure the undead inside. Once they collect four flames, they can combine them to end the vision. If they bring all four flames within 5 ft. of the tattered figure in the



center of the tower, the light pushes away the shadows on his face, revealing the visage of Andrei von Recklinghausen, whose body Nicodemus the Gnostic has been wearing of late.

♦ 4+ Tragedies

Tragedy

CR 12

XP 6,400

CE medium undead (incorporeal)

Init +10; Senses darkvision 60 ft.; Perception +16

Aura tragic aura (10 ft. DC 22)

Defense

AC 22, touch 22, flat-footed 15 (+5 deflection, +6 Dex, +1 dodge)

hp 95 (10d8+50)

Fort +10, Ref +11, Will +10

Defensive Abilities incorporeal; Immune undead traits

Offense

Speed fly 50 ft. (perfect)

Melee incorporeal touch +13 (3d6 fire + 3d6 negative energy plus energy drain)

Special Attacks energy drain (1 level, DC 20), traitorous madness

Statistics

Str —, Dex 22, Con —, Int 17, Wis 16, Cha 21

Base Atk +7; CMB +13; CMD 31

Feats Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility

Skills Bluff +15, Fly +14, Intimidate +18, Knowledge (Arcana) +13, Knowledge (Religion) +13, Perception +16, Sense Motive +16, Stealth +19

Special Abilities

Tragic Aura (Su): Any living creature within 10 ft. of a tragedy must make a DC 20 Will save or be overcome by the constant wailing coming from the many mouths that mar the incorporeal skin of the creature. Anyone who fails this save is confused for 1d4 rounds. A creature that successfully saves is immune to the aura of a Tragedy for the next 24-hours. The save DC is Charisma-based.

Traitorous Madness (Su): The Tragedy can stare into the eyes of an adjacent creature, and fill its mind with images of betrayal and loss, distorting its memories and perceptions. If the creature fails a Will save (DC 20), on its next round it must attack its allies, as if it were under the effect of *dominate monster*. The creature likely gains a +2 bonus to its save since attacking its allies is probably against its nature. A creature that succeeds a save is immune to this power (from the same and other Tragedies) for 24 hours.

Vision of the Far Future

The fog parts to reveal the following scene:

"Constables." Rock Rackus speaks with awkward solemnity. "Is that an asteroid I do spy?"

Though a gap you watch a white conflagration barrel through the sky, tumbling end over end as it streaks past you. The air roars with its passage. It disappears from view, but a moment later light flashes through the darkened forest from where it landed. The ground leaps beneath you, and only then do you hear the ear-shattering explosion of the impact.

"Son of a bitch!" Rackus abandons all attempts at civility. "There's more of 'em! Follow me!"

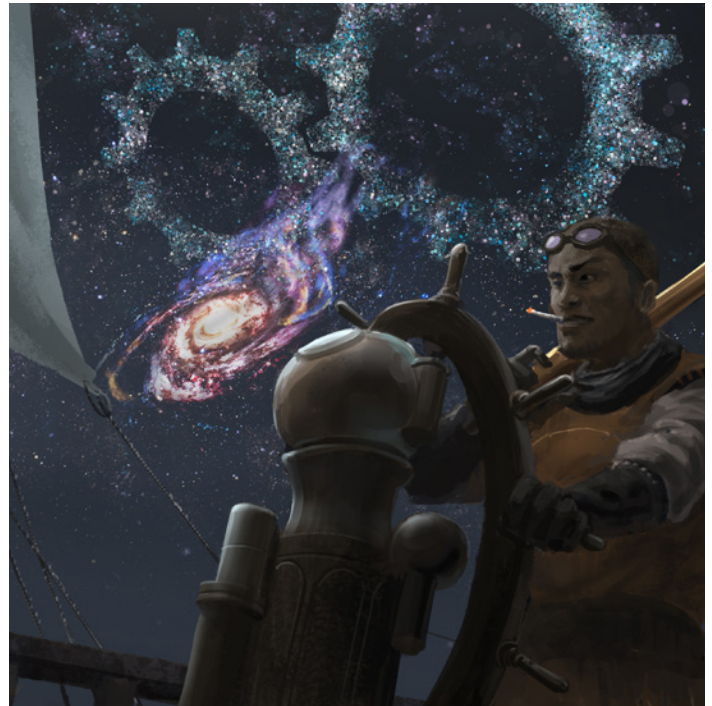
The party is witnessing a vision of what may occur in adventure twelve, *The Grinding Gears of Heaven*. To reach the graveyard of the multiverse they will have journeyed to the doomed plane of Av, which was once the Plane of Dreams, but is now being drawn into a massive constellation of cosmic gears that crush it and other worlds into fragments. The specifics don't matter here, and the illusory Rock Rackus won't stop to explain what the hell is going on.

More asteroids – drifting fragments of other worlds destroyed by the gears – fall from the sky, and within minutes the world will be annihilated. Rock leads the party and a mass of other people on a mad dash through the woods. The PCs know they recognize some of the faces of those around them, but the darkness and blinding impact flashes make it impossible for them to know just who.

The group hustles after Rock for a minute, and every 3 rounds an asteroid falls somewhere across the sky. The ground keeps shaking, and cracks begin to form – truly gaping, bizarre rifts that reveal that the ground is a massive hollow shell of crystal. Soil and trees tumble into the chasms, where they incandesce from the white-hot fire of the asteroids that have shattered the surface and ignited the interior.

Rock shouts that they're almost there, and through the woods ahead the fires of five torches illuminate what looks like a massive docked sailing ship. Other fires – these quite larger than torches – become visible off to the party's right, like another group is running toward the same ship they are. Just then a rift opens up in front of the party, slicing an unknowable distance in either direction. Some poor fools in the faceless crowd trip and fall to their deaths. The PCs have to find some way to cross the thirty-foot bottomless chasm.

While they're in the midst of navigating that obstacle, the golden legion attacks.



Egal the Shimmering

In the final act of the campaign, several teased threats return to the world after being locked away by the Axis Seal for millennia. One is the golden legion of Egal the Shimmering, a general of Hell who clads his soldiers in loyalty-enforcing chains of solid gold. Eventually the party will learn that Egal's forces attempt to invade Av, but the world is pulled across the multiverse into the Gyre.

Now Egal's forces are trying to escape on a plane-traveling ship Rock Rackus brought here to try to save the woman he loves (well, one of them at least). To end the vision, the party must cross the thirty-foot chasm, then reach the docked ship – two hundred feet away through the woods, which stop at the edge of the world (did we mention it's a flying ship?) – and gather the flames of the torches at the cliff's edge.

They are dogged by golden legionnaires, who teleport after them (no, gold doesn't block teleportation here) and try to ensure *they're* the ones who get to fly away to safety. The normal legionnaires resemble normal humans wrapped in hooked and barbed golden chains that dig into their flesh. Their commander towers over them, a four-armed glabrezu that had its flesh flayed and then wrapped in golden links to enforce its loyalty. Fiery crescents float behind their heads like broken, infernal halos.

- ♦ 4 Golden Legionnaires
- ♦ 1 Golden Legion Commander

Golden Legionnaire

CR 7

XP 3,200

LE medium outsider (evil, extraplanar, kyton, lawful)

Init +7; Senses darkvision 60 ft.; Perception +12

Defense

AC 28, touch 13, flat-footed 24 (+6 armor, +3 Dex, +4 natural, +5 shield)

hp 60 (8d10+16), regeneration 2 (good weapons & spells, gold weapons)

Fort +10, Ref +11, Will +5

DR 5/gold or good; Immune fire; SR 17

Offense

Speed 30 ft., teleport 30 ft.

Reach 5 ft. (10 ft. with lance)

Melee +2 golden lance +14 (1d8+5, x3 plus chain grab) or armor spikes +11 (1d6+3)

Special Attacks unnerving gaze

Statistics

Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 12

Base Atk +8; CMB +11 (+15 grapple); CMD 27

Feats Improved Initiative, Shield Focus, Shield Specialization, Weapon Focus (spear)

Skills Climb +14, Intimidate +12, Perception +12

Equipment +2 golden spiked chain armor, +2 golden spiked heavy shield, +2 golden lance (wielded in one hand), +2 golden cloak of resistance; golden items are enchanted to be as strong as steel

Special Abilities

Chain Grab (Su): When the legionnaire hits a creature with its lance, chains from its armor spiral down the length of the lance and attempt to grasp the target. It deals normal damage and attempts to start a grapple without provoking an attack of opportunity, as with the Grab universal monster rule. If the grapple succeeds it pulls the target adjacent and deals 1d6+3 damage with its armor spikes. Whenever it maintains its grapple, it deals armor spike damage again. If the legionnaire teleports while it has an enemy grappled this way, grappled creature comes along unless it succeeds a Will save (DC 15).

Unnerving Gaze (Su): Ranged 30 ft. The legionnaire makes its face resemble one of an opponent's departed loved ones or bitter enemies. The victim becomes shaken (Will DC 15 negates) for 1d3 rounds. This is a mind-affecting fear effect, with a Charisma-based save.



Golden Legion Commander

CR 12

XP 19,200

LE huge outsider (evil, extraplanar, kyton, lawful)

Init +7; Senses darkvision 60 ft., true seeing; Perception +31

Defense

AC 28, touch 8, flat-footed 28 (+6 armor, +14 natural, -2 size)

hp 147 (14d10+70), regeneration 5 (good weapons & spells, gold weapons)

Fort +14, Ref +4, Will +17

DR 10/gold or good; Immune fire; Resist lightning 10; SR 23

Offense

Speed 40 ft., teleport 40 ft.

Space 15 ft.; Reach 15 ft.

Melee 2 pincers +20 (2d8+8/19-20), 2 claws +20 (1d6+8), bite +20 (1d8+8); or +20 spiked armor (1d10+8)

Special Attacks rend (2 pincers, 2d8+12 plus chain grab)

Spell-Like Abilities (CL 14th)

Constant – true seeing

At-Will – dispel magic, mirror image, reverse gravity (DC 22), veil

1/day – power word stun

Statistics

Str 27, Dex 10, Con 20, Int 16, Wis 26, Cha 20

Base Atk +14; CMB +24; CMD 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +31, Sense Motive +23, Stealth +7, Use Magic Device +17;

Racial Modifiers +8 Bluff, +8 Perception

Equipment +2 golden spiked chain armor

Special Abilities

Chain Grab (Su): When the golden legion commander hits a creature with both pincers, it rends, and then chains from its armor fly out and attempt to grasp the target. It deals normal damage and attempts to start a grapple without provoking an attack of opportunity, as with the Grab universal monster rule. If the grapple succeeds it pulls the target adjacent and deals 1d10+8 damage with its armor spikes. Whenever it maintains its grapple, it deals armor spike damage again. If the commander teleports while it has an enemy grappled this way, grappled creature comes along unless it succeeds a Will save (DC 22).

Aftermath

Upon completing the four visions, the fresco in area 5 opens and allows a character to retrieve the fabled *lost Arc of Reida*. The artifact is described in detail on page 42. Depending on how the party managed to get into Ingatan's Refuge, getting out and returning to Sentosa might be the greatest challenge of all.

THE LOST ARC OF REIDA

Forged from a shard of silver that cracked off the shattered ring of the Plane of Time and fell to earth, this crown sits uncomfortably, its thin heavy edge pressing sharply into the wearer's scalp. Through its connection to the plane of time, the *lost arc of Reida* can cause events from the past to manifest whenever the wearer goes somewhere she experienced a noteworthy event.

Memory-Events

The manifestation is not merely an illusion, but rather a fully solid repeat of a past event. Moreover, this event is not just recreated from the wearer's memory; instead, the arc actually brings forth the past as it was at that time and place. This allows the wearer to witness things from a perspective she never actually had, or even goad people from the past to reveal secrets long-since forgotten.

This isn't actually time travel, though. Changing events in a memory-event has no effect on reality. However, since the event is manifested through the memories of the *lost arc's* wearer, changing things too drastically can harm her mind.

Manifesting

Whenever the wearer nears a location where she had a major life event, she feels an uneasy sense of déjà vu. It starts as mild at a range of a few miles, but grows stronger as she gets closer. Once she's within 100 feet of the site of the memory, her mind starts to revert back to her past self (see *Caught Up in the Moment*, below). This may also affect other people who are here in the present and who were also in the memory.

If she keeps the *lost arc* on for a minute, the local area (typically in a 100-ft. radius) reshapes into the time and place of the event. Some features of the present-day landscape might linger (a modern farmhouse in the middle of an ongoing battle from 500 years ago, for instance), but otherwise the affected area is replaced by the world as it was at the time, including whatever creatures were active there.

Manifested creatures and objects wink out if they leave the radius of the effect, and sometimes things will seem to appear out of nowhere as they cross into the area. The events of the past are somewhat obdurate, and they resist efforts to change them. Speaking to a manifested person who is walking from place to place will get him to pause and tarry a moment, but he'll try to keep doing what he did in actual history. Severe changes can have an effect, though, and after alterations reach a certain threshold, the event can rapidly diverge. Soon thereafter, though, the memory-event will fall apart. Precisely when things diverge and become unstable is a matter for you as GM to handle for the sake of pacing.

For example, in the Cold Matriarch event (page 45), Kasvarina sends Asrabey to become an agent of the Unseen Court in Risur. If the party tries to speak to Kas or Asrabey, they'll be annoyed at the interruption and continue reenacting the past. If a PC were to shove Asrabey, the conversation would change for a moment as Asrabey threatened the PC, but then it would quickly get back on track. Only something drastic like attacking him or trying to set fire to the building would actually force everyone 'off script.'



Multiple Memories

If a place is the source of multiple memories, they occur in order from most recent to oldest. This in particular happens in Kasvarina's home town of Resal, Alais Primos, and Methia.

Ending the Memory-Event

Once the memory-event manifests, the *lost arc of Reida* becomes inaccessible, so the wearer cannot take it off until the manifestation runs its course and a 'scene' reaches a resolution.

However, if the wearer falls unconscious, or if the memory-event becomes unstable due to too much divergence, the manifestation collapses over the course of a minute. Repeated collapses will erode the wearer's mind, as they become more and more like their past self (see *Mental Stability* below). Careful parties will be bystanders, only interfering when their safety is in danger. They might assume that Kasvarina will be safe because obviously she didn't die in the past, but some memory-events might leave her severely wounded.

Dangers and Aftermath

The memory-event is solid and real. Injuries that happen in the area of the manifestation are wholly real, and of course knowledge gleaned from it can survive, but normally physical objects will not endure, especially if the item in the memory-event still exists in the world somewhere else. (You cannot ‘farm’ the past for copies of magic items.)

If a modern person is holding onto an item from the memory-event when it ends, he can make a Charisma check (DC 20) to cause it to remain real. He gains a +5 bonus to this check if the item is nonmagical, and a +10 bonus if it played no real role in the memory-event, or a +5 bonus if it played a minor role. He takes a -5 penalty to this check for each size category the object is larger than a Medium creature. Barring a *wish* or similar magic, intelligent creatures can never be held onto this way. If creatures try to hold onto multiple items in this way, make one check for each item. From a given memory-event, only the single item with the highest check result can endure.

List of Memory-Events

Here is a master list of the key memory-events of Kasvarina’s past the party can witness with the *lost arc of Reida*. Memories marked with asterisks are presented in Appendix One: The Eladrin Diaspora, and will likely

Memory-Event	Date	Stability
Through the Breach. Breaching the walls of Alais Primos.	81 Summer, 1 B.O.V.	1
Triage. Nicodemus’s treatments of her while she was injured in Alais Primos.	81 Summer to 15 Autumn, 1 B.O.V.	3
Family Moment. Her last visit with her daughters in Resal before leaving with Nicodemus.	32 Autumn, 1 B.O.V.	3
Arrest. Returning to Alais Primos with Nicodemus and being arrested.	59 Autumn, 1 B.O.V.	1
Devil’s Prayer. Learning the <i>Sacrament of Apotheosis</i> from Ashima-Shimtu in the Crypta Hereticarum.	67 Autumn, 1 B.O.V.	3
The Great Malice. Causing the Great Malice atop the Lance of Triegenes in Methia.	91 Winter, 1 B.O.V.	5
Srasama’s Fall. Mourning a fallen eladrin woman outside Alais Primos.	New Year’s Day, 1 A.O.V.	3
Forsaking Grief. The oratory of Vekesh and the rite to forsake grief in Resal.	17 Spring, 1 A.O.V.	3
*Miller’s Pyre. Witnessing William Miller being burned at the stake in Pala.	31 Autumn, 17 A.O.V.	3
*Ghostly Apparition. Nicodemus visiting after William Miller’s martyrdom, in Ushanti.	84 Winter, 17 A.O.V.	1
Founded in Secrecy. Founding the Obscurati in Methia.	14 Spring, 19 A.O.V.	1
Epidemic. The leaders of the conspiracy gather again to discuss saving Jierre’s new nation from smallpox.	5 Summer, 40 A.O.V.	1
*Rejecting the Call. Nicodemus visiting Ushanti in 100 A.O.V. to plead for greater commitment to their plans.	58 Summer, 100 A.O.V.	1

Caught Up in the Moment

The wearer might have her mind caught up in the past, being forced to reenact events as they were without any free will. The same can happen to other creatures in the radius, especially those who were here when the memory-event originally occurred.

When the memory-event manifests, the arc’s wearer and other susceptible creatures must make a Wisdom check (DC 20), adding the wearer’s mental stability (see below). Those who succeed can keep their own minds, but can easily slip ‘into character’ in order to reenact events as they occurred, or come out of character to avoid danger or communicate with allies.

Those who fail are caught up in the moment, but allies can attempt to jostle them back in control (“remember who you are!” “snap out of it!” and the like) by making a Charisma check (DC 15). A successful attempt makes the character lucid for about a minute, but afterward he slips back into her past self. A check that succeeds by 5 or more allows the person to stay lucid until the end of the memory-event. Repeated attempts to snap someone out take a cumulative -2 penalty.

only occur if the party goes looking for them instead of following the most straightforward path. Feel free to adjust locations a bit if it helps with your players’ experience.

Memory-Event	Date	Stability
Rescue Alliance. Kasvarina seeks help to rescue Launga from a dragon tyrant.	14 Summer, 111 A.O.V.	1
*Betrayal of Rilego. The death of her daughter Launga in Seobriga.	15 Summer, 111 A.O.V.	5
A Second Creation. In Methia, Nicodemus presents his plan to change the world.	32 Summer, 113 A.O.V.	1
Skyfall. In Methia, the Ob leadership discuss their failed attempt at manipulating the planes.	77 Winter, 195 A.O.V.	1
*Navras. Navras building an opera house in Flint.	15 Spring, 201 A.O.V.	1
*Bhalu. Bhalu, one of Kasvarina’s husbands, rejecting her in Trekhom.	42 Winter, 248 A.O.V.	1
Cold Matriach. Sending Asrabey away to the Unseen Court.	78 Spring, 279 A.O.V.	1
*Amielle. Kasvarina meeting in Cherage with Amielle Latimer, before sending her to fight the witches in Flint.	2 Autumn, 400 A.O.V.	1
Puppet Mastery. The Ob’s leaders meet in Methia to discuss plans for industrializing Flint.	50 Autumn, 457 A.O.V.	1
*Chatwood. Chatwood, an eladrin skyseer in prison in Shale for refusing to help the Obscurati gain control of Axis Island.	8 Spring, 490 A.O.V.	1
New-Borne Minion. Kasvarina discusses the colossus project with the other two heads of the Obscurati.	32 Summer, 493 A.O.V.	3
Distributed Plan. The Ob leaders make final preparations for their ritual.	55 Spring, 500 A.O.V.	1
*Mindtaker. Losing her memories when Alexander Grappa attacked her at the Cauldron Hill facility.	7 Summer, 500 A.O.V.	3

Those who fail their initial Wisdom check by 5 or more are firmly stuck in the past, and cannot be shaken free, though they do return to normal when the memory-event ends or if they leave the radius of the effect.

Occasionally even creatures who weren't here in the past might be drawn into the memory-event. Creatures with very close connections with or resemblances to figures from the past might need to also make a Wisdom check, but with a +5 bonus. For instance, the son of a man involved in the past vision might be compelled to take on his father's role.

Spirit Mediums

A spirit medium can contact the soul of a person who is caught up in the past. In place of using her spirit medium theme feat power, she can instead grant a creature a new Wisdom check with a +5 bonus. Even if the creature fails its check, it becomes lucid for a minute.

Mental Stability

Kasvarina desires to learn her past without being pulled back into it. You'll need to track her Mental Stability, which starts at 5. Collapsing memory-events cause her to lose stability. If she completes a memory-event while she's in control of her own mind, she gains stability. And after major events the PCs' interactions with Kasvarina can increase or decrease her stability.

Each memory event has an entry listing how much stability is at stake – 1 for minor events, 3 for major events, and 5 for two critical events. After each major or critical event, even if Kasvarina did not keep control of her mind or if the memory-event collapsed, if the party helps Kasvarina cope with the trauma or revelations of her past, she can still gain 1 mental stability at your discretion (instead of 3 or 5).

Kasvarina loses mental stability each time a memory-event collapses, but only gains stability if she succeeds her Wisdom check to keep her own mind *and* finishes the memory event. So if the party messes up and fails a memory-event, they can try again, but they run a risk of making matters worse. Kasvarina can lose stability multiple times from the same memory, but she can only gain stability once.

Consequences at the Climax

If Kasvarina is at 0 mental stability or below after the final memory of the Great Malice in Methia, she regains her memories and personality of when she was one of the three heads of the Obscurati. Though she might be sympathetic enough to the PCs to give them a chance to surrender, she will try to kill them if they resist.

If she has at least 1 mental stability but fewer than 10 after the final memory, she struggles, with neither side of her self gaining dominance. She might attack the party one round then try to help them flee the next. This likely ends with her flinging herself off the tower to try to save them.

If she has 10 to 19 mental stability, she keeps firm control of her identity and rejects the version of her that founded the conspiracy. She'll fight by the party's side.

If she has 20 or more mental stability, she can easily slip 'into character' as the conspiracy's founder. She'll spare the party a knowing wink, then distract Nicodemus so she and the party can flee.

Expectations

We have designed things so that, if the PCs do 'average,' Kasvarina will lose stability for Through the Breach, Devil's Prayer, and Rescue Alliance, putting her at 0 stability going into the finale, at which point she might be interrupted during The Great Malice, losing another 5 stability. If the party hasn't had some positive effect on her psyche, she'll rejoin Nicodemus and attack the party. They'll need to have put in some effort to keep Kasvarina on their side (10+ stability), and gone out of their way to help her to get her fully stable and able to trick Nic.

RETURN TO SENTOSA

Social. Montage. Level 13.

Several memories accessible in Sentosa point the way to yet more clues about Kasvarina's past.

In Sentosa the party can use the *lost arc* to witness a few memory-events which point to other likely locations. Simply by talking to Athrylla or Asrabey, they might learn of Kasvarina's home town Resal, where the oratory of Vekesh kept the eladrin people from falling apart in the wake of the Great Malice.

Also they can learn the location of Ushanti, the enclave Kasvarina herself was matriarch of, now controlled by an eladrin man named **Kedev**, and about the abduction of Kasvarina's daughter Launga, who then died in the custody of a dragon in Seobriga. These two memory-events are presented in Appendix One: The Eladrin Diaspora.

Since these scenes can be reached so many different ways, we present enough information for you to handle them yourself, rather than trying to script every line of dialogue. We present them in the order we think the party is most likely to encounter them, but there's no problem if they witness them in a different order.

ADVENTURING WITH KASVARINA

Kasvarina's stats are presented in Appendix Two: Recurring NPCs. She starts the adventure with six negative levels, representing her missing memories. The first time she experiences each major or critical memory-event, she removes 1 negative level.

Memory-Event: Cold Matriarch

Location: Sentosa (or other enclave).

Date: 78 Spring, 279 A.O.V.

Stability Value: 1.

When Kasvarina puts on the *lost arc*, she feels drawn to a particular location – a guest house where she and several of her husbands stayed when they visited Sentosa. Once the party gets past the confused residents there today, the memory-event manifests, revealing lavish decorations befitting royalty. If Asrabey is with them, he is also drawn into the memory. Have each make a Wisdom check to try to keep control of their minds.

Kasvarina and Asrabey are returning from a diplomatic event, and begin to undress. Asrabey is frustrated with Athrylla's desire to appease Crisillyr, and says he's eager to be home to Ushanti. Kasvarina tells him that in truth she needs to send him on a mission – a long one. He is to travel Risur and offer his services to the Unseen Court as a warrior, and she might never see him again.

Asrabey suggests they lie together one last time, and he touches her face. But she withdraws. She announces she's leaving the next morning for the ruin of her home town Resal, to pay her respects to her daughters. Asrabey begrudgingly gives her his space, and they lie down in separate beds. Then the memory ends.

This memory-event is intended to give the party an easy introduction to how the *lost arc* works, and to name drop Ushanti and Resal as likely places the party can look next. If Kasvarina keeps control of her mind, she'll gain 1 mental stability, and she'll lose 1 stability if the party dramatically screws things up. If her mental stability increases, she explains that she can start to *feel* her other self, to know the boundaries between the two of them so she won't become her again.

After this event, Asrabey will leave unless the party has convinced him to stay.

A celebrated war hero among the eladrin, Sor fought on the front lines during the *Perang Devar*. His arm was turned to animated salt during a battle with Prime Cardinal Richelmont during the siege of Alais Primos, and in the immediate aftermath of the war he coordinated the massive retreat of tens of thousands of grieving eladrin men. He served as military advisor for the famed Triad of Endurance – three eladrin matriarchs who continued to wage war for nearly a century after the Great Malice. Every eladrin of Elfaivar today knows his name, and they believe he died in the Betrayal of Rilego nearly four hundred years ago.

In truth, Sor survives in a small eladrin community in Ber, going by the name of Abuelo Juhu. He has not manifested his artificial arm for centuries because he's been hiding from Kasvarina. He was complicit in the death of her daughter Launga, and he felt it better to fake his death. Though senility is taking its toll on this eight-century-old eladrin, he is the only living person who knows that the matriarch Latika was encouraged to enact the betrayal by a human with a habit of smoking leaf of Nicodemus



Memory-Event: Rescue Alliance

Location: Sentosa.

Date: 14 Summer, 111 A.O.V.

Stability Value: 1.

This event occurs atop the central pyramid in Sentosa, and likely affects Kasvarina and Athrylla.

In the memory, Athrylla's court is shaded by trees and cooled by magic to resist the summer heat. Kasvarina arrives accompanied by another eladrin matriarch, **Latika** (Kasvarina, Latika, and Athrylla originally formed the famous Triad of Endurance who rallied the survivors of Elfaivar for a century). Also with her are four eladrin men, including **Sor Daeron**, a famous general who led the retreat after the Great Malice, saving tens of thousands of soldiers.

Kasvarina is at her most austere as she explains that a dragon tyrant named Rilego has abducted her daughter Launga, and she is rallying allies to mount a rescue mission. Athrylla's initial concern dies off, though, as she looks to Latika, sensing something amiss. Athrylla explains that while she will not abandon another sister in peril, she thinks it's risky to send so many matriarchs into what might be a trap. So she offers to send soldiers instead. Kasvarina diplomatically accepts, and says that they'll be teleporting to Seobriga within an hour.

Unbeknownst to Kasvarina, Sor Daeron and Latika arranged for the dragon tyrant Rilego to kidnap Kasvarina's daughter. They hoped to kill both mother and daughter, removing rivals so they could take control of Elfaivar. The party can learn more of these events if they go to Ber (see *Betrayal of Rilego*, page 79), which could lead them to find Sor Daeron and learn that it was Nicodemus who suggested the plot.

Interference

If Athrylla is present when the memory-event occurs, have her automatically manage to keep her wits. She panics when she realizes what's happening, then rushes Kasvarina and tries to pull the *lost arc* from her head. Though she's unable to (because in the memory-event, Kasvarina's not wearing it), the changes cause the memory-event to collapse, and Kasvarina to lose 1 mental stability. Kasvarina is stunned and takes a few moments to recover. Again, this is mostly to show the party how the artifact works, and it can provide an in-road for Athrylla to explain herself.

For four centuries she has felt that Kasvarina blamed her for not coming along on the rescue mission. Kasvarina's daughter Launga died, and Kasvarina herself nearly perished too. Athrylla had suspected something was amiss, but she did not help. She's worried now that Kasvarina will regain fresh perspective and become hostile to her and her enclave. If the party wants to actually see the memory-event in full, they'll need to convince Athrylla to let them.

USHANTI

Athrylla would warn the party not to visit Ushanti, because it loyally served Kasvarina, and so likely is friendly to the Obscurati. If they go, the enclave is detailed in Appendix One: The Eladrin Diaspora. Though risky, going there can lead to a revelation of Nicodemus's identity as William Miller.

YOU CAN'T GO HOME AGAIN

Exploration. Montage. Level II.

Visiting Kasvarina's home town of Resal helps cement her bond with her pre-Malice past, and shows a connection between her and Nicodemus.

Kasvarina wants to visit Resal, or rather the human town that has grown over it, called Airone Azzurro. Her last memory before everything was locked away is her leaving Resal to join the siege of Alais Primos. She knows she would have gone back there after the Great Malice.

Today orchards surround the human town full of Crisillyiri colonials, but of late the harvests have been feeble, and people have grown sallow and weak. Several mines in nearby hills have despoiled the area with toxic run-off. Kasvarina can't recognize any landmarks, but there are still a few old eladrin men who work here, having long ago lost the will to fight the humans. A few Crisillyiri soldiers wander the town, as there is a small fort a few miles away.

Pending Ambush

Nicodemus suspected Kasvarina would return here, and so he has been waiting, ready to spring an ambush and try to reclaim her or kill her. He's locked up his primary body – Andrei von Recklinghausen – and for the time being is wearing an elderly eladrin, idly tending to red flowers along the thoroughfare. Knowing better than to tip himself off, he's resisting the urge to smoke. He'll likely wave good day to the party as they pass by (Sense Motive DC 42 to tell something's off with him).

Memory-Event: Forsaking Grief

Location: Resal.

Date: 17 Spring, 1 A.O.V.

Stability Value: 3.

While wearing the *lost arc of Reida*, Kasvarina feels pulled to what was once a wide field, and is now an orchard full of stunted mangos. Vetrigo grips her, and she begins to step in a light, dancing ring as the memory-event sweeps across the area, revealing a massed crowd of weary and bitter eladrin men.

Just weeks after the Great Malice, the retreat of the surviving eladrin reached Resal, Kasvarina's home town. At the time she was the only woman left in the whole army, and she had assumed the only one of her whole race. But in Resal she found her daughter Launga, who had already located a half-dozen other women and brought them with her to Resal. The group also includes Latika (who a century later betrayed Kasvarina), and Athrylla (who went on to lead the enclave Sentosa).

As the memory-event begins, the crowd of soldiers listen to a mass funeral service. At the edge of the crowd, Kasvarina, Launga, and the other women are speaking softly with Sor Daeron about how they each survived. Launga was gathering resources in the Dreaming, Athrylla was shape-changed into a dragon attacking Sid Minos, Kasvarina was teleporting across the world, and so on.

Sor looks completely bereft of any enthusiasm as he states that he sees no possible way for the nation to survive if so few women are left. He asks if he was a coward to retreat rather than redouble the assault and die seeking vengeance. Launga says that they all need time to grieve, and that there may be a way to survive. Latika responds that there is no use for grief. Grief is so the survivors can keep on living. The women start to argue about what course to take, while Kasvarina remains silent, feeling wracked with guilt.

The Song of Vekesh

Then Kasvarina looks up as the priest finishes his rites and introduces the poet Vekesh, who will deliver the eulogy in song. Beside him, a musician strums a simple guitar. What follows is one of the most stirring performances ever delivered in the world's history, though much of it is lost on those who don't speak Elven or who are unfamiliar with Elfaivaran culture.

Laden with mourning and tragedy, the song weaves metaphors from other old Elfaivaran myths and history, and Vekesh draws heavily upon the three aspects of Srasama – maiden, mother, and crone. He seems to follow the traditional three-verse rhythm of eladrin elegies, singing of the maiden's joy and wonder, of the mother's comfort and strife; but when he should sing of the crone's burden of loss and death, he says nothing while the guitarist plays. Then Vekesh repeats the first two verses, adjusting his tone to show that he is mourning not his nation's death, but Srasama's.

In his fifth verse he comes to his point: this is only a mourning song if it ends with death. The eladrin people are not defeated as long as they refuse to go with the crone to the afterlife. Vekesh pleads for the listeners to seek retribution, yes, but not to throw themselves to their deaths. They should grieve, and endure, and grow strong, and rebuild from weakness to prosper with strength.

This is the first time since the Great Malice anyone in the army has had the strength to sing, providing a hope that the soldiers here were desperately yearning for. It probably doesn't hurt that Vekesh's refrain is memorable and life-affirming to sing along with. By the time he completes the song, most of the crowd has joined in and men are openly weeping.

The Matriarchs' Dance

Kasvarina doesn't cry, but she tells the other women to follow her. She walks into the center of the ring, thanks Vekesh, and addresses the crowd. She proclaims that many of her sisters have perished – one of her own daughters included – but *she* still lives, and others like her. No man here, she declares, will give his life for revenge, not until last woman of their people is found and safely returned home.

The crone, she says, would grow old with grief until she joined those who had died before her. So Kasvarina forsakes grief, and asks that those here follow her and her sisters, so that their people may never die.

She tells Vekesh to sing again, and this time she and the other women join in a traditional mourning dance. But like Vekesh's song, they avoid the part of the dance that would signal grief. The memory-event slowly fades with Vekesh's song, until Kasvarina finishes her dance alone.

Onlooker

The performance has attracted people of the modern day, who watch with awe and start to ask the party what's going on. A few of the Crisillyiri soldiers ask whether they should report this, but they seem too amazed to be worried. Afterward Kasvarina wants to talk with the party, explaining how now she feels like she can at least understand how she became this other woman, after a loss so great. And already she feels a draw toward another site in the town. She thinks she now recalls where her home was.

Memory-Event: Family Moment

Location: Resal.

Date: 32 Autumn, 1 B.O.V.

Stability Value: 3.

Kasvarina finds the spot of her old home, once along a river bank, now a barren shore stinking with toxic sludge from the local mine. Nicodemus follows them in the body of an elderly local (Perception DC 30), and unless the party confronts him he ends up close enough to be drawn into the memory-event.

In this memory, Kasvarina has recently returned home from the siege of Alais Primos, traveling with Nicodemus. Inside her house she talks with her daughters Launga and Dala while she packs her bags for another long journey. Launga is older (nearing 70 but still looks like she's 20), an experienced ranger, and closely resembles her mother but taller. The younger Dala (56, but looking in her late teens) is rounder of face and is using cantrips to alter her hair's color, trying to inject levity to keep the parting from being sad. Around her neck hangs a three-faceted amber pendant, carved with icons of Srasama's three forms.

Launga can't believe her mother plans to go back to Alais Primos after she nearly died there. She offers to go with her, but Kasvarina tells her not to abandon her assignments. If the ranamandala (ruling circle of kings and queens) reject her and Nicodemus's request, she might be branded a traitor, and so Launga and Dala both need to show they are loyal. Dala jokes that a good start would be to tell the army that they're hiding a human in their house. Kasvarina gives her a very motherly glare.

Conversation and Invitation

At that moment, Nicodemus walks in from another room, but it's the elderly eladrin who Nicodemus is wearing. He's smoking, and his features shift back and forth from eladrin to Nic's own salt-and-pepper human face. Nicodemus has managed to resist being swept up in things, so he watches with amusement as Kasvarina's daughters thank him for saving their mother's life.

Nicodemus – out of character – touches their faces and apologizes for not having been able to save them. Then he addresses Kasvarina, trying to snap her out of the memory if necessary (thus showcasing that with a Charisma check DC 15 the party can help people regain control of themselves).

He tells Kasvarina that he wants to help her, and asks her to come with him. When she (and likely the party) refuse, Nic clarifies that if she wants to learn her past, her options are come with him willingly, come with him as a prisoner, or be killed. As for the party, he'd prefer not to have to kill them, so he asks them to surrender now.

Nicodemus is in no rush to end the memory; he's a bit nostalgic of the whole thing, and will even hop back into character, encouraging the daughters to remember what he told them about the history behind the war, and why the everyday people aren't to blame. But if the party hasn't surrendered by the time the memory-event ends, or if the party attacks or tries to flee, he cups his hands and whispers a code word. Within moments purple light floods the area, and golems appear from the Bleak Gate, surrounded by a mass of undead.

Further Memories

If the party sticks around after Nicodemus's ambush, they can potentially witness memories further back in Kasvarina's life, including her husband's funeral, her children's births, and her marriage. Only use these if the party seems particularly keen to learn more about Kasvarina. There are no grand revelations here.

LANTERN AMBUSH

Action. Tactical. Level 16.

The Obscurati hide in the Bleak Gate analog of Resal, ready to spring an ambush.

Though Nicodemus wants to intimidate the party, he didn't actually have the resources to have an overwhelming number of elite troops just sit in this town in hopes the party shows up. So he had to make do with a half-dozen golems and a horde of undead.

When Nicodemus gives the signal, a *wayfarer's lantern* in the chest of each golem lights up, which makes a swath of ground coterminous between the real world and the Bleak Gate. Additionally, two hordes of simple zombies – animated eladrin dead bodies that were drawn into the realm of the dead – stands among them, ready to swarm the party.

6 Bleak Ambush Golems

2 Zombie Hordes

Bleak Ambush Golem

CR 10

XP 9,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)

hp 113 (14d10+30)

Fort +4, **Ref** +2, **Will** +4

DR 10/adamantine; **Immune** construct traits

Weakness vulnerability to positive energy

Offense

Speed 20 ft.

Melee 2 slams +19 (2d6+5 plus 3d6 negative energy)

Ranged integrated cannon +12 (6d8/19-20/x4, range increment 100 ft. and each creature in a 5-ft. radius around the target square takes 2d8 damage [Reflex DC 22 negates])

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

Statistics

Str 20, **Dex** 9, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +20; **CMD** 28

SQ witchoil infused construct

Special Abilities

Witchoil Infused Construct (Su): The golem's body leaks witchoil from most orifices.

The substance splashes onto targets hit by the golem and deals an additional 3d6 points of negative energy damage on each attack that hits the target. This substance also gives the construct vulnerability to positive energy as though it were undead, though negative energy will not heal it.

Cannon (Su): The golem can fire a cannon mounted on its right hip as a standard action, and reload with another standard action. Within the first range increment, the attack targets Touch AC.

Zombie Horde

CR 12

XP 19,200

NE Gargantuan undead (troop)

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

Defense

AC 13, touch 2, flat-footed 13 (+11 natural, -8 size)

hp 110 (20d8+20)

Fort +6, Ref +6, Will +12

Troop +50% damage from area of effect spells

DR 10/slashing; **Immune** undead traits, troop traits

Offense

Speed 30 ft.

Melee horde attack (4d6+13 plus engulfing claws)

Space 20 ft.; Reach 5 ft.

SQ horde distraction, vekeshi vulnerability

Statistics

Str 36, Dex 10, Con -, Int -, Wis 10, Cha 10

Base Atk +15; CMB +36 (+38 to overrun); CMD 46 (48 vs. overrun)

Feats Improved Overrun^a, Toughness^b

Special Abilities

Troop Traits: The zombie horde uses the rules for troops, which are effectively swarms of Medium creatures. See page 84 for details.

Horde Attack (Ex): The horde attacks as a ruthless mob, intent only on tearing apart those that fall into their clutches. The troop deals 4d6+13 damage to any creature within reach or whose space they occupy at the end of their move. This does not require an attack roll.

Horde Distraction (Ex): Because of the chaos of combat, spellcasting or concentrating on spells within the area of the horde or within its reach requires a caster level check (DC 20 + spell level).

Engulfing Claws (Ex): When a creature takes damage from the horde's attack, it makes a Combat Maneuver check without provoking an attack of opportunity. If it succeeds, it pulls the creature 5 ft. into the horde's space.

Vekeshi Vulnerability: The horde will not attack or approach any creature singing the song of Vekesh, which stirs a flicker in their long-dead minds. A creature who succeeds a Perform check (DC 32) to sing the song of Vekesh can command the horde for one hour.

Terrain

The party will be fighting in a house and its adjacent riverside meadow if the memory-event is ongoing, or on a barren toxic bank otherwise.

Tactics

Each golem has a lantern behind enchanted glass in its chest, which can be targeted independently (AC 32). The glass has hardness 20 and 1 hit point. If the glass is destroyed, any further damage to the golem shatters the lantern. If a golem has no lantern and it moves farther than 30 feet from any other golem, it disappears back to the Bleak Gate. The zombie horde likewise must be in that area to attack the party. Note that blocked line of sight doesn't block the lantern's effects.

Aftermath

If all the lanterns are broken, the ambush effectively ends. Nicodemus, if he's still around, blows out smoke in frustration and starts to walk away. If attacked him, he crumples after one hit and reminds the party that he's just using this man's body, and he would have let him live. He'll flee the man's body, leaving the dying old eladrin to gasp at the party in shock.

Kasvarina thanks the party. If nothing else comes of this, at least she got to see her daughters one last time.

From this point on, every few hours an Obscurati agent tries to scribe on the party (Will DC 16 negates). While we don't expect you to ambush the party at regular intervals, the awareness that people are looking for them should make them take precautions to avoid being discovered. If they don't, feel free to have invisible assassins try to poison them in their sleep, or the like.

THE SIEGE OF ALAIS PRIMOS

Exploration. Montage. Level 13.

Witness the aftermath of the Great Malice, and the first meeting of Nicodemus and Kasvarina.

Capital city of Crisillyir and the Clergy, Alais Primos is a place of libraries, sepulchers and churches. Divided by a series of canals, the religious hub rests at the base of Enzyo Mons, a vast volcano which the priests make monthly treks to in order to destroy objects of evil and sacrilege.

The party knows Kasvarina went to Alais Primos with the armies of Elfaivar, and that some time later she returned home with Nicodemus, but then went back to the city. So they should expect to see several memories. The only plot-critical memory is Arrest: her and Nic's arrest by the Clergy, which leads to them being sent to the Crypta Hereticarum. One other memory here is unnecessarily dangerous (Through the Breach), one can greatly affect Kasvarina's mental stability (Srasama's Fall), and one can help reveal Nicodemus's duplicitous nature (Triage).

Memory-Event: Srasama's Fall

Location: Alais Primos, Victory Field.

Date: New Year's Day, 1 A.O.V.

Stability Value: 3.

Drawn to a hill that overlooks the farmland east of Alais Primos, Kasvarina is hit with desperation and grief as the memory-event begins to take shape. She's able to direct the PCs to a site where they have a breathtaking view of the city's edge and the crops, which were harvested over a month ago.

When the *lost arc* activates, its effect sweeps out nearly a half-mile, far wider than ever before. Its edges crackle with unstable power, and within that area farmlands change into the wreckage of a great battlefield, covered with discarded shields, broken siege weapons, and weather-worn battlements. Six bonfires gutter in a ring around you, and beyond them lie thousands of corpses, all of them women. Kasvarina falls to her knees and cradles one woman whose body has been charred beyond recognition.

Around them stands half an army, just the men surviving. At the distant edge of the manifested past, the edge of Alais Primos itself shifts. Shattered stone keeps rise from the empty crops, and beyond them a great translucent golden dome shields the city, shining where sigils of celestial script catch the light of the sunrise. The sound of bells toll constantly from within, and with them triumphant cheers of the humans, proclaiming their victory.

In the air above the battlefield, a shadow made of ash and soot hangs in the air. The wind quickly disperses it, but for a moment it resembles the shape of a six-armed woman, a hundred feet high.

The memory fades, and Kasvarina is left holding nothing. A handful of farmers and people near the edge of the city panic at the strange magic and run for the nearest churches.

This is the aftermath of the death of Srasama, and the body Kasvarina holds is her own daughter Dala, though after the memory-event ends she cannot recall who it was, just that it felt like her whole world had been destroyed. There's little for the party to do here, save perhaps rush to the bonfires, each of which is one of Srasama's six massive flaming swords. (See Appendix Three: Magic for details if they manage to retrieve one.)

Memory-Event: Through the Breach

Location: Alais Primos, the Old Wall.

Date: 81 Summer, 1 B.O.V.

Stability Value: 1.

This memory is perhaps best left avoided, as it's one of the few where the past will try to attack the party. If the party interferes at all, the edgy soldiers of either army notice them; eladrin attack if they see any humans, and the Clergy will target the party simply because they're with the eladrin. In a battle, the party can simply withdraw out of the *lost arc's* radius and be safe, but they leave Kasvarina alone.

Near the edge of Alais Primos's old wall, a memory-event manifests of when the eladrin manage to breach the city's holy barrier – a golden dome that could be conjured by prayers of those within, shielding the city even from aerial attacks.

When the memory begins, the shield is up, looking like a giant gold tortoise shell at this range, but faintly translucent so you can see the defenders inside. Kasvarina and other mages wait behind a row of eladrin soldiers holding heavy shields against potential arrows from the city. The army has left a wide opening in their ranks, and general Sor Daeron walks out, followed by a hundred human non-combatants held at spear-point by soldiers.

Sor shouts to the army that this wall is made of the prayers of the humans, but that they will make those prayers falter. He turns to the wall and demands a champion of the Clergy meet him in open battle, then says that if the city's faithful are too cowardly to face him, he will cut down human prisoners ten at a time.

No response comes for a minute, and Sor orders his men to begin. The massacre lasts five minutes, with the human prisoners begging as spears pierce them row by row, while those inside the walls scream and jeer. The Elfaivaran army shifts nervously, but true to Sor's word the humans inside are not praying sufficiently, and the wall begins to fade.

When only forty prisoners remain, the wall parts and three hundred human soldiers emerge, led by Prime Cardinal Richelmont, a battle-priest who walks within a smaller version of the golden shield that protects the city. Sor begins a formal challenge, but the cardinal interrupts by summoning pillars of salt that spray up from the ground around him, killing every eladrin they touch. A fierce and bloody battle begins as the humans rush and try to pull the prisoners back into the city. Kasvarina is too far away to engage directly.

After a minute's battle, the cardinal catches Sor's arm in a pillar of salt, but Sor manages to strip away the priest's shield with a spell of his own. The surrounding eladrin launch arrows and spells, and the cardinal falls to a hail of other spells. The surviving humans retreat, and eladrin rush to treat the injured Sor, but an officer beside Kasvarina notices that a new opening has appeared in the dome nearby. He recklessly orders everyone to rush the opening, but only Kasvarina and four others manage to get inside before the opening closes.

Eladrin Unit (EL II)

- ♦ Kasvarina (effectively CR 9)
- ♦ 4 eladrin levy soldiers

Clergy Unit (EL 15)

- ♦ 25 clergy armsman

Clergy Armsman

CR 6

XP 2,400

Human warrior 8

LN Medium humanoid (human)

Init +1; **Senses** Perception +7

Defense

AC 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +3 shield)

hp 70 (8d10+24)

Fort +7, **Ref** +3, **Will** +3;

Offense

Speed 20 ft.

Melee +1 *morningstar* +11/+6 (1d8+3)

Ranged mwk light crossbow +10 (1d8)

Statistics

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 21

Feats Cleave, Iron Will, Power Attack, Toughness

Skills Knowledge (religion) +8, Perception +7

Languages Common

Combat Gear *potion of cure moderate wounds*; **Other Gear** breastplate, +1 heavy steel shield, +1 *morningstar*, masterwork light crossbow, dagger

Elfaivar Levy Soldier

CR 6

XP 2,400

Elf warrior 8

CN Medium humanoid (eladrin)

Init +2; **Senses** low-light vision; Perception +10

Defense
AC 20, touch 11, flat-footed 23 (+9 armor, +4 shield, +1 Dex)

hp 50 (8d10+8)

Fort +6, **Ref** +4, **Will** +2; +2 vs. charm & compulsion

Offense
Speed 20 ft.

Melee scimitar +8/+3 (1d6+2 / 18-20)

Ranged +1 composite longbow +12/+7 (1d8+3/x3)

Statistics
Str 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +10; **CMD** 22

Feats Deadly Aim, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Perception +10, Stealth +5

Languages Common, Elven

SQ fey step

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork full plate, +1 composite longbow with 40 arrows, scimitar, tower shield

Special Abilities

Fey Step (Su): Once per day, the eladrin can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. The eladrin cannot take other creatures with it.

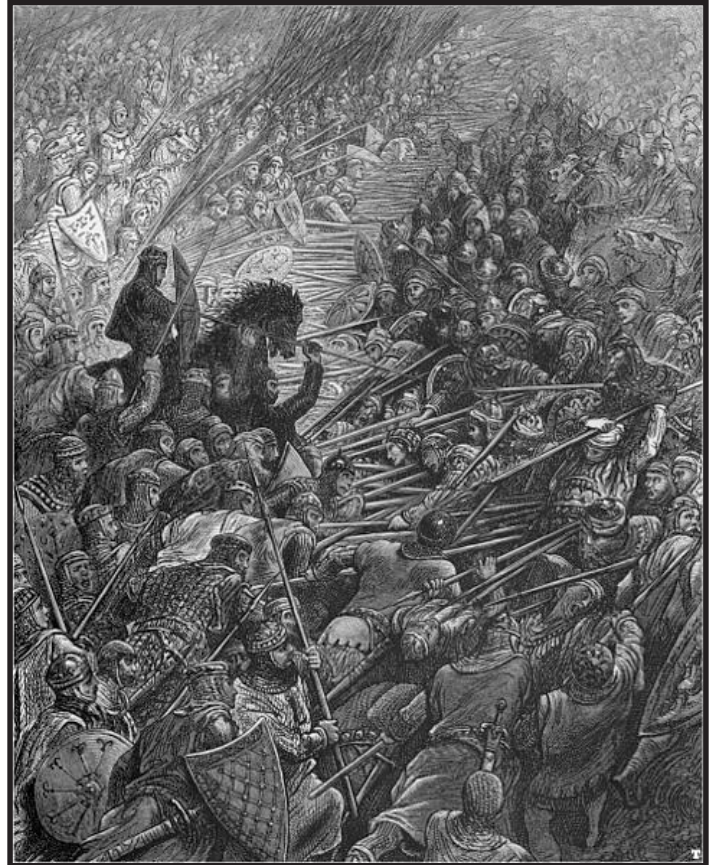
Once her unit gets inside, the opening in the wall closes behind them (but the wall only exists in a 100-ft. radius around Kasvarina, so the party can easily go around if they get split in two). The humans overwhelm the eladrin with a rush of morningstars or crossbows, with four humans targeting each eladrin.

If the party doesn't interfere, they likely drop Kasvarina in a few rounds if she's caught up in the memory. When she falls unconscious, the memory-event collapses (causing mental stability loss). If she's controlling her own mind, she could kill everyone here with spells, but she remembers that she's supposed to be knocked unconscious, and thus plays along and feigns death, which lets the scene continue to play out.

The humans begin praying to bolster the wall, and two men draw daggers to finish off the wounded when a figure – Nicodemus, back when he was alive and cloaked like a healer – rushes forward and admonishes them. He tells them to spare the soldiers in case they're nobles who can be ransomed back for human prisoners. Then he enlists the group to carry the bodies to a nearby church where he's tending to survivors.

As the men get to work, he pulls a cigarette from his coat and lights it. Just on the other side of the golden barrier, eladrin bash at the barrier ineffectually, while others parade the dead body of Richelmont. The men around Nicodemus say prayers for the prime cardinal, which Nicodemus joins into half-heartedly.

If the party follows, they can watch the men carry the wounded eladrin to Nicodemus's small church, and immediately go into the next memory. As with most memory-events in Alais Primos, the modern day bystanders panic and run for help, and within a few minutes authorities arrive to investigate. City guards while eventually give way to soldiers, then to priests and inquisitors. Even they might not be able to threaten the party physically, but they'll certainly disrupt any ongoing memory-events.


Memory-Event: Triage
Location: Alais Primos Grand Librarium.

Date: 81 Summer to 15 Autumn, 1 B.O.V.

Stability Value: 3.

The church where this memory-event occurs still exists, though the party will want to be careful when they go in and trigger the manifestation, lest they get a hundred church-goers screaming for help. A night-time visit might be safest.

In the memory-event, Nicodemus alone tends to two dozen injured eladrin. Instead of pews he has laid out cots and separated the survivors from each other with curtains that magically muffle the sound so each patient feels isolated. For safety he has chained the wrists of each patient to the nearest wall, and he keeps most of them semi-conscious with regular low doses of soporific drugs.

Where the church's rostrum is in the present day, Nicodemus has set up a small bookshelf and apothecary table. He gets visitors often enough that if the party addresses him he will treat them politely, but the magic of the artifact makes him easily ignore their presence so the party can eavesdrop.

Montage and Recruitment

This memory-event flickers occasionally in an actual montage that spans nearly a month. Every day Nicodemus treats wounds and talks to a few of the lucid survivors to earn their trust. Eventually he asks them their own religious beliefs, their opinions on the war, who in Elfaivar might be sympathetic to a truce, and whether they have any family they care for back home.

He speaks to Kasvarina too, who at first hates him since he's a priest, and her husband died in the first holy war fifty years ago. Nicodemus explains that he was raised in the Clergy, but he no longer has faith in it; afterward he never wears his priestly robes when he tends to her.

One by one, the eladrin die or are carted away by soldiers. Careful attention (Sense Motive DC 30) reveals that the eladrin only ever die if they express strong religious fervor, and only leave if they aren't particularly religious but are too injured to undertake travel. After a week (which passes in the montage in a matter of minutes), only four eladrin remain, including Kasvarina.

On the night of the 14th, when Kasvarina has mostly regained her strength, he removes her chains and they have a long conversation. It's clear that by now she's come to trust and respect him. He's done a masterful job making her rely on him while letting her keep her anger toward the Clergy and the war. And this night he finally makes his proposition: he wants to escape the city with her, then travel to Elfaivar and open a back-channel negotiation with the ranamandala (ruling circle of kings and queens). If they agree, they can come back and speak with some hierarchs he trusts.

After a long discussion of the risks and routes they'd have to take, Kasvarina agrees. But, she asks, what of his other patients? At this point he shakes his head, and says that for several days she's been the only one left here. He gives her a bit of medicine and tells her to rest so she'll be strong in the morning, and soon she falls asleep.

Then he goes to the three other survivors one by one and gives them their 'medicine.' They drift to sleep, and he calls guards to dispose of their bodies. It took him months of sifting through scores of prisoners, but finally he has someone he can trust. While his mission might be for the greater good, he shows no qualms in killing unnecessary complications. Once the last other patient dies, the memory-event ends.

Character Assassination

Even if Kasvarina is not in control of her mind during this memory-event, if the party tells her that Nic killed the other eladrin once they were no use, she gains the full 3 mental stability. This was information she never had the first time she experienced this event, and it casts all of Nicodemus's actions hereafter in a more selfish light.

Memory-Event: Arrest

Location: Alais Primos, Jenevah Grand Librarium.

Date: 59 Autumn, 1 B.O.V.

Stability Value: 1.

In this memory-event, she and Nic have snuck back into Alais Primos and are waiting in the city's grand librarium. The meeting happened during daylight five centuries ago, but if the party wants to avoid being chased by inquisitors, it might be smart to come at night when the library is mostly deserted.

You might give the party a challenge to sneak in after hours, but even then inquisitors and bibliogeists patrol the library to ensure no one gets hold of any heretical texts. If any PC inhabited the body of Ken Don in the previous adventure, they might remember the defenses and patterns of the patrols. No one here is a threat physically to the party, but a commotion will attract more powerful attention, and the party probably wants to avoid having to run from the authorities. Alternately the party might call in a favor with the Clergy, using Morgan Cippiano to get them in touch with the library's new head.

Bishop Betrayal

Two bishops and a young priestess meet Nic and Kasvarina on the library's third floor, within sight of a twenty-foot high rosette stained glass window. The priests seem quite happy as Nicodemus explains that Kasvarina will be representing her people in initial peace talks. He reiterates his reasoning for doing this without the archbishops' approval, cites scripture that forbids taking treasure from the dead, points out all the wealth being funneled back to Methia, and suggests the hierarchs be deposed. (He was a revolutionary even way back then.)

At that point, the young priestess casts a light cantrip, which shines through the window, a signal to the guards and inquisitors outside. Within a minute they have surrounded Nic and Kasvarina and begin tying them up. The two bishops tell the inquisitors that this is the man who tried to lure them into a plot against the faith. Clearly they've turned on Nicodemus to save their own necks.

Nicodemus tries to reason with them, but Kasvarina says not to bother; better to face death with dignity. An inquisitor takes delight in taunting them. They're not going to die, not yet at least. They're going to the Isle of Odiem, where they can live long, tormented lives with other heretics. Nicodemus keeps talking, his reasoned suggestions turning to desperate pleas, and then to angry curses as the two are dragged away and the memory-event ends.

Aftermath

After this memory-event, Kasvarina doesn't feel any strong draw toward other locations in the city.

RETURN TO THE VAULT OF HERESIES

Exploration. Real-Time. Level 16.

In the Crypta Hereticarum, a memory reveals the most precious secret in the world.

The site of this memory-event is one the PCs are likely familiar with: Odiem, a cursed island located just off the shore of Sid Minos. The party likely made a trip to the island during adventure four, *Always on Time*, where they fought off the drowned dead and met the demon Ashima-Shimtu. Now the PCs return to learn more of the ritual the demoness spoke of during their first encounter.

The most likely method the PCs will use to reach the cursed island is by boat, though it is possible the PCs may devise some magical method of reaching the island. If the party has not already encountered the *Porteurs de Mort* at sea, you could use the naval engagement here to represent another attempt by the Obscurati to stop the party.

Arrival

As soon as Kasvarina steps foot on the rusty shore on Odiem, she realizes the entire island is linked to a past memory. The party might decide to wait, but the Clergy has increased the island's defenses since the party was last here, and powerful wards likely prevent the party from entering the vault. Those wards will vanish when the memory-event manifests, but once Kasvarina puts on the *lost arc*, she'll be stuck in the same long memory-event until they escape the vault (or Kasvarina falls unconscious, which will damage her mental stability).

A Dwarf at a Lighthouse

At the high northern edge of the island, the old and broken lighthouse looms, but a short robed figure beckons to the party from the ground floor entrance. The woman, a dwarf, gives the name **Serafima Saveli**. She claims to be an inquisitor who divined that the party would arrive here. She seems unfazed if the memory-event has manifested, but she does her best not to disrupt it.

The Clergy, Serafima says, has old protocols to detect when someone might learn forbidden lore in the vault below. While the Clergy no longer regularly maintains the vault and simply lets interlopers risk their lives, some incidents are too dangerous to ignore. The entrance to the vault below is now shielded by a *wall of force*, various *greater glyphs of warding* (8d6 damage lightning damage, Reflex DC 26 half), a *hallow* linked to *silence*, and an effect similar to *repulsion* which requires a Will save (DC 26) to enter the vault doors.

Serafima asks to know the party's business, and if they manage to bypass the defenses (either by their own magic, or with the *lost arc*), she warns them that a fiend below was responsible for the Great Malice. She asks to accompany them and vows not to attack them, but promises to cast *silence* if the fiend tries to share the knowledge that could cause another great cataclysm.

She acknowledges that she cannot defeat the party in battle, but the Clergy will have noticed their arrival, and if she does not *send* to them her status, they will attack in overwhelming force. If the party agrees, she casts *sending* and says, "The divinations were correct. I will go into the vault with the foreigners, and will let them attend their business, but will protect the secret."



GRANDIS KOMANOV

The blood of dwarves runs deep, and Grandis traces her blood to the oldest dwarven warlords from before Drakr, before the Clergy, and before even the Demonocracy. Raised a common metalsmith by her bitterly poor father, she resented that poverty had denied her the birthright of power she felt she was owed. She studied magic so she could make her fortune, but only found work protecting merchants much wealthier than her on journeys into the northern mountains.

During one such trip, a massive storm trapped her caravan. She knew the spells to protect them all from the cold, but demanded more pay since she was saving their lives. The merchants balked, tempers flared, and one man attacked her. She tore out his tongue. The other dwarves agreed to pay.

But the storm intensified and trapped them for weeks, and as they huddled together Grandis read a book of the teachings of Vlendam Heid on the nature of endings. Her interpretation of his philosophy was markedly unorthodox. Several days into the storm she looked around and saw that the only thing standing between her and the wealth she deserved was her own morals. She left those morals in the mountains along with the corpses of the merchants. But she kept their money, and a single mute dwarf to be her manservant.

Wealth bought her more magical knowledge, which attracted followers to her, and she cultivated her own radical branch of eschatology based not on preparing for how things end, but in actively ending things. By delving into forbidden lore over the years, what was once mere greed and narcissism has been corrupted into a genuine insane longing for the end of the world. Since truly nothing is more important than her, and some day even she must die, it is merciful to make sure the world ends with her.

If the party refuses she says she'll stay at the lighthouse. If they attack she'll draw a bloody chunk of ice (a shard from an evil glacier) and crush it, creating frigid winds (see *Crowded Dance Floor*, page 56). In the confusion she'll try to run and use a *scroll of invisibility* to hide.

Wolf in Sheep's Clothing

In truth, this dwarf is no priest of the Clergy, but rather a *simulacrum* of **Grandis Komanov**, leader of the radical eschatologists of Drakr. Grandis has divined that the party might learn the *sacrament of apotheosis*, and she wants to be present to take that power for herself. Averse to risking her life, she has sent her simulacrum. A permanent *telepathic bond* spell connects them, so Grandis will be able to learn the ritual even if her simulacrum is destroyed.

Grandis is normally a 16th level cleric with the domains of loss (a subdomains of darkness) and thought (a subdomain of knowledge), but her simulacrum – crafted of ice and the blood of ritual sacrifices, is just 8th level.

Grandis is a canny liar, has rehearsed her lies, and is enhanced by magic and shielded by *mind blank* (Sense Motive DC 42). She even has the proper badge of office – a platinum scepter, which she took off the actual grand inquisitor who was here when she arrived. Grandis and several dwarven allies slew the fifty priests who had come (after a tip-off from the Obscurati) to stop the party from even entering the vault. Now the priests and most of the dwarves have joined thousands of other drowned dead in the waters surrounding Odiem.

If the party looks inside the lighthouse before the memory-event manifests, they notice telltale signs of a recent battle, but ‘Serafima’ claims that a group of priests fought here to stop another set of interlopers dressed in dark robes. (She doesn’t actually know about the Obscurati, but ‘dark robes’ is a good guess for how bad guys should dress.)

If the party won’t let her accompany, she waits for them to leave, then uses a scroll of *invisibility* to follow them.

Memory-Event: Devil’s Prayer

Location: Sid Minos, Isle of Odiem. **Date:** 67 Autumn, 1 B.O.V.

Stability Value: 3.

Once Kasvarina lets the artifact manifest the past, a thunderclap booms across the island, followed by a blinding flash. Darkness envelops the party, and thick goblets of rain descend from dark clouds. Eerie flashes of golden light flicker across the island from some source outside the artifact’s radius, each accompanied by the sounds of sorcery and theurgy.

A score of soldiers and priests materialize around the group, carrying Kasvarina and Nicodemus in manacles. The lead priest urges them to hurry so they can get off this island before the Elfaivaran fleet spots them and strands them here. They make haste for a lighthouse. The crumbling structure dramatically rebuilds itself to its full shape, undoing five centuries of dilapidation.

Formally dressed soldiers come out to retrieve the prisoners, completely ignoring the party. They strip-search Nicodemus and Kasvarina, then give each simple gray clothes. The lead priest reads a formal declaration of their crimes – mostly variations of ‘heresy’ and ‘opposing the will of the church’ – and then the soldiers open the doors to the first vault chamber. They drag the prisoners to the pious mount that overlooks the circular ‘main exhibit’ chamber, then stop and order Nic and Kasvarina to go forward and pass through the doors beyond.

Once the seneschal of the old Demonocracy, Ashima-Shimtu was captured by the Clergy and would have been executed like thousands of other fiends, tossed into the volcano Enzyo Mons. But she knew the *Sacrament of Apotheosis*, a ritual which could give physical form to a belief, and the Clergy hierarchs greatly desired the secret. She was unwilling to share, and they were unwilling to lose a chance to learn the ritual, so they imprisoned her in the *Crypta Hereticarum*, a vault of curses and heresies on the isle of Odiem, where she has remained for a thousand years.

Initially vengeful, she has turned to meditation and detachment to endure her endless incarceration. She speaks as if narrating events, never referring to herself in the first person, and in general has little interest in the world, except when she senses a chance for freedom.



Short or Long?

Depending on how much time you want to spend on this memory-event, and whether you already used the *Crypta Hereticarum* mini-adventure (available for free to adventure path subscribers, bundled as part of the Act One hardcover, or as an inexpensive standalone product at various online RPG vendors), you could have the interior of the vault be orderly and secure, or have it be the dangerous dungeon presented in the mini-adventure.

If the former, Kasvarina tries to find a safe place to rest, but Nicodemus tells her tales he’s heard of the vault, and that the only possible way out is through the central chamber, past some ancient demon. They loot a few weapons that they hope aren’t cursed, then reach the door Ashima-Shimtu’s vault and spend an hour testing possible rituals to get through, before Kasvarina finally hits on providing a blood offering. They go inside and speak with Ashima-Shimtu (see Seeking the Sacrament), and then the memory-event ends.

Alternately, you can have the party, Kasvarina, and ‘Serafima’ fight their way past a much more dangerous version of the dungeon. While the threats won’t individually challenge the PCs at their level, they should wear them down.

Something is Different Here

Outside the door to the final chamber, three stone statues stand along the wall. Tall figures of clergy protectors, they cover eyes or ears or mouth. The statues weren’t here when the party visited a few years ago, though they could easily be dismissed as part of the memoryscape.

These statues are not in fact statues, but advanced constructs placed on the island by Benedict Pemberton. After the R.H.C. and the PCs began interfering in his affairs, the dragon took note of their previous exploits and traced them to Odiem. He had the constructs smuggled in several months ago, to keep tabs on who might show, and to kill the party if they ever showed back up.

The stone is a just an inch-thick façade, enough to block most divinations (Perception DC 30 to notice bits of magic through the seams at the joints) while letting the internal clockwork function normally.

The moment the party enters the chamber; their arrival is relayed to Pemberton, though it takes him a few minutes to gather gnoll minions to control the constructs like duplicants.

Seeking the Sacrament

The moment the party arrives, any PC whose blood touched the water of the well beneath Ashima-Shimtu during adventure four feels a cold flutter in his heart, then the sting of hooks digging into his back and limbs. The feeling passes quickly.

In the memory-event, Nicodemus and Kasvarina approach the well and look up to the demoness. A serpent-scaled female humanoid with an inhuman visage, she is held aloft by chains that end in hooks which pierce her legs, back, and arms. A single chain and hook passes through her lips, preventing her from speaking. She seems asleep.

Nic and Kasvarina discuss jumping in and swimming, at which point Ashima-Shimtu stirs. The chains jangle and she tenses with pain.

Nicodemus reads inscriptions along the wall that explain the story of the Demonocracy, and of how Ashima-Shimtu betrayed them in order to save herself. But she did not share her greatest secret, and so the Clergy

has imprisoned her in this perpetual torment until she shares it. Kasvarina wonders if the demon might have knowledge that could discredit the Clergy or perhaps assist them in ending the war. Miller is nervous, but doesn't stop Kasvarina as she carefully removed the barbed hook from Ashima-Shimtu's lips.

Read or paraphrase the following:

"For the first time in centuries, Ashima-Shimtu can speak. She is pleased by this change, and welcomes those who come to seek knowledge. Her wish may be the same as her fellow prisoners – to bring down the vile Clergy – but the Lady of the Forked Tongue does not so casually risk the deception of strangers. Already her voice grows tired from disuse, and so she would ask her visitors to share their tale."

The memory-event compresses Nic and Kasvarina telling their tale into a montage, interspersing their experiences with vignettes from the demoness, where she explains in her third person way how the

Demonocracy used the *sacrament of apotheosis* in war, and how she gave it to the holy man Triegenes so that he might create a better world than one of demons. Triegenes used it only once when no other option would have let his people survive, but he never shared it with his followers.

After he died, those same followers demanded Ashima-Shimtu reveal the secret their supposed living god would not. For more years than she can count she has hung here, meditating and seeking to understand the nature of evil so that she could reject it. With the ongoing holy war between human and eladrin, however, she is willing to share the ritual.

She instructs Nic and Kasvarina to, after she gives them the ritual, make their way to the entrance to the vault and barter the details of it for their freedom. Let the Clergy bring forth their god of war, and warn the eladrin to be ready to slay it. For each 'god' created by the sacrament is invulnerable only so long as his attacker does not know his true name. Trick the Clergy into summoning a war god, she says, then kill it, and in so doing kill the impetus for war itself.

Details of the Ritual

The ritual must be centered on an individual who represents the god or idea that is being invoked, and the power that person gains depends on how many followers that god or idea has, and how fervent. In addition to some archaic chants that take an hour, the ritual performers must sacrifice a lion, an eagle, a whale, and a dragon, then use their blood to adorn the subject with the name of the god or idea. Finally, the target must drink a cup of blood from a believer and recite the mantra, "Before I was nothing but words. Now I am all that is believed. I am faith made flesh. I am flesh made a god"

The subject will rapidly transform into a physical incarnation, maintaining that form for a day. He'll gain unrivaled strength and resistance to injury, but anyone who knows the name of the actual person within the incarnation will be able to harm it as easily as they would a normal person. Also, once the effect ends, the subject is severely weakened for days or weeks. Finally, if the incarnation dies, a backlash will strike the believers. How severe a backlash is relative to the intensity of their belief.

If the party manages to hear the details in the memory-event without it being disrupted by Komanov or Pemberton, they can now perform the ritual (assuming they can slaughter a dragon), though they're unlikely to be able to muster any great faith behind them at this time, so it would only provide effects equivalent to *enlarge person*, *stoneskin*, and *spell resistance*. We'll detail the effects of a more potent version in the last act of the campaign.



Crowded Dance Floor

As Ashima-Shimtu begins to explain the ritual, one of the Pemberton golems activates, removes the stone panel covering its face, and adopts the countenance of the industrialist. Then it and the other two golems walk to the final chamber of the vault.

Read or paraphrase the following:

A voice interrupts from the top of the stairs.

"I do say, this is all very interesting, but I must interject. While I installed these monitoring devices after I learned of your prior imbroglio here, I do admit, I never thought you'd return. What in the devil is that lady talking about? I am attempting to intimidate my rivals here, ma'am. Be a peach and stop talking a moment."

The demoness does not react to his presence, and continues reciting the details of the ritual just as she did five centuries ago. With a perturbed harrumph, the golem with Pemberton's face and two beside it hoist their heavy stone fists.

- ♦ 3 Pemberbots
- ♦ Serafima/Grandis Komanov

Tactics

Pemberton here is quite ready to kill the party, but if they try to talk (Diplomacy DC 25 or DC 35 if the party killed his daughter Terakalir), he'll pause long enough to perhaps be dissuaded from combat. After all, the Ob are a mutual threat. This is a fine opportunity for the RHC and Pemberton to make an uneasy alliance.

If combat does proceed, though, two of the Pemberbots close to melee, while the one Pemberton controls hangs back and readies to fire *magic missiles* at any PC who tries to cast a spell. If a golem gets a chance, it will grab a PC and hurl him into the well.

Pemberton continues to chat during the battle, and if pressed into melee his golem fights defensively unless he sees a chance to kill a PC. He casually mentions that he's not used to people getting away when he tries to kill them, certainly not more than once.

Serafima's Mission

As long as Ashima-Shimtu and the manifestation of Nicodemus aren't damaged, they'll ignore the battle, as will Kasvarina unless she is in control of herself. 'Serafima' tries to stay close to Ashima-Shimtu to hear details of the ritual. It takes five rounds for Ashima-Shimtu to finish describing the ritual. On the fifth round, the simulacrum concentrates and telepathically sends the details of the ritual to the real Grandis Komanov.

She then tries to shove Kasvarina into the well (bull rush, CMB +10), causing the memory-event to collapse. She turns to the party and proclaims, "I am Grandis Komanov, bringer of this world's icy end, and you have given me the greatest weapon I could ever have."

Allow a pause for people to talk, especially if any eschatologist PCs want to harangue this radical cult leader. But if anyone makes a move to attack, Grandis draws a shard of bloody ice, hold it high, and proclaim, "O glacier of blood, sate your hunger!" She smashes the ice, releasing deadly cold (which she is immune to as a simulacrum). She'll then try to fight the party as best she can.

The whole final chamber fills with arctic winds that deal 2d6 cold damage per round for one minute. After one round the floors become coated with ice (difficult terrain), and anyone in the well to become trapped (Strength DC 15 to break free).

Pemberton is quite put out by this, and he doesn't appreciate others interfering in his vengeance. He'll focus on killing the simulacrum, and then if the party wasn't already talking, he'll call for a pause to talk about just who else wants the party dead. But if the party continues to fight, he'll lament not having installed a bomb in these constructs.

Pemberbot

CR 13

XP 25,600

N Large construct

Init -1; Senses blindsense 30 ft.; darkvision 60 ft.; Perception +0

Defense

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 110 (14d10+30)

Fort +4, Ref +3, Will +4

Defensive Abilities constructed; DR 10/adamantine; Immune magic

Weakness stone & metal shell

Offense

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks dazzling lights, wand of magic missile (9th)

Statistics

Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

Special Abilities

Stone and Metal Shell (Ex): These unique duplicant have a hard metallic exoskeleton covered in stone, enchanted like the body of a stone golem. When badly damaged, it cracks open to reveal the creature's sensitive inner machinery. The Pemberbot has DR 10/adamantine and is immune to to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- ♦ A *transmute rock to mud* spell slows the Pemberbot (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- ♦ A *stone to flesh* spell does not actually change the construct's structure, but negates its damage reduction and immunity to magic for 1 full round.

When reduced to less than half of its total hit points, the Pemberbot loses this DR and magic immunity, and it takes a -2 penalty to its AC and saves. However, it gains use of its dazzling lights power.

Dazzling Lights (Su): As a full-round action, a Pemberbot can activate a system of high-powered arcanoscientific lamps and lenses built into its torso behind the stone façade. These rotate rapidly, filling the area with blinding and disorienting beams of light. Each creature within 50 ft. is blinded for 1d6 rounds (Fortitude DC 17 negates).

Wand of Magic Missile: Each golem has a *wand of magic missile* (9th level) built into its left arm. Each wand only has 5 charges.

Serafima/Grandis

CR 7

XP 3,200

Female dwarf cleric 8

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60ft.; Perception +5

Defense
AC 21, touch 11, flat-footed 20 (+9 armor, +1 natural, +1 Dexterity)

hp 79 (8d8+40)

Fort +8, **Ref** +3, **Will** +8; +2 vs. poison, spells and spell-like abilities

Immune cold

Offense
Speed 20 ft.

Melee +1 platinum mace (+11/+6 (1d8+7))

Special Attacks channel negative energy 4/day (DC 17, 4d6), aura of forgetfulness (DC 19), lore keeper (touch a creature to learn its abilities and weaknesses), read thoughts (30-ft. radius, DC 19, 8 rounds/day)

Cleric Spells Prepared (CL 8th; concentration +13)

4th – *chaos hammer* (DC 19), *divination* ^o, *sending* x2

3rd – *deeper darkness* ^o, *dispel magic* x2, *protection from energy*

2nd – *death knell* (DC 17), *desecrate*, *detect thoughts* ^o, *silence* x2, *spiritual weapon*

1st – *cause fear* (DC 16), *cure light wounds*, *obscuring mist* ^o, *protection from good*

0 (at will) – *bleed* (DC 15), *detect magic*, *guidance*, *light*, *resistance*
Domains loss (variant of darkness) and thought (variant of knowledge)

Statistics
Str 19, **Dex** 12, **Con** 16, **Int** 17, **Wis** 20, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 21 (25 vs. bull rush or trip)

Feats Combat Casting, Craft Wondrous Item, Deceitful, Heavy Armor Proficiency, Improved Channel

Skills Bluff +15, Diplomacy +10, Knowledge (arcana) +10, Knowledge (religion) +10, Perform (oratory) +10, Spellcraft +14

Languages Common, Dwarven, Primordial

Combat Gear shard of the glacier of blood, scrolls – *divination*, *invisibility* x2, *searing light*, *spell immunity*, *stone shape*, *tongues*; **Other Gear** belt of physical perfection +4, +1 half-plate, +1 mace, amulet of natural armor +1, headband of mental superiority +4 (Perform (oratory) and Diplomacy)

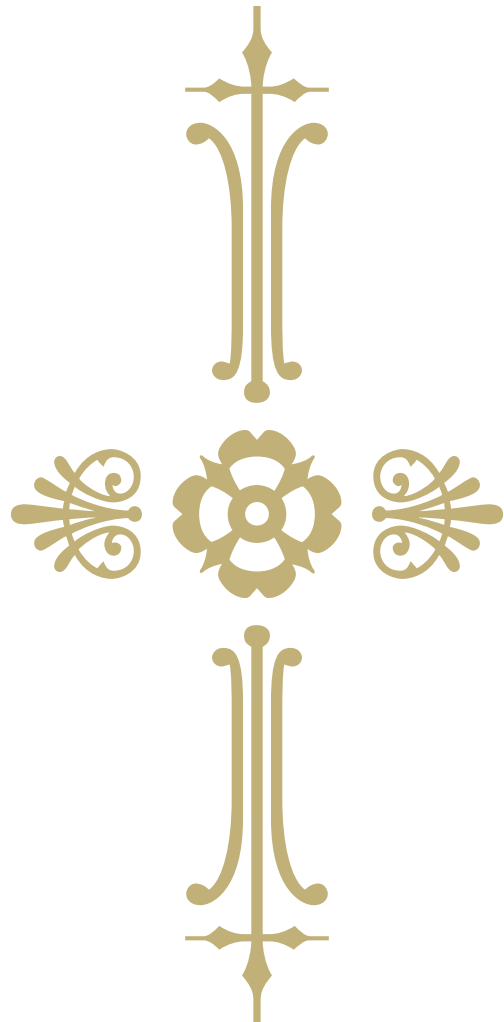
Special Abilities
Aura of Forgetfulness (Su): Grandis can emit a 30-ft. radius aura of forgetfulness for 8 rounds per day. Creatures in the area lose all memory of their time in the area (Will DC 19 negates). Additionally, each round any spellcaster in the area loses one prepared spell or spell slot of his or her lowest level (starting with 1st).

The Last Word

After Ashima-Shimtu finishes detailing the ritual, and the memory fades. Kasvarina collapses to her knees, knowledge washing over her. She explains that she remembers leaving the vault, and going with the Clergy to their capital Methia. She went there, and though what happened there is still a blank, soon thereafter the war ended, and the eladrin woman perished. She suddenly realizes what this means, but if the party can't figure it out she's too ashamed to say it out loud.

The demoness Ashima-Shimtu, no longer stuck reenacting the past, will simply say, "The prisoner of the Clergy remembers what horrors were wrought by her attempt to escape. She has accepted her punishment, and asks no others repeat her folly. She says this with no malice, only contrition."

If necessary, Ashima-Shimtu can let the party out of the vault. They must simply name a destination and dive into her well, and she can transport them to any shore within a few hundred miles. Make a note of any PCs whose blood makes contact with the well. Ashima-Shimtu will have power over them much later, in adventure eleven, *Gorged on Ruins*.





ACT THREE: TO FALL ONCE MORE

In this act the party and Kasvarina enter a heavily-defended city in order to unlock the memories that will reveal all the conspiracy's plots.

TWISTS IN GAMING

We're all used to dramatic twists in literature, movies, and television. We took particular inspiration from *Watchmen* when designing the campaign, in that we intend to let the PCs rush to thwart the Obscurati's plot during adventure nine, only to discover that the villains have already won. Bad guys are always getting beaten at the last moment, so we thought it would be memorable to see what happens if their plot actually succeeds.

During our playtest, though, one player took that development rather badly. He felt that we'd violated the social contract of the game by giving the party the impression they could stop the villains, but providing no actual chance of success. While he acknowledged that the failure was setting the stage for a heroic come-back in the third act of the campaign, he didn't appreciate being deceived of his chances.

While we are sticking with our original plan, we feel it important that GMs consider their players' perspectives. While many gamers will be alright with the events as we have designed them, we recognize that some people play for stress relief and to feel powerful. It can be challenging for a game master to tread the line of having such players suffer setbacks without ruining their fun altogether.

Our default assumption is that in Methia the party will learn that the Ob plans to assassinate the king of Risur, then perform a ritual in Flint, led by Governor Roland Stanfield, to alter the nature of reality. Then in adventure nine they'll have a chance to thwart those events – and in so doing ensure the freedom of Risur from the conspiracy's control – but afterward learn that the main ritual was taking place on Axis Island.

If you think your players might balk at being beaten by events off-screen, consider having the Ritual and Assassination Plan memory-event (page 65) include a mention of the main ritual on Axis Island, with Han Jierre listing the unassailable defenses there. Kasvarina could explain that the party's only chance to avoid a *complete* disaster will be to focus on stopping Roland Stanfield from activating a *wayfarer's lighthouse* in Flint. Of course, PCs almost always rush headlong toward 'certain defeat' (because it's almost never *that* certain), in which case adventure ten, *Godmind* will have details of the island's defenses.

A party that leaves Risur in a lurch will realize that even if they do manage to get past Axis Island's defenses, there's nothing they can do to stop the colossus, and they'll have sealed their homeland's fate. In the third act of the campaign, Risur will be a loyal ally to the Obscurati, and the party will be on the run.

ONCE DOES NOT SIMPLY WALK INTO METHIA

Exploration. Montage. Level 14.

The party plans and executes their infiltration of the center of hostile Danor.

With their next destination known, the PCs must begin their plans to reach the ghost city of Methia, located deep in enemy territory, and they will need to properly plan their method of insertion and extraction from the Danoran-held city.

A full description of Methia is provided in Appendix Four: Methia Gazetteer. You should reference this for more information on the city.

What Do We Know?

The constables can make various checks to learn about Methia, using skills to ascertain information about the city.

Folk Tales (Knowledge [local] DC 15): After the Great Malice, a curse fell over the city. The weather's always overcast but it never rains. Nothing lives there, not even bugs or weeds. All that remains is bare stone, most of it nearly pristine, like a ghost city.

Design (Knowledge [engineering] DC 20): Methia has two districts – the western Holy Methia and the eastern Urbem Postulatoris – separated by the Église River.

The western portion, Holy Methia, was surrounded on all sides by a wall of dense white marble. The master craftsmanship of its buildings has kept them from decaying much these past five centuries. Three gates allowed ingress (Ostium Judicii, Ostium Pietatem, and Ostium Splendoris – the gates of judgment, piety, and splendor). The eastern portion, Urbem Postulatoris – Postulants' City – spread out haphazardly with no wall, and today most of its buildings are ruined.

In the center of the river, a white tower known as the Lance of Triegenes rises from an island. It is said that before the magic failed, the tower was over a thousand feet high.

History (Knowledge [history or religion] DC 25): Now referred to as the Ghost City, Methia was abandoned following the Great Malice during the Second Victory. The dying eladrin goddess placed a curse that transformed many of the survivors into tieflings, and created the dead magic within the nation. In the times following the Great Malice, the city has been left relatively undisturbed, originally superstition keeping away explorers, and now a Danoran military presence guarding the city's borders.

Location (Knowledge [geography] DC 20): Situated in the center of Danor, Methia is several days journey from the capital city of Cherae. The city is divided in half; with one section being a ruined landscape of broken buildings known as the Urbem Postulatoris (Postulant's City), while the western half of the city is walled and retains the splendor it held ages ago. The Église River divides the city, acting as a natural division for the two sections of the city, and allowing naval elements to reach the Methia. Of course, if the party tried to sail a Risuri ship up the river, the news would spread like wildfire.

Magical Dead Zone (Knowledge [arcana] DC 15): Since the Great Malice, Danor has become a magical dead zone, where only spellcasters channeling through power foci can hope to use their abilities. Within Methia (and the surrounding 20 miles), the deadening is absolute, preventing all magical effects from taking place. Casters find all spells fail within the area of Methia, and all magical items and equipment revert to their basic forms while within the borders of the city. Creatures with magical bodies such as elementals or undead can endure here, but quickly grow weak.

Military Activity (Knowledge [nobility] DC 25): Methia is now the site of growing military activities, with a large formation of Danoran troops using the city to enact preparatory tests for what they see as an inevitable conflict with Risur. The Danorans goal is to practice city-fighting and improve soldier awareness, battling in the magic deadened city.

Preparation

Knowing in advance that all magical abilities will be suppressed, the PCs have some options and allies to investigate.

Radicals in the City: Eschatologist PCs have heard rumblings of members of their philosophy held up within Methia. A sect of radicals reside within the city, operating from an undisclosed building. Led by some unknown figure, it is said most of these radicals are devas, those touched by the death of Srasama, who come to the ghost city to prevent themselves from reincarnating upon death. While not immediately pertinent, this information does inform the party that there is another group operating within Methia.

Coffee, Keys, and Spies: If the PCs possess a Prestige of 4 or more with the Clergy, they could contact Morgan Cippiano and acquire a detailed map of the city from the Clergy's vaults. Nomads active in the lands around the city – actually a sect of priests devoted these past five centuries to watching Methia for signs of corruption – also report an increased defensive perimeter around the Lance of Triegenes.

Groups with a Prestige of 5 or higher are gifted a unique key, hand-delivered by Cippiano (who will teleport in for the occasion). The key operates the unique mechanisms that open Methia's Ostium Pietatem – a side entrance to the city abandoned by the Danorans. Cippiano also provides custom-fitted Danoran military uniforms, in case the party might want to try sneaking in.

In return for the information, Cippiano simply asks that the PCs harm the godless Danorans, then return to share a coffee with him.

(Alternately, the party might reach out to El Extraño, the Beran bold spymaster. He can only provide information, though, not keys, clothes, or coffee.)

Getting There

There are several options the PCs have at their disposal to reach Methia. Work with your players to determine the best approach, remembering that the journey to Methia should be interesting, but is not a critical part of the adventure. If they've found the archives in Ushanti (page 75), they might know to stop off at the ruins of Pala along the way.

The following parts of this adventure, assume the PCs manage to sneak into the city after a suitably appropriate entrance. You should work with the PCs to create the most appropriate insertion method (from pure stealth, to outright invasion of Danor).

Presented are several options the PCs may use to reach the abandoned city.

Docker Smuggling: Docker PCs can arrange to have the party smuggled into the city onboard one of the few supply ships that makes their way down the Église River to the ghost city. From there, the PCs can sneak out onto the docks of Holy Methia under the cover of darkness, as ship workers distract the Danoran military inspection teams.

While this method requires the PCs have a docker in their party, it is one of the best methods to sneak into Methia. This method bypasses external Danoran defenses, and unless the PCs particularly mess up their movement from the docks into the city, they may well enter Methia without the Danorans ever catching wind of their arrival.

The Heat: Daring PCs may consider using their own ship as a means of reaching the city. Doing so, requires the PCs to take the treacherous path up the Église River. Danoran warships patrol the mouth of the river, equivalent to the crews in the Porteur de Mort naval combat. Once past them, however, the river has enough traffic that another ship wouldn't be a big deal, as long as they have a steam engine (not sails) and fly the proper flag.

Magical Insertion: RHC infiltration specialist Lauryn Cyneburg is aware of complex 'tides' in the dead magic zone that covers Danor, but she hasn't done extensive research. A Knowledge (planes) check (DC 35) can pinpoint a spot in the wilderness about 50 miles from Methia where a brief gap will allow the party to teleport in. Finding a spot to teleport out requires a similar check, though the party would have only a window of a few minutes, and probably would have to trek days to reach the safe spot, with any delay potentially ruining their exit.

A skyseer PC can grant himself or another PC a +5 bonus to this check; one check can be attempted each day.

DEAD MAGIC METHIA

No magic works within the 3 miles of Methia. That's it. No spell casting, spell-like or supernatural ability, or magic items operate within the limits of the city and a small area beyond. The only exception to this rule is any item designated as an artifact. Such items are powered by themselves and avoid the draining magical effects of Methia.

Prior to entering the city, you should have players create a second version of their character; removing any magical equipment bonuses (remember that magical equipment still counts as mastercraft) and any buffs from wondrous items or other magical sources. Of course, they should still keep their primary character sheet available, especially for the final encounters of the adventure.

Creatures that can only work due to magic – like elementals, golems, or undead – gain one negative level each day, which remain and cannot be removed until the creature gets out of the dead magic area. This affects even creatures normally immune to negative levels.

Even normal creatures feel ill at ease and feeble within the city limits. The subtle magic that allows a person in this world to heroically endure battle wounds or perform superhuman feats is absent here. Within this dead magic area, no person can ever get a result on a d20 roll higher than 30. No matter what their bonus or roll, they have to obey logic and the laws of physics.

Dreaming: Another option would be to enlist the aid of King Aodhan or the Unseen Court to enter the Dreaming, which has the same geography as the real world, but none of those pesky Danoran patrols. Unfortunately, the fey in the Dreaming analogue of Danor have mostly gone creepy and mad due to the thin magic to support them, and every forest and field is filled with thorns and briars. Appropriate creatures would include: bogeymen, cold riders, forlarren, gremlins, lurkers in light, nuckelavee, and witchlights.

Break in the Door: Another alternative is for the PCs to arrange a military operation into Danor. Depending on the evidence accrued by the PCs over the past several adventures, they may be able to implicate Danor in the Obscurati's plots beyond a shadow of a doubt. King Aodhan would be hesitant to launch a unilateral assault, but a few stirring speeches to philosopher councils in Drakr and the Bruse in Ber could gain the assistance of other nations.

Should Aodhan be convinced of the virtue in launching a strike, the PCs are granted several naval vessels to make a strike at the Église River, along with a detachment of two hundred Risuri marines, fifty dwarven riflemen, and Beran bear cavalry. Simultaneously, Drakr transports an army into Danor by its own Avery Coast Railroad, and Ber strikes the Yerasol archipelago (particularly near Axis Island), diverting Danoran forces away from their homeland, and potentially forcing the withdrawal of troops stationed in Methia.

METHIAN WARGAMES

Exploration. Montage. Level 14.

A Danoran army guards the eerie city of Methia, and the party must figure out how to reach the Lance of Triegenes.

The most prominent landmark of Methia – the broken tower known as the Lance of Triegenes – is visible over the horizon from three miles away, at the edge of the dead magic zone. Upon seeing it, Kasvarina feels drawn to it, or more particularly to a spot high above it, the top two-thirds having collapsed over the past five centuries. She can sense other memories floating at spots lower on the tower, but she knows something momentous happened high up there.

Then the party feels the ground tremble. It repeats every twenty seconds as the colossus Borne takes slow, titanic steps toward the city. At the edge of the dead magic zone it becomes slightly visible, but only in fragments, like a creature glimpsed through thick undergrowth. Over the next half hour it makes its way to the eastern shore of the Église River, growing more and more visible. It stops at the edge of the water, now easily visible but still slightly insubstantial.

Here the Dreaming and the Bleak Gate fray and exit into the real world, and the colossus stands at the very edge of the veil, but won't step across, not yet at least. It feels uneasy without magic around it, and so it will stay put until it has a reason to move. It moans intermittently, trying to say "Mother" as its mind struggles to regain its memories.



When Kasvarina reaches the Lance and ascends to three hundred feet, the *lost arc of Reida* will activate, bringing magic partially back into Methia and slowly reconstructing the past, causing the tower to reassemble itself above them as they keep climbing. The sight of Kasvarina with her mind restored jogs Borne's memory enough for him to try to pursue her. The party will have to decide whether they want to wait for the three-hundred-foot-tall colossus to reach them, or to keep moving.

First, though, the party has to reach the Lance. All that entails is sneaking past an army, onto an island, and through the ring of soldiers who have orders to kill anyone who tries to enter the tower.

Military Presence

Individual encounters with the Danoran military are subject to your discretion, with the exception of the encampment at the base of the Lance of Triegenes, which is described in full later on.

Thousands of Danoran soldiers and military materiel (artillery, horses, and huge amounts of supplies) reside in the Urbem Postulatoris, on the east side of the river. Under orders from the Sovereign, they leave Holy Methia on the west of the river undisturbed. The Danorans only send troops in to guard the Ostium Judicii, patrol the walls, and occasionally meet with the devas in the Hall of Victories. They do, however, have a major presence at the city docks, with two nimble river warships present and a few hundred marines stationed to keep out potential intruders. Additionally, a large garrison protects the island in the center of the Église River, guarding the Lance of Triegenes.

If the party goes into the eastern Urbem Postulatoris, they're so ludicrously outnumbered that any fight lasting longer than a few rounds will get them surrounded and brought down with enfiladed rifle fire. However, sneaking through is fairly easy since the number of troops make outsiders hard to spot as long as everyone can pass as a human or tiefling. Clever parties might take control of the artillery in the eastern city to fire on the defenders on the island.

Holy Methia is a bit of a challenge to enter, but safe to hide in thereafter. If the party draws the military's attention, though, the city can swarm with Danoran troops. To represent this, track the Danoran military's levels of readiness using the guidelines below.

All is Well (Green)

Triggers: PCs remain undetected. No key Danoran military personnel are missing. No expectation of insertion or attack.

Description: This is the initial state of the Danoran military, assuming they have no warning of the PCs arrival and nothing attracts their attention. During this state, the Danorans maintain a wide berth from the interior of Holy Methia, only maintaining a small deployment of troops at the gates, walls, and docks of the city.

The PCs should experience no encounters with Danoran forces within the city. They still need to worry about being spotted as they enter the city, or if they go to the Urbem Postulatoris. Travelling to any of these Danoran occupied districts will immediately trigger a CR 11 encounter with the Danoran military.



On Guard (Yellow)

Triggers: PCs spotted, but not identified. Minor Danoran military units missing (but no bodies). Forewarning of potential insertion by enemy agents.

Description: The Danorans are slow to act once outsiders are detected. After all, folks wander into the city all the time, and most of them leave without causing trouble. Unless the PCs are identified as Risuri agents, the Danorans simply believe them to be petty criminals, thrill seekers, or members of some obscure cult. Troops are not deployed within the city, but there is an obvious increase in personnel stationed around the docks and the gates.

As with 'All is Well', such encounters only occur at the heavily-defended areas – docks, gates, or the Urbem Postulatoris – but they are CR 13.

Alert (Orange)

Triggers: PCs engaged in combat, but not identified. Danoran military units missing, bodies discovered with inconclusive evidence. Warning of imminent insertion by enemy agents.

Description: Knowing something is afoot within Holy Methia, the Danorans dispatch troops within the city proper. Encounters at heavily-defended areas remain CR 13, but within a minute an equivalent number of soldiers arrive as reinforcements, effectively creating a CR 15 encounter. Additionally, for every 30 minutes the PCs travel in the open streets, there is a 20% chance a CR 11 Danoran military patrol passes within line of sight of the party, possibly triggering an encounter.

Under Attack (Red)

Triggers: PCs spotted and identified. Danoran military units attacked and slain with obvious evidence. Detailed information leaked to military command.

Description: The Danorans dispatch military units into the city to flush them out. Encounters at defended areas start at CR 16 and jump to CR 18 if reinforcements get a minute to arrive. For every 30 minutes of open travel, there is a 60% chance the party crosses paths with a CR 13 unit.

WAR! (Super-Mega Red)

Triggers: Formal declaration of war on Danor. News of attacks across the nation. Large numbers of Danoran military slain in combat.

Description: The Risuri have struck Danor and the PCs are the closest outlet for the military's vengeance. Likely the Danorans believe the PCs responsible for burning down an orphanage or commandeering a boat full of orphans to make the trip to the city, leaving the orphans to drown. The PCs are evil people....

Troops travel with horns, whistles, or bells, sweeping the city building to building looking for the party. Encounters at defended areas stay at CR 16 (CR 18 with reinforcements). Every 10 minutes of open travel holds an 80% chance of crossing paths with a CR 11 patrol that will call for CR 16 reinforcements.

Sample Units

You can find stats for these forces in Appendix Two: Recurring NPCs. For the larger units, we include a small number of the relatively harmless Danoran fusiliers and scouts mostly for the satisfaction PCs can have in killing them quickly. If you use a CR 16 or CR 18 unit to represent an armed camp, the fusiliers and scouts can represent the sentries at the edge which the party would need to kill quietly in order to sneak past them.

CR 11 Patrol

- ♦ 4 Danoran ‘Lone Wolf’ Scouts
- ♦ 10 Danoran Fusiliers

CR 13 Patrol

- ♦ 2 Porteur de Mort Marines
- ♦ 4 Danoran ‘Lone Wolf’ Scouts
- ♦ 1 Danoran Rifle Troop

CR 16 Unit

- ♦ 2 Porteur de Mort Marines
- ♦ 4 Danoran ‘Lone Wolf’ Scouts
- ♦ 6 Danoran Fusiliers
- ♦ 4 Danoran Rifle Troops
- ♦ 1 Danoran Artillery Troop

CR 18 Unit

- ♦ 4 Porteur de Mort Marines
- ♦ 2 Porteur de Mort Snipers
- ♦ 4 Danoran ‘Lone Wolf’ Scouts
- ♦ 6 Danoran Fusiliers
- ♦ 6 Danoran Rifle Troops
- ♦ 2 Danoran Artillery Troop

DANOR-~~DAY~~

Action. Tactical. Level 15.

The Danoran military is prepared to repel any assault on the Lance of Triegenes.

To reach Kasvarina’s memories atop the Lance of Triegenes, the PCs must make their way to the island in the center of the Église River. The quarter-mile-across island rises fifty feet out of the water at the northern end, sloping to meet the water at the southern edge. There, an old alabaster docks – resembling a cathedral more than a pier – act as barracks for the island’s defenders, while advanced military materiel defends the rise leading to the Lance of Triegenes.

Complicating matters is the presence of Master Chief Faradio and a detachment of Danoran soldiers stationed at the rise leading to the Spire. Loyal to the Sovereign, Faradio is also a low-ranking member of the Obscurati, entrusted with crafting mechanical inventions of Tinker Oddcog.

The cathedral dock at the southern end of the Lance island is always watched by three Danoran Fusiliers and one Danoran Scout, who have access to a pair of heavy cannons on a turret. They fire warning shots at any unauthorized vessel that comes within 500 feet, and if a vessel continues to approach they sound the alarm and open fire (treat as a naval attack, d20+10 vs. the ship’s Defense). Within a minute every soldier in the cathedral/dock/barracks is awake, and a minute later they’ve taken up defensive positions.

Dock Guards

- ♦ 3 Danoran Fusiliers
- ♦ 1 Danoran ‘Lone Wolf’ Scout

Hillside Guards

- ♦ 16 Danoran Fusiliers
- ♦ 2 Porteur de Mort Snipers

Lance Entrance Guards

- ♦ 2 Danoran ‘Lone Wolf’ Scouts
- ♦ Master Chief Faradio
- ♦ Le Grand Patron, Tank

Terrain

If the party catches the forces here by surprise, the cathedral that serves as docks and barracks has rooms with bunks filled with sleeping soldiers, while the ground level is stocked with red barrels – handily stenciled with a flame icon – that are filled with the diesel fuel used by Master Chief Faradio’s tank *Le Grand Patron*. If that attack does fire damage, or if the cracked barrel subsequently takes fire damage, the barrel explodes. Each creature within 15-feet takes 8d6 points of damage (Reflex DC 16 half).

After the cathedral/docks/barracks is a 200-ft. open plain that slopes up to the Danoran barricades. These barricades – most made of debris from the tower – provide chest-high cover (+4 AC) against attacks from downslope, but only incidental cover (+2 AC) against attacks from uphill.

Several rows of barricades take up 200 ft. of the slope. A trampled dirt road runs through the center of the barricades, offering what seems to be an open path. Beyond the barricades lies a wide grassy field some 300-ft. across with a few scattered trees, and beyond that stands the Lance. The tank *Le Grand Patron* is normally parked there.

Scattered along the approach are several red fuel barrels. If dealt more than 5 damage, the barrels crack. The defenders understand the dangers of these barrels, though, and keep their distance. As the PCs approach, ranks of grenadiers further back will target the barrels as the party passes, hoping to catch them in the explosion.

Tactics

Most of Faradio’s troops are simple fusiliers, and would not normally pose much of a threat outside the dead magic zone. But with the party’s AC likely capped somewhere around 25 with the aid of magic, even these soldiers can hurt them. The main danger, though, comes in the form of Faradio... and his tank.

At the first sign of trouble, the Master Chief and the two scouts with him enter *Le Grand Patron* and seal the hatch. The whole process of Faradio starting his tank takes 1 minute, after which the lizardfolk drives. The two scouts handle reloading the cannon and manning the anti-infantry guns.

Once the PCs are spotted, Faradio stays at range, shelling them with his main cannon. If the PCs manage to approach him, the scouts let loose with the anti-infantry guns, while Faradio tries to run over the party. Stubbornly defiant, the lizardman disregards PCs who try to scale the tank, thinking that without magic, they will be unable to force their way into the interior. If they *do* get inside, he surrenders once reduced below 20 hit points.

Parties that manage to sneak their way up the islet can find Faradio resting in a make-shift tent by his tank. The engineer knows he has little to fight for with his tank unprimed, and surrenders to the PCs if intimidated.

Le Grand Patron

CR 12

XP 19,200

N Huge construct

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +26

Defense

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, –2 size)

hp 144 (16d10+56)

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

DR 10/adamantine; **Immune** construct traits

Weakness down the hatch, scaling a dragon

Offense

Speed 40 ft.

Ranged two anti-infantry guns +X* (3d6/19–20), Jierre's Reckoning cannon +X* (8d6/x3)

Space 15 ft.; **Reach** 5 ft.

Special Attacks Jierre's reckoning, some control required, vicious trample (6d6+18, DC 30)

Statistics

Str 35, **Dex** 12, **Con** –, **Int** –, **Wis** –, **Cha** –

Base Atk +16; **CMB** +30 (+32 bull rush); **CMD** 41 (43 vs. bull rush, can't be tripped)

Feats Awesome Blow, Improved Bull Rush

Special Abilities

Anti-Infantry Guns (Ex): These guns can be fired at any creature within 60-feet of *Le Grand Patron*. Each gun requires a person to operate, and the stats above assume Faradio or a Danoran scout are shooting. The guns each have a 20-round magazine, and then require two standard actions to reload. Each gun has thirty magazines.

Down the Hatch (Ex): A sealed hatch allows entry into the interior of *Le Grand Patron* (a 5'x10' area). When sealed from the inside, the hatch can only be opened with a DC 30 Disable Device check or DC 25 Strength check. Should all else fail the hatch has a Hardness of 10 and 45 hit points.

Creatures inside the tank have superior cover (+8 AC) against attacks from outside. Creatures can increase this to total cover by sliding shut view ports, which makes them unable to use any weapons.

Jierre's Reckoning (Ex): The primary turret on *Le Grand Patron* is capable of firing once every 3 rounds. When fired, the gunner nominates a square within 300 ft. Creatures within a 30-foot radius around the point of impact take 8d6 points of bludgeoning, piercing, and slashing damage (Reflex DC 20 half).

Reloading takes two standard actions, normally performed by the two scouts so Faradio can shoot each round. It requires a good half hour of shooting for the tank to run out of ammo. Seriously, good luck.

Scaling a Dragon (Ex): Attempting to get on top of the tank requires a DC 15 Climb check. The center 3 squares on the tank can hold on medium-sized creature each, though each creature on one of these squares must make a DC 20 Acrobatics check to stay on if the tank moves during the round. A creature who fails this check by 5 or more is subjected to the tank's trample attack. Creatures on top of *Le Grand Patron* cannot be targeted by ranged attacks or trample attempts made by the tank.

Some Control Required (Ex): *Le Grand Patron* requires a pilot in order to operate. All uses of * in a roll represent the skill of the pilot. This is calculated using the full attack bonus of the pilot, as though they were proficient with the tank's weapons. In this instance, Faradio's attack bonus is +11, and the scouts' bonuses are +5.

Vicious Trample (Ex): The tank's powerful metal treads deal 6d6+18 points of damage on a successful trample.

Master Chief Faradio

CR 10

XP 9,600

Male lizardfolk expert 12

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +13

Defense

AC 21, touch 12, flat-footed 19 (+3 armor, +2 Dex, +6 natural)

hp 91 (14 HD; 2d8+12d8+28)

Fort +9, **Ref** +8, **Will** +10;

Offense

Speed 30 ft., swim 15 ft.

Melee 2 claws +12 (1d4+2), bite +12 (1d6+2)

Statistics

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

Base Atk +9; **CMB** +11; **CMD** 23

Feats Craft Construct, Improved Iron Will, Improved Natural Armor, Iron Will, Lightning Reflexes, Skill Focus (Profession [mechanic]), Skill Focus (Knowledge [engineering])

Skills Acrobatics +6, Appraise +16, Craft (alchemy) +19, Craft (construct) +19, Craft (firearms) +19, Knowledge (engineering) +25, Knowledge (nobility) +16, Perception +13, Profession (mechanic) +22, Survival +16, Swim +10, Use Magic Device +13

Languages Common, Draconic, Goblin, Primordial

SQ hold breath

Other Gear masterwork studded leather

Aftermath

After the first shot of *Le Grand Patron*, the Danoran military in the Urbem Postulatoris mobilizes. Depending on how the PCs dealt with the tank, you may wish to time the reinforcements arrival differently. If the PCs managed to salvage the tank and have a PC capable of piloting it – Technologists, Gunsmiths, or PCs who make a related DC 30 check will suffice – then the Danorans arrive shortly after the combat wraps up.

The first wave of reinforcements marches off the boat and advances up against the PCs, who can enjoy the satisfaction of loosing a tank against their enemies. After seeing the first reinforcements slaughtered, the rest of the Danoran forces hold back until they can land en masse, giving the party time to rush up the tower.

Such an encounter should only be run if the PCs can handle the additional challenge, and would enjoy the opportunity to turn the tank against a large formation of Danoran troops. For more peaceful or stealthy parties, instead just have the Danorans approach cautiously by default.

ASCENT OF SCREAMING SOULS

Exploration. Real-Time. Level 12.

The lost arc of Reida reassembles the toppled tower as the party ascends, but interacts dangerously with the local dead magic zone, manifesting ghosts of those the party has killed.

The lost arc of Reida's slow thrumming grows in intensity the closer it gets to the Lance of Triegenes. Once the PCs reach the tower, the artifact flickers with magical light, and a small area around it – about a 10-ft. radius – now has full magic. If the party lingers in one place too long the radius starts to shrink, but it slowly expands the higher the party goes up the tower. Its radius is roughly one-tenth the party's elevation up the tower.

The interior of the Lance of Triegenes is mostly impassable, with the upper levels having collapsed inward centuries ago, destroying most of the lower levels. A single staircase spirals up the exterior of the wall, with no hand-rails or barriers. Every thirty feet a doorway leads inward, but most of the floors have all but collapsed. In places the stairs have shattered, but as the party nears them the magic from the lost arc reassembles them. Likewise, as they near the 500-ft. high top of the ruined tower, the artifact reassembles the building above them level by level so they can keep climbing.

The history-manifesting power of the lost arc goes a bit haywire here in the dead magic zone, and as the party ascends they'll be confronted both with Kasvarina's memory-events, and the ghosts of various NPCs they have slain throughout the campaign so far.

Encounters on the Climb

All of Kasvarina's memory-events will occur, and the party will definitely encounter the ghost of Nilasa Hume early in their climb, but thereafter only the ghosts of those whose deaths the party were personally responsible for will appear and accost them. Each spirit waits on the staircase, blocking the party's path, but will only interact with them for a moment before vanishing.

Some spirits will cause maladies or damage. If the party is grouped together, the spirit harms them all unless otherwise noted. If someone is scouting ahead, only they will be affected. The spirits are immune to damage, but can be thwarted by turning undead or similar magical effects. They have save bonuses of Fort +2, Ref +4, and Will +6. Feel free to swap ghosts with other NPCs based on the events in your campaign.

Spirit or Memory	Elevation	Description
Nilasa Hume	50 ft.	Thanks party for finding her killer, but warns them that the ghosts of those they killed want vengeance.
Duchess Ethelyn of Shale	150 ft.	Screams and flies at the party, dealing 2d6 negative energy damage (Will DC 16 half).
Eberardo & Valando	250 ft.	Roar and breathe fire, dealing 2d6 fire damage (Reflex DC 16 half).
Cillian Creed	350 ft.	Screams and erupts in a flood of witchoil, dealing 2d6 negative energy damage (Fort DC 16 half).
Kaja Stewart	450 ft.	Weeps and shoots herself in the head, causing 5 bleed damage (Fort DC 16 negates).
Memory-Event: Ritual and Assassination Plan	500 ft.	The Ob leaders make final preparations for their ritual.
Memory-Event: New-Born Minion	500 ft.	Kasvarina recalls meeting Borne before he was a colossus.
Elanor Yanette	550 ft.	Wails as chains wrap around her. One PC is paralyzed for ten minutes (Will DC 16 negates).
Olivert Boone	650 ft.	Screams in agony as he eviscerates himself. One PC is compelled to attack the rest of the party (Will DC 16 negates, with a new save each round).
Memory-Event: Puppet Mastery	700 ft.	The Ob leaders discuss industrializing Flint.
Ottavia Sacredote	750 ft.	Falls to her knees and screams curses at the gods, dealing 2d6 sonic damage (Fort DC 16 half).
Bree	850 ft.	Cries out as her limbs fall from her body. One PC is cursed to be unable to hold things in one hand (Will DC 16 negates).
Memory-Event: Skyfall	900 ft.	The Ob leaders discuss a failed attempt to alter the planes.
Luc Jierre		His stutters turn to shrieks as he glows from within and then explodes, dealing 2d6 lightning damage (Reflex DC 16 half).
Lorcan Kell		Screams with rage and charges one PC with a machete. The target makes a Fort save (DC 16) for each eye and for his tongue or else those body parts are gouged away, dealing 5 bleed damage.
Memory-Event: A Second Creation	1100 ft.	Nicodemus proposes his world-altering plot.
Tinker Oddcog		Cackles maniacally and peels his flesh away, shouting "I'm not metal! I'm not!" One PC is affected by confusion (Will DC 16 negates).
Lya Jierre		She raises a wine glass in toast, drinks it, then stares at the party with mute judgment as they move past, but never attacks.
Memory-Event: Epidemic	1300 ft.	The new nation of Danor struggles without magic.
Memory-Event: Founded in Secrecy	1500 ft.	Nicodemus, Kasvarina, and Jierre found the conspiracy.

Memory-Event: Ritual and Assassination Plan

Location: Methia, Lance of Trigenes, 500 ft.

Date: 55 Spring, 500 A.O.V.

Stability Value: 1.

The memory plays out around the party, involving Kasvarina, Sovereign Han Jierre of Danor, and Nicodemus, who is wearing the body of a Danoran soldier and smoking nervously. The three figures are clearly visible, but the world around the party flickers with shadows as the *lost arc* struggles to manifest the past in the dead magic zone. If the party gets too active, they run the risk of tumbling off the side of the stairs in the dark.

In this memory-event, the three leaders mark down the list of all their projects. Nicodemus names a project, and one of them explains the status.

- ♦ **Golden Cell.** Han says his niece Lya has been briefed to take control of this cell, since her predecessor died on Axis Island. Caius Bergeron thinks he's closing in on the last ziggurat. All that remains is deciding which planes to connect to, and passing that information to the tier four members throughout the continent.
- ♦ **Convocation.** Nicodemus explains that he plans to put the form of the new world up to a vote to the leaders of the various cells. Kasvarina smiles and asks if he's finally abandoning his idealistic "everyone will get along nicely" plan. Nicodemus stamps out his cigarette and says he's never been hesitant to kill those who have outlived their usefulness.
- ♦ **Colossus Cell.** Kasvarina says the colossus is effectively complete, but one of its designers – Alexander Grappa – has been training the colossus to doubt what they're saying. Nicodemus asks Kasvarina to go look into that and make sure they won't have a loyalty problem with the colossus. Kasvarina agrees, but says they trained Borne well; he feels destined to help the Obscurati save the world.
- ♦ **Lantern Cell.** Han Jierre says this project is the only real bottle-neck, because they need to get Luc's lantern working properly, then scale it up to lighthouse size to focus the ritual.
- ♦ **Risuri Assassination.** Kasvarina explains that due to its unique rites of rulership, as long as the king of Risur resists, the whole nation will resist. They'll need at least to abduct and brainwash the king, and possibly assassinate him, but the timing has to be right before they perform the ritual. If they move too soon, a new leader could be *more* hostile and actually oppose them. Nicodemus says, "That's why we have Stanfield. After all the work he's done for us, let him be king. Han, invade the damned city if you have to, but there can be no interference in Flint."

When this memory ends, the scene dissolves and reforms into the next memory event. The three leaders are the same, but dressed differently (Nic has a new body) to show it's a different time.

Memory-Event: New-Borne Minion

Location: Methia, Lance of Trigenes, 500 ft.

Date: 32 Summer, 493 A.O.V.

Stability Value: 3.

Nicodemus stands at the edge of the stairs, smoking contemplatively. Kasvarina seems upbeat, and jokes with Nicodemus that he's lucky to have a new body each visit, since with the way he smokes he could never climb all these stairs. Then she explains her recent visit to the Cauldron Hill facility in Flint to see the excavations. Progress has been swift since Stanfield got the rusted gates built into his canal.

Han Jierre chides her for so casually mentioning the name of another conspirator, but Nicodemus waves off the concern. That's the reason they come here, he says. No one can hear them, and no divination could ever discover what happened here. He points out that he hasn't seen Kasvarina look so happy in . . . ever.

She pauses, looking almost embarrassed, then says that she spoke with the golems that the Mindmaker has been training. They called the Mindmaker father, and called her – she pauses, laughs – mother.

Borne's Awakening

The memory ends, light returns, and there's a crackle in the air as the colossus Borne lurches forward, stepping fully out of the Dreaming and into the real world. In a voice as loud as a storm it shouts, "Mother!"

The colossus strides through the river and heads for the tower, which takes it ten minutes. It's only three hundred feet tall, and so it begins to climb in order to reach its mother.

If the party keeps climbing, they can reach the next two memory events before Borne catches up. Attacking the titan is pointless. It's already Unfriendly to the party because it thinks they're keeping it from its mother. If they attack they'll not even scratch it, but will make it Hostile. It won't attack out of fear for Kasvarina, at least not until it's close enough to target the PCs one by one.

If the party waits, Borne climbs until he looms over them. His memory still has gaps, but he recalls Kasvarina, and he begs to know what happened. Initially Indifferent to the party, if made Helpful Borne might be convinced to carry the party up the tower, which lets them avoid the other hostile spirits. If asked to turn and fight the Danorans, Borne requires an explanation for why he should harm these people. Despite his amnesia, Borne still has the intellect of an adult, and an education deeply based in morals and philosophy, courtesy of his 'father,' Alexander Grappa.

For now, Borne is likely no threat to the party; Kasvarina will keep him from attacking them. But once the magical zone produced by the *lost arc* is large enough, Nicodemus will arrive and try to turn the colossus against the party.

Memory-Event: Puppet Mastery

Location: Methia, Lance of Trigenes, 700 ft.

Date: 50 Autumn, 457 A.O.V.

Stability Value: 1.

As before, this memory is shrouded in flickering shadows. The previous Sovereign of Danor gives a report on the status of the Third Yerasol War to Kasvarina and Nicodemus (as always, he's in a new body and smoking). The Sovereign claims that his nation's ships just aren't strong enough to deal with Risuri magic. This worries Kasvarina, since they need Risur to adopt industry if they're going to be able to build the colossus.

Nicodemus points out that Risur is already building some factories, and that his friends in the Risuri government will raise a stink to guarantee the industry stays out of Slate. That makes Flint the most logical choice. The old witch mountain will keep the fey from meddling, and make it easier to construct the colossus in the Bleak Gate.

He apologizes to the Sovereign, and says they got greedy with this war and should have waited. But it's still an excuse to pour a huge amount of money into a steam-powered warship. It just needs to sail one time and sink a few Risuri vessels.

Kasvarina proposes they hire Risuri mercenaries to steal the ship, and let them get away with it. The Sovereign blanches, not a fan of conspiring against his own country, but Nicodemus just tells him to think about the future.

Memory-Event: Skyfall

Location: Methia, Lance of Trigenes, 900 ft.

Date: 77 Winter, 195 A.O.V.

Stability Value: 1.

Centuries earlier, Kasvarina explains to Nicodemus and another Sovereign (who borrows a cigarette) what has gone wrong. They'd found the Ancient ziggurat of Avilona on an island in the sky, floating over the domain of some dragon tyrant. Kasvarina and a few researchers flew up to it, unearthed a golden seal, and found a portal to the plane of air.

After extensive divinations they attempted to replace the seal with another one and steer the portal to a different plane. That succeeded for only a few moments before some powerful destructive energy blasted outward. Kasvarina and the others fled the island, and nearly died when suddenly their flight magic failed.

Two problems are obvious. First, they can't get back to the floating island to try again, not unless Danor's engineers can use their new steam furnaces to power a mechanical bird. And second, clearly their understanding of the Ancient ritual was flawed. Kasvarina thinks they're lucky the damage wasn't worse, and won't risk testing at the ziggurat of Av until they know more. Nicodemus throws his cigarette away, then curses at Kasvarina for failing.

Memory-Event: A Second Creation

Location: Methia, Lance of Trigenes, 1100 ft.

Date: 32 Summer, 113 A.O.V.

Stability Value: 1.

The triad meets again, again with a different sovereign. Nicodemus embraces Kasvarina and says he wishes he could have been there, that maybe he could have helped save her daughter. She waits for a moment, then pulls away and reminds him that she long ago forsook grief. If there is a mission, she will have a clear head so she can focus on the future. The dead are in the past.

Nicodemus nods, then launches into a bit of a firebrand speech about his studies into skyseer magic, the nature of the planes, and how it is possible to alter reality by altering what planes share the heavens with the world. This is nothing the party hasn't already heard.

Memory-Event: Epidemic

Location: Methia, Lance of Trigenes, 1300 ft.

Date: 5 Summer, 40 A.O.V.

Stability Value: 1.

The first sovereign of Danor and the founder of his house, the tiefling Jierre argues with Nicodemus and Kasvarina about whether they're reckless to try to build a nation in this dead magic zone. Smallpox is spreading throughout the land, which used to be a minor concern thanks to the Clergy's miracles. But now it's killing thousands of people. Jierre's people are fleeing in droves to the east, hoping to reach Clergy lands and be free from the disease.

Nicodemus tells Kasvarina to dispatch her husband – Bhalu, is it? – to Drakr, along with a few other eladrin men, with orders to target any Clergy priests performing miracles of healing. Do it quietly, though. All the people in Danor should hear is that there are no miracles to be found in Drakr. In the meanwhile, he'll see if he can dredge up some monsters from the Malice Lands to make the crossing harder.

Jierre scoffs, realizing that Nicodemus only sees the problem of fleeing people undermining the nation he wants, rather than the problem of innocents dying. They're still yelling at each other when the memory-event fades out.

SKYSEER VISION OF THE GYRE

When the party is within sight of the top of the tower, the clouds part and reveal the moon. A skyseer PC more senses than sees the presence of Nem, focused through the lens of the moon. Beyond the plane of ruin he sees another realm, a great constellation of gears pulling in worlds and grinding them to dust between their stellar teeth.

The skyseer's consciousness flies through constellation, beyond which floats a whirlpool of debris, slowly circling toward a black pit. On this gyre, handfuls of scattered refugees look skyward and cry out for salvation, and in the gaps between worlds, just beneath the surface of the heavens' dark tapestry, a white serpent slithers toward the end of the world.

This vision references events that may occur in adventure twelve, *The Grinding Gears of Heaven*.

Memory-Event: Founded in Secrecy**Location:** Methia, Lance of Trigenes, 1500 ft.**Date:** 14 Spring, 19 A.O.V.**Stability Value:** 1.

The great stairway finally ducks inside the tower, just beneath the uppermost floor. It's nearly pitch black, but any light reflects on a gigantic amethyst set into the ceiling, with a slightly smaller (but still enormous) yellow topaz set into the middle of that. The walls of the penultimate floor are lined with cages, all empty now. An elegant staircase rises up the inside wall.

Flecks of ice cling to the top floor as the moaning wind cuts through it. Statues of saints guard four exit arches which lead onto four separate balconies. Each balcony extends twenty feet out above the landscape of Methia, with only a thin golden railing along the edges. At the end of each is set a platinum loop roughly the size of a normal doorway. Kasvarina walks to the one facing east as the *lost arc* manifests a memory.

The First Council

Kasvarina steps carefully across the east balcony, which is riven with cracks. Both of the other visible balconies have already collapsed and fallen away, and the tower's walls look unstable. She runs her hand along the platinum loop at the end of her balcony, then turns as she hears Nicodemus and Jierre (younger now) walking up the stairs into the central chamber. The two men are out of breath from the ridiculous climb.

She asks who the man is, and Nicodemus introduces Jierre, the priest who helped them the last time they were here. Jierre sheepishly explains that he was human back then. Ever since he's struggled to rally the people who are left, to drive out the Clergy remnants, and to make this new nation one founded on secularism. Kasvarina responds by drawing her sword and placing it to Jierre's chest.

She says they should work together to slay all the Clergy they can. Nicodemus defuses the situation by quoting Vekesh about patience being important for revenge. He explains that the three of them are uniquely positioned to not just *kill* Clergy followers, but *defeat* the whole faith, to make a truly better future.

Producing three rings from his coat, he hands one to Jierre, one to Kasvarina. Each is carved from stone taken from the base of the tower. He says that he knows what he's planning will make them enemies to half the world, so he found a way to give physical form to the antimagic of Methia. If they wear these rings, none will be able to divine them, and their plans can remain secret. But he also knows from experience that power corrupts, and so he does not want to lead, but to form a council.

BYPASSING THE RITES OF THE OBSCURATI

Normally whenever a character attempts to use magic to divine an Obscurati officer's location, thoughts, status, or the like, that character must make a Spellcraft check (DC 34). If he fails, the magic reports something deceptive, usually in a way to lessen suspicions.

This memory-event informs the party that if they recite "At Methia, in the Lance of Trigenes, we were founded in secrecy," they can ignore that protection. Normal saving throws and other magical defenses still apply.

If a PC actually has a ring belonging to one of the Tier One leaders of the conspiracy, then reciting those words allows them to scry on any of the leaders, bypassing all defenses and allowing no saving throws. This functions once per day, and does not show a real-time view of the person, but rather a sort of synopsis of what they've been up to.

Kasvarina's ring was lost somewhere in the Cauldron Hill facility, but the party might go digging for it later. Sovereign Han Jierre always wears his, and Nicodemus uses it as a focus for his spellcasting. If they defeat him here, they can take the ring off Andrei von Recklinghausen.

This is in a way a sacrament that will bond them together. They will be secret to the world, but have no secrets from each other. If one of them recites, "At Methia, in the Lance of Trigenes, we were founded in secrecy," he or she will be able to know the location of any other member of the triad, and see what they're doing. He warns them not to let anyone else hear those words, because they'd let others be able to use divinations on them normally.

With that basis of absolute trust among the three of them, he asks them to listen to his plan and, if they agree, to join him in taking long, slow revenge against the Clergy and everyone else who would use power to oppress those weaker than them.

The manifested version of Nicodemus skips, flickers with shadows, and another memory-event manifests directly on top of the current one. The memory glows with light, then fades out, then starts again, each time manifesting in a wider and wider area. Finally a wave bursts out in all directions, and for the next few moments the Danoran military panics as the entire city of Methia is restored to how it was five centuries ago.

FINAL MEMORY

Social. Real-Time. Level 16.

The party has only one shot to witness Kasvarina's memory of the Great Malice.

This memory is critical to Kasvarina's mental stability, but also incredibly risky for her. As it begins to take shape, she sags and manages to croak out a warning that they need to make sure nothing disturbs this memory. She points explicitly to the colossus Borne if he's present and yells for him not to interfere.

If the party doesn't intervene at all, the Clergy's punishment here might render her too injured to be of use in the final encounter. They might simply be able to use *cure* spells on her without getting in the way of the people in the past, but if they interrupt the memory too drastically, her original personality as conspiracy mastermind could reassert itself. Plus, Nicodemus is waiting downstairs from them, ready to interrupt at the worst possible time in order to push Kasvarina over the edge. If the party can keep him back, Kasvarina has a good chance of staying on their side.

Memory-Event: The Great Malice

Location: Methia, Lance of Triegenes, 1500 ft.

Date: 91 Winter, 1 B.O.V.

Stability Value: 5.

Kasvarina and the manifestation of Nicodemus stand at the top of the stairs, looking at the swath of floor made of amethyst and topaz. Plate-armored guards hold them tightly, and another half dozen such guards stand watch by the doors to the balconies. Rich gold lights glow magically behind each of the saint statues. Odd, tinny sounds of distant battle come from the balcony to the east, where a portal looks down at the fields of war outside Alais Primos. Two priests beside it manually adjust sliding, chevron-shaped lock-pieces to keep the portal open.

In the center of the chamber, an elder priest is directing four young acolytes to assemble the ritual for the *sacrament of apotheosis*. Entrails and blood of a lion, an eagle, a whale, and a dragon are arranged in a ring across the otherwise pristine floor, and two golden urns sits in the center, one empty, the other filled with a mixture of the animals' blood. Other priests stand in the room's corners, nervously discussing battle plans.

One young paladin stands by the ritual, shirtless and proud, openly holding a sword that glows at the crosspiece with the holy symbol of the Clergy god of war.

Creating a God

The high priest – bedecked in more gold and enchanted finery than the richest king – turns and claps his hands twice at the sight of Nic and Kasvarina. Nicodemus curtly tells Kasvarina, “This is Grand Hierarch Silvestri.”

Silvestri thanks them for coming to witness the Clergy's imminent second Victory. They tested the ritual and found that it does indeed work. He was tempted to just have the two of them executed, but he prefers to let them live as he agreed, so they can scuttle across the world as pariahs and traitors.

He snaps a finger, and the guards produce chains and manacle Nicodemus and Kasvarina to the wall.

With religious bombast, Silvestri addresses the gathered priests. “With this ritual, any warrior of our faith could become a vessel for a god. With holy sword in hand and blessed devotion guiding him, he could kill a thousand of the heathenous, brown masses.”

Silvestri puts his hands on the shoulders of the shirtless paladin. “This man here, he could drive back the beasts from our doorstep. But that, I'm sure, is just what these two hoped for.”

He nods, and the guards begin kicking Nic and Kasvarina, metal boots drawing blood and dropping the pair to the floor. This continues, round by round as Silvestri talks, dealing 5 damage per round. (If the party stands idly by, Kasvarina ends up taking 75 damage. Healing her will not disrupt the memory-event.)

“No,” Silvestri rails, “one does not blindly accept the gift of a fiend. Once, our faith's founder, Triegenes the fisherman-made-divine, used this rite to defeat the Demonocracy. Now the evil within those monsters have found new flesh in the eladrin. Killing a thousand with a holy blade will not purge the world of their apostasy. We must cut out their heart.”

He raises a hand, and the beating stops.

“Within the hour, our foes' race will be no more. Bring her.”

Two priests head to the balcony to the south, and they begin adjusting the sliding chevrons around the edge of the platinum portal. It must be some failsafe mechanism to lock the portals down and prevent intruders from coming through. After a few seconds they have the lock open, and on the far side of the portal, a pair of guards hold a battered and bloody young woman.

They step onto the tower and the portal slowly closes behind them as they drag their prisoner and throw her to the floor beside Kasvarina, who gasps and struggles against her chains to reach out. She cries out her younger daughter's name, Dala. Dala coughs blood, looks up, and reaches out to her mother, but the shirtless paladin grabs her by her leg and drags her into the circle of entrails.

Nic and Kasvarina yell for them to stop, but in the span of less than a minute, a Clergy wizard *dominates* Dala, and the acolytes write the name of Srasama on her flesh with the animal blood. Guards hold down Kasvarina, slit open her palm, and bleed her to fill the second golden urn. (This deals 10 damage.) They then feed the blood to the blank-eyed Dala.

“With this sacrament,” Silvestri says, “we bless Dala, daughter of Kasvarina and faithful of the goddess Srasama. Bring forth the form of our enemy so that we might drag her down and sever the bloodline of all who worship beneath her infernal face.”

One of the acolytes hesitates, looks at Kasvarina with pity, but then looks at everyone surrounding him and casts his eyes down.

At the grand hierarch's direction, Dala recites the incantation of the ritual, and then her eyes begin to glow. A flaming six-armed nimbus appears behind her, the aspect of Srasama taking form. Amidst Kasvarina's screams, four guards grab Dala and carry her toward the portal to Alais Primos. She's already growing, and is nearly ten feet tall when they manage to hurl her through the portal. She falls to the earth and her titanic form creates a crater.



Killing a God

The guards then unloop Nic and Kasvarina's chains from the wall and pull them to the middle of the balcony. Silvestri stands behind them, forcing them to watch as halfway across the world Dala transforms into the towering goddess, armed with six flaming swords. All throughout, two priests hold the portal open by manipulating the chevron locks.

Silvestri tells another priest to lower the shield over the city to let her in, and then reminds him to have the warriors say her name as they attack. He feigns forgetfulness and leans down beside Kasvarina, asking what her daughter's name was again. She pulls at her chains and tries to bite him. He responds by kicking her, stomping her chest, and holding her to the ground. (This deals 4 damage.)

He tells her this is her punishment for the hubris of thinking she could defeat the Clergy. All that will happen to her people is what she would have done to his.

Nicodemus tries to bargain and plead, to no avail. But then the acolyte from before steps in behind Silvestri and stabs him with a dagger. The weapon simply skips off his flesh, which is as tough as armor, but it's enough to set off a desperate battle on the balcony between the guards and the acolyte. Apparently others in the chamber had been having doubts as well, and the two factions set upon each other. The two priests holding the portal open hesitate, but don't join the fray.

Through the portal the avatar of Srasama leads the amazed and cheering eladrin through the city walls, only to then be struck by arrows and spells and the swords of summoned angels. It takes but a minute for her to sag, fall to the ground, and be set upon by hundreds of humans. She screams, and thousands of other women scream with her.

Silvestri is about to crush the traitorous acolyte's head with a mace when the screams distract him and the guards holding Kasvarina and Nicodemus. They rise and body-check the grand hierarch through the balcony railing. He starts to plummet, but catches Kasvarina's chain. She swings bodily out over the void, arms pulled down by the dangling Silvestri. A guard grabs her legs and tries to pull her back, yelling for help. The priests at the portal step away from their duty. Nicodemus sees his chance, and he leaps through.

Just then, an inferno bursts forth from Srasama's wounds, and though it stops at the edge of the portal, when it abates there is no sign of Nicodemus. A moment later the portal's locks slide it shut.

ENTER THE MAIN VILLAIN

Social. Real-Time. Level 14.

Nicodemus's arrival forces Kasvarina to decide her loyalties, and he tries to recruit the colossus to fight the party.

In the midst of this confusion, the real Nicodemus makes his appearance, wearing the body of Andrei von Recklinghausen. Defended with a bevy of spells, his goal is to disrupt the memory, give Kasvarina one last chance to join him, and ensure the party does not escape. He carries a custom *dimensional lockstone* that prevents planar travel around him, and wears a custom scroll bandolier to let him draw and open scrolls as a free action.

He likely clammers up the outer wall of the tower, grabs Kasvarina, and leaps into the central chamber, hurling away Silvestri in the process. This disrupts the memory-event, which will collapse within a few rounds unless the party can get Kasvarina back where she needs to be.

If the party's on the ball, they can stop Nic from interrupting the memory event, or perhaps get him into a fight while Kasvarina fulfills the memory (which would take just 6 rounds). Nic will still shout to the colossus to get it on his side (see Loyalties, below).

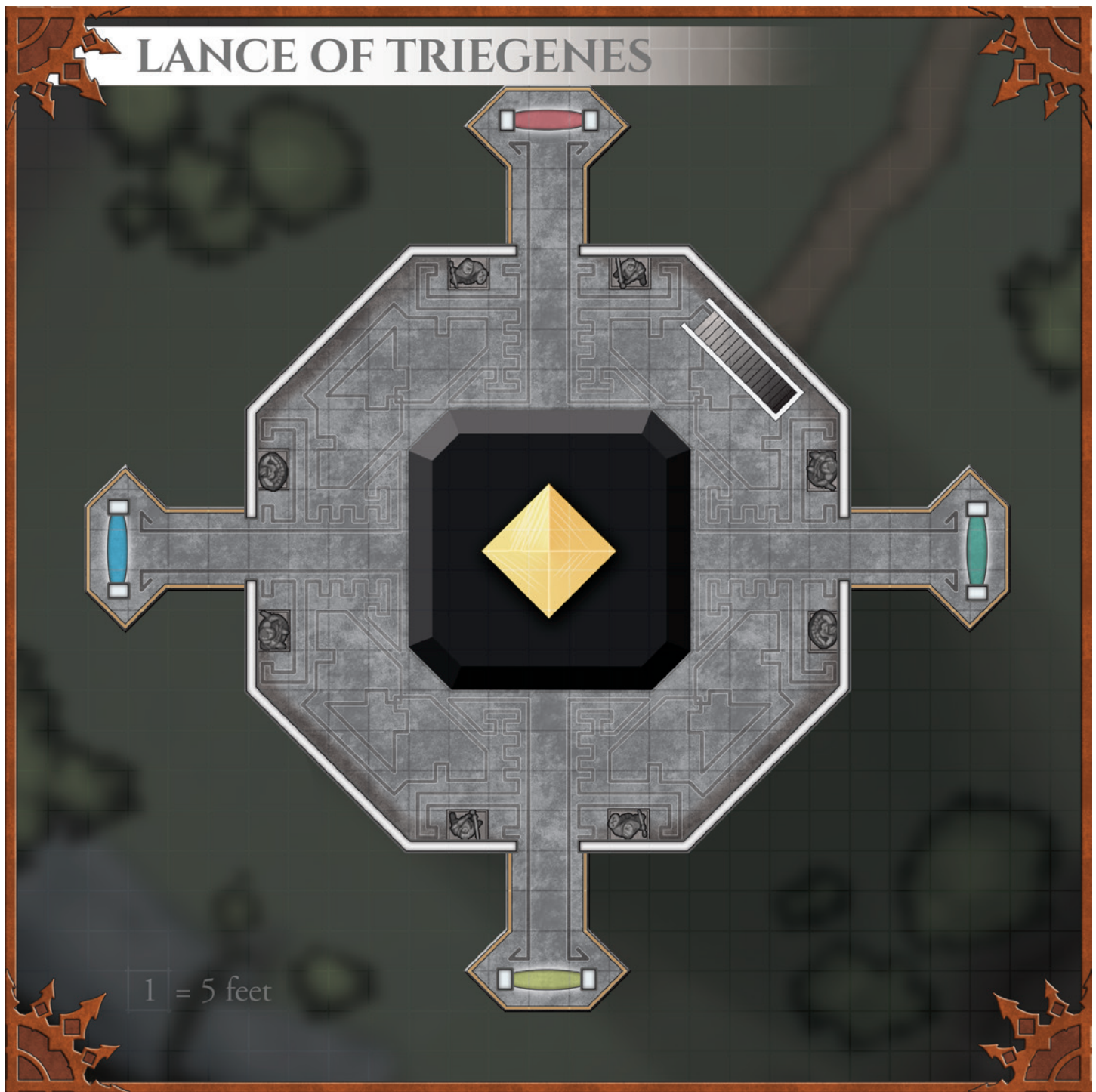


Nicodemus's history and motivations are detailed in the *Campaign Guide*. He seldom reveals his true ghostly form, preferring to wear the bodies of others. Currently he resides in the body of Andrei von Recklinghausen, and he's thinking of staying.



Andrei was 'born' two years ago, reanimated from several stitched-together corpses. Possessed of supernatural healing and the ability to drain life with a touch, Andrei at first loathed his existence. He eventually attracted the attention of the Obscurati, who captured him and forced him to serve as the body for the leader of the conspiracy, Nicodemus the Gnostic.

Andrei believes his will might be strong enough to overcome the mastermind for a while, but he hasn't seen the right opportunity to make a break for freedom.



The Canon Ending

In the original events, Kasvarina was pulled back up along with Silvestri, who staggers back into the central chamber. He orders the portal reopened so they can see what happened, but then every human in the chamber (well, every human in the memory-event) bend over at the pain of horns tearing through their skulls and tails growing from their backs. The Great Malice takes effect, transforming the leaders of the Clergy into tieflings.

The lights in the tower flicker and die, the stones begin to creak, and the central gems crack. Kasvarina stands weakly, pulls a sword from a

helpless guard, and crudely decapitates Silvestri. Then she stumbles to the portal and shifts the chevrons to reopen it. It's flickering, barely functional, and all that's visible on the far side are ashes. She jumps through and the memory-event ends.

To fulfill this memory, Kasvarina must be able to try to step through any of the tower's four portals. The portal must be unlocked (see Chevron Locks in the next encounter), though she likely won't go anywhere because of Nicodemus's *dimensional lockstone*. If she doesn't reach the portal within a few minutes, the memory collapses.

Nicodemus tries to stop this, keeping a firm grip on Kasvarina's arm. He says, "Keep your distance or I kill her. Borne, I know you're a thinker and a talker, so don't act brashly and get your mother killed, not until you know what she's done."

Loyalties

If Nicodemus has managed to pull off a hostage situation and the party gives him a chance to talk, he tells the party they've tried to make him and Kasvarina enemies, and now they might even force him to have to kill her. Borne, looming over the scene, growls.

Nicodemus tells Borne that this body might not be familiar, but he is Nicodemus. If Alexander Grappa was Borne's father and Kasvarina his mother, then Nicodemus is the god who said that they should create their child. Borne was raised for one purpose: to enact the grand design and reshape the world. Borne's father turned from that plan and betrayed his mother. He stole her memories and twisted her into a coward. He stole Borne's memories and left him to wander the world.

Now Nicodemus has come to give Borne a chance to fulfill his destiny. And because he is merciful, he is giving Kasvarina one last chance to come back to him. If she refuses, if she throws away five centuries of work when they're finally so close to success, then she is an enemy.

And for their enemies, there will be no escape. The body he wears is disposable, and the tower they stand in will crumble as soon as the power of the *lost arc* fades. If he has to fight to death, he promises to kill these people who tried to turn his oldest friend against him. (Try to draw some obvious parallels in speech patterns between Silvestri and Nicodemus here.)

Kasvarina

Kasvarina's response depends on her mental stability. If at 0 or below, she says that after what she caused, she has the responsibility to fix it. She readily joins Nicodemus in attacking the party.

If at 1 to 9, she'll waffle until the memory-event ends, which might adjust her demeanor. In the meanwhile, she switches between allied and hostile round by round.

At 10 or higher, she refuses to aid Nicodemus and will try to fight him, though he might be able to take her out with a single action at the start of combat if the party didn't mitigate the beating she took in the memory-event.

At 20 or higher, she feigns being loyal to Nicodemus long enough for him to let her go, and then she ambushes him.

Colossus

The *lost arc* simultaneously restores Kasvarina's memories and the colossus's. Once Nic finishes his plea, Borne is wholly loyal and will fight to protect his master. No matter what the party says, the colossus is too indoctrinated to change his course now.

Interruption

If the party interrupts, Nicodemus breaks away and keeps his distance, flying out of the tower and out of sight if possible, but he keeps talking to Borne. Even if forced into a fight, he'll shout to Borne that they're afraid to let him hear what he's saying. That's enough to bring Borne into the fight, unless the party can do some impressive counter-philosophizing. Even that will only stay the colossus's hand for a few rounds, not turn its loyalty away from the Obscurati.

COUNTDOWN TO COLLAPSE

Action. Tactical. Level 17.

The Lance of Triegenes will collapse soon, and Nicodemus means to see the party dead.

The party should have the information they came for – Stanfield is a member of the conspiracy, the Ob are plotting to assassinate King Aodhan using *wayfarer's lanterns*, and the main ritual is taking place on Axis Island, which is likely very well defended. So at this point, surrounded by the Danoran army, with the colossus trying to kill them, they could simply run. All it would take is opening the locked portal gates and hopping through one.

Of course, players have a habit of wanting to beat the villains. And Nicodemus knew about the portals and doesn't want the party escaping. So this encounter has several elements active.

Chevron Locks

Each of the four portals has a mechanical chevron lock that circles the outside platinum loop, working something like an egg timer. The chevron can hold five positions, and moving it from one to the next requires a move action to grab and turn it, or perhaps some magic at least as strong as *mage hand*. A given portal can shift no more than two positions each round, no matter how many people try to move it. At initiative count 0 each round, each portal shifts to one lower position unless someone is present and holding onto the chevron.

- ♦ **Position One.** 9-o'clock. The portal is wholly deactivated.
- ♦ **Position Two.** 12-o'clock. The portal is starting to activate, and the destination can be seen faintly.
- ♦ **Position Three.** 3-o'clock. The destination is now fully visible, but you cannot go through it yet.
- ♦ **Position Four.** 6-o'clock. The portal is active.
- ♦ **Position Five.** Just shy of 9-o'clock. The portal is active.

The actual destination of the portals don't matter, because when the party goes through them they'll end up in the Dreaming in Risur regardless. But for those who are curious, east is Alais Primos, south is Sid Minos, west is Cherage, and north is Trekhom.

Dimensional Lock

Nicodemus has activated and carries a *dimensional lockstone*, which stops teleportation and planar travel within a 40-ft. radius. This is enough that he can stop the party from exiting via any one portal, possibly two if he orients himself just right, but he cannot cover all of them. If he sees the party get a portal open to position two or three, he'll maneuver to keep them from escaping. He might also use spells like *solid fog* and *wall of force* to stymie their movements.

Colossus in Melee

Borne clings to the tower with one hand at a level just below the balconies, with his feet digging into the stone some two hundred and fifty feet further down. Keep track of what side of the tower his torso and head is on, because the tower blocks his line of sight. As a move action he can adjust 45 degrees in either direction. As a swift action he can change which arm he's using to hold onto the tower, but not if he used *crushing fist* or *swipe* this turn.

He uses three main attack methods, and can perform one each round.

- ♦ **Spirit Cascade.** The colossus glares, and spirits from its witchoil-fueled engine fly out, striking a 10-ft. radius burst within 1200 ft. Creatures in the area take 10d6 negative energy damage and are fatigued (Fort DC 24 negates).
- ♦ **Crushing Fist.** The colossus chooses a 15-ft. square area he can see and brings his fist down. It is obvious to creatures in the area that the colossus is swinging for them. At the start of his next turn, the fist hits, dealing 100 damage (Reflex DC 24 half) to everything in the target area.
- ♦ **Swipe.** The colossus tries to knock people off their footing. He chooses a 15-ft. wide, 30-ft. long swath and swings his hand through from one direction to the other. At the start of his next turn, creatures in the area are knocked to the far end of the swath and take 10d6 damage (Fortitude DC 24 negates). He can also use this ability to try to brush off creatures that have climbed onto him.

The colossus is practically indestructible. PCs might move onto it in order to get out of the way of its attacks, which should entail an Acrobatics or Climb check (DC 20) for each movement. But damaging it is infeasible.

That said, the tower it is holding onto is just magically-reinforced stone. A *disintegrate* spell (or other effect that deals at least 40 damage) targeted at the spot it is holding causes the spot to crumble. The colossus will desperately grab onto the nearest balcony, which cracks under the strain but holds. The colossus is unable to attack on its following two rounds as it struggles to climb back up. If this second hand-hold is destroyed, the colossus falls away, and actually does take substantial damage from the thousand-foot plummet. It won't be able to rejoin the fight.

Other tricks can likewise disrupt the colossus's grip, such as *sleet storm*, *earthquake*, or even a few applications of *stone shape* or *grease*.

Nicodemus's Tactics

His goal is to keep the party here while the colossus finishes them off, so he stays mobile, *spiderclimbing* and *flying* while throwing ampoules of poison gas or casting spells to split the party or make it dangerous to open the various portals. He starts by dropping poison gas in the central chamber to make it hazardous, then uses his übergeist power to cast *mass hold person*.

He watches where the colossus attacks, and if a PC has gotten a portal open to position two or three, and isn't about to be crushed by a colossus fist, Nicodemus will use spells like *wall of force* and *wall of ice* to seal off portals, or *reach arcane lock* (range 55 ft.) to jam a portal and create a physical lock that must be disabled to keep opening the portal. He can Use Magic Device to activate a *scroll of blade barrier*, either to block an exit or simply chop up several vulnerable PCs.

He only uses unarmed strikes for opportunity attacks, or if he has spare übergeist uses. His übergeist ability makes him resistant to most one-shot takedowns, and Andrei's body regenerates, but if the party can knock him out, his spirit form starts to manifest but is stunned for 1 round, so they have time to throw the *lockstone* away. This lets them simply teleport with spells, or more easily use a portal.

If the party looks like they're about to escape, he'll cast *dimensional anchor* on one PC, in hopes of forcing the party to delay and free their friend from the spell.

Kasvarina's Tactics

If on the party's side, she lends *fly* spells to melee characters, then joins them in chasing after Nicodemus. If hostile to the party, she tries to *telekinesis* them off the side of the tower and drop *ice storm* next to the portals to make it harder to open them.

If her loyalties are divided, she fights with them one round, against them the next. After this happens twice, she'll shout for the party to run, then will leap off the tower. Borne panics and desperately grabs her, which causes it to lose its grip and barely manage to hold on by grabbing one of the balconies. This takes it out of the combat for at least four rounds.

Victory by Time

After ten rounds (or if Kasvarina dies or falls off the tower), the lights start to flicker as the *lost arc*'s powers fade. Thereafter the tower begins to creak and pieces start to cleave off. Ten rounds later the whole place fragments and the colossus loses its grip and falls away, while the central gem in the floor snaps and falls. Two rounds after that, the whole place starts to fall apart, but waves of magic burst out from all the portals, catching everyone present. Nicodemus is torn from his body, but the party, Andrei von Recklinghausen, and possibly Kasvarina all end up scattered in the Dreaming.

Deus ex Portal

If the party is all knocked out or killed, the last conscious PC sees the tower shake and the portals go out of control. The next thing he knows the whole party is lying on grass somewhere unfamiliar. At the start of the next adventure, the fey of the Dreaming can bring back the recently slain in exchange for a favor.



Nicodemus the Gnostic

CR 17

XP 102,400

N medium humanoid (ghost in a human body*)

Init +8; Senses darkvision 60 ft., low-light vision; perception +29

Defense

AC 32, touch 26, flat-footed 28 (+6 Wisdom, +6 deflection, +4 Dexterity, +6 natural)

hp 270 (20d8+180); regeneration 15 (acid or fire)

Fort +15, Ref +10, Will +18

Offense

Speed 60 ft., spiderclimb 20 ft., fly 60 ft. (good)

Melee unarmed strike +30 (2d6+15 plus 1d6 Con damage, Fort DC 26)

Special Attacks draining touch, flurry of blows +28/+28, quick-draw scrolls

Spells Known (CL 13th; concentration +17)

7th—*mass hold person* (DC 21)

6th—*acid fog*, *greater dispel magic*

5th—*teleport*, *wall of force* x2

4th—*dimensional anchor*, *ice storm*, *reach arcane lock* x2, *wall of ice*

3rd—*force punch* x2 (DC 17), *major image* x2, *slow* (DC 17)

2nd—*arcane lock* x2, *shatter*, *web* x2

1st—*feather fall*, *magic missile* x3, *true strike*

0—all

Statistics

Str 40, Dex 18, Con 28, Int 19, Wis 23, Cha 22

Base Atk +15; CMB +30; CMD 44

Feats Combat Casting, Craft Wondrous Item, Forge Ring, Improved Initiative, Quick Draw, Quick Retrieve (for non-weapon items), Reach Spell, Scribe Scroll, Skill Focus (Bluff, Diplomacy, Sense Motive, Use Magic Device)

Skills Acrobatics +19 (+31 jump), Bluff +32, Diplomacy +32, Knowledge (arcana) +17, Knowledge (history) +12, Knowledge (religion) +12, Knowledge (planes) +17, Perception +28, Sense Motive +32, Spellcraft +17, Use Magic Device +32

Languages Common, Draconic, Dwarven, Elven, Primordial

Combat Gear Obscurati ring (bonded item), scroll bandolier, dimensional lockstone, 12 ampoules of nightmare vapor, scrolls: *banishment*, *blade barrier*, *chain lightning*, *greater dispel magic* x2, *heal* x3

Special Abilities

Bespoke Villain (Ex): Nicodemus has a mish-mash of powers and abilities from multiple classes, having trained as a monk, with a smidge of bard, then wizard, and so on. Just go with it, and don't worry how he learned all this stuff.

Defensive Spell Suite: Having used several scrolls on his way up, Nicodemus begins the encounter with the following spells active – *delay poison*, *expeditious retreat*, *fly*, *freedom of movement*, *greater arcane sight*, *spell turning* (7 levels), and *spider climb*. He also has *spell immunity*, and has chosen three spells of 4th level or lower that he knows the party uses.

Dimensional Lockstone (Sp): Nicodemus carries a stone that blocks planar travel and teleportation within a 40-ft. radius.

Draining Touch (Su) Creatures hit by Nicodemus's slam attack must succeed on a DC 26 Fortitude save or take 1d6 points of Constitution damage.

Ghost in a Human Body (Ex): Nicodemus's body, Andrei Von Recklinghausen, is built up from the body parts of others and has supernatural strength and healing ability, but is otherwise human. However, inside that body, Nicodemus is a ghost, and thus can be affected by channeled positive energy. Positive energy harms Nicodemus like it harms undead. If he fails his save against a turn undead attempt he is exorcised from Andrei's body.

Nightmare Vapor (Ex): Nicodemus can quickdraw four of these ampoules, then throw them as a standard action. He targets four different spots, and creates clouds of poison nightmare vapor in a 10-ft. radius around each, which should be enough to fill most of the central chamber at the top of the tower.

Nightmare vapor. Inhaled; Fort DC 20; 1/round for 6 rounds; 1 Wis damage and confused for 1 round; 2 saves.

Übergeist (Su): Nicodemus controls souls with ease, which has allowed him to create the ghost council. He has integrated a handful of other ghosts into his own spectral body, and can use them to perform minor actions and defend him from magic.

Nicodemus begins the battle with four bonded ghosts, which glide behind him like the tail of a comet in as he moves. On his turn he can release a bonded ghost in order to cast a quickened spell without increasing its level, to end one spell affecting him, or to strike a creature within 30 ft. as if making an unarmed strike. (If the party contains more than 5 PCs, add two more bonded ghosts for each extra PC, and let Nicodemus use two bonded ghosts per round.)

If Nicodemus is caught in the blast of Borne's *spirit cascade*, he regains one bonded ghost, which he sees as a fair trade for whatever damage he might take.

Aftermath

If his body is reduced to 0 hit points or if he is exorcised, Nicodemus's ghostly spirit emerges and crawls away, slowly burning up from his extremities, much like the pages of a book set aflame, or the cherry of a cigarette turning to ash. He sags and tries to put on a mocking smile, but then spams with pain and manages to yell, "You, the Clergy, all of you! You keep trying to kill me! But you can't kill an idea." Then he burns away. He'll return later, once his ghost form rejuvenates.

A hostile Kasvarina fights until things look untenable, then tries to leap away and teleport once she's out of range of the *dimensional lockstone*. She might return later, but if she dies her role later could be replaced.

An allied Kasvarina will not abandon the party, and might even throw herself atop a vulnerable PC if he's about to be crushed by the colossus. If possible, though, she'll try to leave with the party.

Andrei might still survive and be able to regenerate, but if the colossus has not been knocked away, taking out Nicodemus won't stop its attacks. The party still needs to escape, and whether they do it on their own terms or are whisked away when the memory-event (and the tower) collapses, they realize immediately that this is no normal teleportation, as the world gushes color and jagged leaves slice their skin. Then they land in an unfamiliar forest.

I DON'T THINK WE'RE IN DANOR ANYMORE

Exploration. Real-Time. Level 15.

A teleportation mishap traps the party in the Dreaming.

As the PCs get their bearings, they hear pipes and fiddles playing a jaunty but unmistakably militant tune. Through the woods in one direction they spy cavorting figures coming their way. Then from the opposite side, guttural wooping and the beating of wooden drums marks the approach of a second force.

A pixie swoops past them, and it shouts to the drummers, "Here they are! Attack!"

Battle cries ululate from both directions, and within moments the party will be in the midst of a fey melee. But that will be a problem to handle next adventure.

APPENDIX ONE:

THE ELADRIN DIASPORA

These memories give Kasvarina a chance to reconnect with elements of her past and learn the fate of her people. Only two are particularly plot relevant (Miller's Pyre and Betrayal of Rilego), but the others can help strengthen the bonds between Kasvarina and the party.

MINOR MEMORIES

The party has to go out of their way to find these.

Memory-Event: Navras

Location: Risur, the city of Flint.

Date: 15 Spring, 201 A.O.V.

Stability Value: 1.

A docker PC or Panoply adherent might follow a clue from Kieran Sentacore, or the party might simply recall the tale of Navras and bring Kasvarina to see the Navras Opera House in Flint. (See the Player's Guide for details.) Performances here often can enchant magic items.

The *lost arc* can manifest a memory event where Kasvarina came to visit her friend during the opera house's construction. They walk through the skeleton of the structure, still open to the sky. She wonders why he's building this thing here, rather than back in their homeland, and Navras says that he doesn't like what Elfaivar is turning into. She asks if he'd mind her staying until the building is complete so she can hear the first performance. Navras sneers and threatens to have security drag her out if he sees her.

If Kasvarina's mental stability is at 10 or higher, somehow the *lost arc* resonates with the innate magic of the opera house and manifests another memory-event, of Navras performing the song of Vekesh on opening night. Each PC present chooses one item he or she possesses. That item is enchanted to be able to cast *restoration* once per week.

Memory-Event: Bhalu

Location: Drakr, the city of Trekhom.

Date: 42 Winter, 248 A.O.V.

Stability Value: 1.

In Trekhom, the party can find the *Obpeyeble Nipneka Mobicneten* (Doomed Order of Thinkers), a nightly gathering of eladrin philosophers, all men, led by **Bhalu Varal**, who was married to Kasvarina from 119 to 248 A.O.V. Today the shaggy and portly Bhalu spends his days sleeping and his evenings drinking and discussing philosophy and politics without ever being motivated to get up an effect any changes in the real world.

If the party goes to the meeting, a memory-event triggers. Kasvarina imperiously stalks into a room filled with pipe-smoking dwarves, where Bhalu lies passed out in the corner. She splashes him with water to wake him, then drags him outside to ask how being a drunken lout is contributing to the mission she sent him on. He is supposed to make allies in Trekhom and learn which philosopher parties might be a threat.

Bhalu says that she sent him to kill too many people, and that the occasional bedding down with her isn't worth the blood he was spilling. Blood is something for the body, anyway, and he thinks it's time for the eladrin to just die. He's vowed to devote his life to his mind, and to punish his body with the greatest beer the dwarves have crafted.

She says she's staying to clean him up. He's too valuable. He shrugs, and challenges her to be more convincing than his friends inside. The memory-event fades, and the real modern Bhalu is flabbergasted. While not the hugest fan of his ex-wife even now, Bhalu has sobered up a bit and does have contacts all throughout Drakr. His value is up to your players to decide.

Memory-Event: Amielle

Location: Danor, the city of Cherage.

Date: 2 Autumn, 400 A.O.V.

Stability Value: 1.

In adventure seven, *Schism*, the party met the ghost of Amielle Latimer, an Ob conspirator with a knack for custom firearms, who seemed somewhat uncertain of her loyalties to Nicodemus. You might remind the party that there was an Amielle Latimer who came from Danor to Risur a hundred years ago and did a favor for the king, helping to open up pathways of industry. A bit of investigating could track down Amielle's past, whereas a gunsmith PC would simply know the famous workshop in Danor where she first started mass-producing rifles.

If the party gets into the city of Cherage and visits the workshop, it has now been converted into a fancy restaurant, the walls adorned with guns. In the memory-event, Kasvarina and Nicodemus speak with a very-much-alive Amielle, telling her that she needs to undertake a risky bit of diplomacy. They're sending her to Flint, to help the king deal with a witch problem.

This can give you an excuse to run the mini-adventure *Bonds of Forced Faith* (coming later) as a sort of one-shot sidequest. And after the party leaves her workshop, Amielle's ghost gets wind of it. In the following days she'll try to communicate via *sending* with the party. If they're outside Danor's dead magic zone, she warns them that Nicodemus is tracking them and is preparing for them to go to Methia, because something valuable is there.

Amielle cannot leave the rest of the ghost council to go help them in person, and she's not willing to betray the conspiracy in any event, but she encourages them to avoid Methia and stay in Flint to protect their homeland.



Memory-Event: Chatwood**Location:** Risur, the city of Shale.**Date:** 8 Spring, 490 A.O.V.**Stability Value:** 1.

In the city of Shale, an eladrin woman known only as **Chatwood** has been in an insane asylum for a decade. The chief physician of the asylum, **Mayhew Fisher**, is on the Obscurati's payroll, and has fabricated evidence to keep the poor woman locked up.

The memory-event occurs at Chatwood's old home, still maintained by one of her friends. In the past, Kasvarina and Chatwood share tea, and Chatwood – who is only just an adult by eladrin standards – seems nervous around her elder.

Kasvarina explains a mission for Chatwood: to ingratiate herself into Duchess Ethelyn's circle of advisors and offer her skyseer visions as aid in the ongoing Fourth Yerasol War. The visions can all be accurate, and Chatwood should try to honestly help the war effort, with the exception of anything having to do with a place called Axis Island. When possible, Chatwood is to fake visions saying that the island is dangerous, and to let the Danorans take it and lose soldiers without a fight.

Chatwood asks why, and Kasvarina won't explain. So Chatwood refuses, saying that Risur is her home now, far more than Elfaivar was. Kasvarina seems to realize that her spy can no longer be trusted to be silent, but since there are so few eladrin women even now, she cannot kill her. The memory-event ends with Kasvarina casting *power word blind*.

After the vision, the party might arrange to free Chatwood and cure her blindness. She claims she tried to warn people about a conspiracy, but everyone thought she was crazy. Kasvarina is horribly shamed of what she did, and tries to avoid ever being seen by the woman she betrayed.

Memory-Event: Mind-Taker**Location:** Risur's analogue in the Bleak Gate, Cauldron Hill facility.**Date:** 7 Summer, 500 A.O.V.**Stability Value:** 3.

In Flint, Kasvarina feels a pull toward Cauldron Hill, and she remembers her time there drugged after she first lost her memories.

The ruins of the Obscurati complex in Cauldron Hill has been labeled off-limits, and while the party can get permission from the defender of the mountain, Captain Dale, actually finding anything in the black tangle of machinery is a challenge. A group without a technologist will have to succeed a variety of Climb, Escape Artist, and Disable Device checks to get into the part of the facility where Kasvarina's memory-event will trigger. A technologist PC, however, can easily navigate service passageways and guess the safest, shortest route.

Feel free to add shadow monsters and undead, if your party is itching for a fight.

The party can see a variety of memories in the Cauldron Hill facility, most of them incidental moments of Kasvarina touring with Leone Quital and watching the colossus be built, or her laying *geas* spells on the key workers there, or her doling out punishment to workers who try to sneak out and return to the real world. She also spends a great deal of time with Alexander Grappa and the golem prototypes he built, training them and raising them so they would be trustworthy. But one extended memory involving Alexander Grappa stands out.

Kasvarina has arrived to discuss the problem of Grappa's disloyalty, and she retires with Leone to make plans over a bottle of wine. During

their discussion she realizes Grappa is actually watching from an air vent, and Leone uses his steelshaping magic to pull Grappa out and pin him. They lock the man up and Kasvarina has to break the news to Borne that his father is a traitor to their cause.

Later, Grappa sends his bronze golem handservant to request Kasvarina come talk to him. He ambushes her, plants a hand on her face, and casts a spell to lock away her memories. As the old man holds her down he apologizes, and says that all people are the sum of their lives. He's giving her another chance at life, a chance to be a decent person. The memory-event ends there, though the party knows that Grappa went on to lock away the colossus's memories, then fled and was caught and killed by Leone.

THE ENCLAVE USHANTI

Asrabey can easily point the party to Ushanti, and Kasvarina's presence will earn the party a quick entry. Unlike Sentosa, Ushanti drifts slightly through the jungles of Elfaivar, and its interior is not analogous to the real world. Similar to a *rope trick*, the entrance is an invisible extradimensional portal, which leads to a hill that overlooks a field and a forest connected by a river that flows in an infinity shape. Buildings cluster near the crossing in the center of the demi-plane, and the whole enclave is scarcely two miles across.

The new leader of the enclave, **Ajit**, is wholly loyal to the conspiracy, and likely has learned of the death of Cula Ravjahani at the Obscurati convocation (see adventure seven, *Schism*), which he blames on the PCs. But he welcomes the group with open arms, intending to murder them in their sleep and hand them over to Nicodemus. He's wary of tipping his hand (Sense Motive DC 30), but not infallible.

Not all the enclave is affiliated with the conspiracy, and they sincerely welcome Kasvarina and her 'rescuers.' The party might find allies, or simply rush to see the memory-events at the matriarch's hall before Ajit can spring his trap. If they fall for it, though, that night a *silence* spell falls upon the party's sleeping quarters, and then five eladrin rajputs (page 81) *fey step* in and attempt to *coup de grace* them in their beds.

With a bit of politicking and combat, Ajit could be deposed and the enclave could become an ally of the party's.

Two memory-events occur here.

Memory-Event: Rejecting the Call**Location:** The enclave Ushanti, matriarch's garden.**Date:** 58 Summer, 100 A.O.V.**Stability Value:** 1.

In this memory-event, Nicodemus (in the body of a young human merchant) is escorted into Kasvarina's garden. He asks her the status of a mission to steal from a Clergy library and slay its keeper, but Kasvarina says she's busy with matters that are important to her people, and doesn't have time to keep pursuing these vendettas. She feels the Clergy have been sufficiently punished, and her fellow matriarch Athrylla is trying to pursue an actual peace.

Nicodemus argues with her for several minutes, stating that he has finally hit upon a greater plan, something that will change the whole world. He starts to ask what she knows about skyseers and planar magic, but she changes the subject to the garden, and invites him to stay and relax. Nicodemus keeps arguing, and eventually Kasvarina gets upset and orders her guards to take him away.

Memory-Event: Ghostly Apparition

Location: The enclave Ushanti, Kasvarina's home.

Date: 84 Winter, 17 A.O.V.

Stability Value: 1.

Kasvarina is browsing a bookshelf when she sniffs the air and detects the scent of cigarette smoke. She tentatively calls out, "William?" but a man replies, "It's Nicodemus."

She opens the door and lets in Nicodemus (in the body of a book-binder). Their postures and sentences suggest intense discomfort, like they're talking around an issue. Nicodemus explains that it took him a few bodies to get here, and spotting a map on a table he idly traces his path – "Pala, to the coast, over to Trekhom, then by boat to Vendricce. I had to walk from there."

Kasvarina steps close as if to touch him, and he quickly moves to the bookshelf. He suggests a few books he heard of lately that she should get, then mentions that he's heading back to old Methia to look for someone. She asks if he wants her to come, and he says that he'll *send* when the time is right. He might need a year to figure out the next step. In the meanwhile, he suggests she take Vekesh's advice and keep on living.

Kasvarina responds that Vekesh was caught by the Clergy and killed a year ago. After a pause she invites Nic to stay for a few days. He nods, and the memory ends.

This memory can point the way to Pala, though the party might need to replay the memory and look at the map closely to figure out where to start.

KEY MEMORY – LANDS FORGOTTEN

Situated in the Malice Lands, the former city-state of Pala was somewhere along the Eastern Piscine Mountains, with history leaving the exact location up for debate. The party is likely to only find this memory-event if they risk entering Kasvarina's old enclave Ushanti, and they witness the Ghostly Apparition event. Following the map they see there, they can backtrack to find the ruins.

As usual, the Malice Lands are home to all manner of misshapen monsters, but a catastrophically powerful one lurks in the ruins of Pala. But before the party can reach what little remains of the city, they pass near the Clavel Ranch.

The Ranch

Connected to the remainder of civilization by a winding, half-overgrown trail, the Clavel Ranch claims to technically be part of Danor. Once a noble tiefling family, the Clavel was driven out of their homeland. Spending their family fortune to establish a distant farm, the Clavels hoped to bring unique agriculture to Danor and perhaps earn their way back to prosperity. They never managed that, and today the family has consigned itself to raising malice beasts, specifically a breed known as axebeaks.

Just over three dozen people work on the Clavel Ranch, led by **Leonard Clavel**. Leonard's oldest daughter Jeanette tends to a small crop of leaf of Nicodemus, which the men of the ranch smoke in abundance.

The staff are friendly but surprised at the sudden appearance of outsiders. Leonard is alright with letting them look around the property, assuming they're supervised. He sends his ranch-hand, **Angus Perasmus** to escort them. Angus is a calm and collected well-built man who rarely speaks and carries himself with a controlled measure.

In truth, Angus is actually a member of a secretive monastic order known as the Fists of Pala. The order was founded by the scattered survivors of Pala, eventually coming together and making a pact to protect the memory of the place and disseminate the philosophy of William Miller. Today, Angus serves as a watcher for the Monument of Pala, a nearby grove that holds the order's holiest site.

Despite his secretive role, Angus in the guise of Angus acts the simple ranch aide, and shows the party around the ranch as required. He tries to keep the PCs from the monument – located three miles outside the borders of the ranch, inside a nearby forest that has grown up around the ruins of Pala – until they can earn his trust.

There's not much to see on the ranch, but if asked specifically about ruins, the various ranch hands know there are the remains of a few really old buildings in the forest. But some monster hides in ruins out there – called the Wriggling Dread – and every time it's been spotted, people have been devoured.

The Malice Cometh

The Malice Lands interfere greatly with the power of the *lost arc of Reida*, and though Kasvarina can sense the nearby presence of the memory site, she cannot pinpoint it. This leaves the PCs to search the Clavel ranch as they please, but it also have the unwanted side effect of drawing the attention of a nearby malice beast.

Known locally, as the Wriggling Dread, the malice beast normally squeezes and crawls through the ruins of Pala. The huge monster has the body and abdomen of a spider, but tentacles for legs and a toothy, eyeless snake-like appendage for a head. The creature makes its slow way to the ranch over the course of an hour.

A general timeline of the beast's actions after it arrives are presented below, though GMs should adjust as necessary:

The Wriggling Dread Arrives (0 minutes): The Dread is spotted approaching from the north; one of the Clavel children sees it while tending to an injured axebeak.

Fence is Destroyed (3 minutes): As the farm is made aware of the creature's approach, it breaks through the northern fence, letting loose a terrifying snarl as it does so.

Storage Barn Destroyed (6 minutes): Making its way to the storage barn, the Dread breaks it apart, becoming temporarily caught in the wreckage. For the next 10 rounds, the Wriggling Dread is only able to attack with half its natural weapons, while the rest are used to dig itself from the wreckage. During this time, the Dread can hurl debris at nearby targets.

Stampede (10 minutes): As the monster escapes the wreckage, the ranch staff manage to incite a herd of axebeaks to rush the creature. While generally ineffective, the axebeaks manage to confuse and damage the Dread prior to being killed. The Wriggling Dread loses 30 hp as a result of the axebeak assault. From this point onwards, the Dread can begin hurling axebeaks at creatures.

Staff Defense (15 minutes): The staff attempt to repel the Dread on their own using bows and spears, but are pushed back after the creature slays one of them. The Dread loses another 20 hp from the combined assault of the ranch staff.

Angus Stand-Off (20 minutes): As the creature approaches the homestead, Angus moves to fight it, revealing himself as a more than a mere ranch hand. He scrambles across its body, trying to wear it down while avoiding its attacks, but without support he is slain after a minute of fighting. The Wriggling Dread loses another 75 hp from the engagement.

Homestead is Destroyed (30 minutes): Reaching the homes of the Clavel family and staff, the Dread begins to destroy structures and kill any survivors who attempt to flee. None of the family survive the creature's attack.

Creature Moves Off (45 minutes): Having fed on the ranch staff and families, the Wriggling Dread finds itself stuffed, quickly forgetting the reason for its attack. The creature crawls back to the ruins of Pala.

Engaging the Dread

When the PCs attack the Wriggling Dread, it turns its attention on them. In combat, the Dread focuses on creatures that impede its ability to move, or those who deal the most damage to it. If a target stands out as a primary damage dealer, the Dread attempts to swallow that target. Against ranged opponents, the Dread uses its breath weapon; a horrific expulsion of internal fluids, which could contain the partially digested remains of axebeaks or ranch staff (depending on when PCs choose to engage).

If the PCs attack prior to his intervention, Angus watches the conflict, but intervenes if things go against the party. In particular, you may wish to have the Fist of Pala step in after one of the PCs has been consumed by the Dread, or if most of the party is caught in the creature's grappling tentacles.

Wriggling Dread

CR 15

XP 51,200

CE Gargantuan aberration

Init +2; Senses blindsight 100 ft.; Perception +25

Defense

AC 30, touch 4, flat-footed 30 (-2 Dex, +26 natural, -4 size)

hp 230 (20d8+240)

Fort +15 Ref +4, Will +16

DR 10/cold iron; SR 26

Defensive Abilities all-around vision, Immune mind-affecting abilities

Weaknesses vulnerable to order

Offense

Speed 40 ft.

Melee bite +21 (3d8+10 / 19-20), 8 tentacles +21 (3d6+10 plus grab)

Ranged hurled axebeak +13 (3d6+10), hurled debris (2d8+10 / 19-20)

Space 20 ft.; Reach 20 ft.

Special Attacks breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Statistics

Str 30, Dex 7, Con 24, Int 2, Wis 15, Cha 21

Base Atk +15; CMB +29 (+33 grapple); CMD 37 (can't be tripped)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Iron Will, Power Attack,

Skills Perception +23

SQ grabbing tentacles, massive

Special Abilities

Hulking Hurler (Ex): As the Wriggling Dread moves through the ranch, it can pick up various implements to hurl with its tentacles. Initially the Dread can throw no objects, but after the storage barn is destroyed, it can begin hurling debris. Once the axebeak stampede occurs, the Dread can begin hurling axebeaks at the party. Each hurled object can only be thrown at a target within 60 ft. A hurled piece of debris has a critical threat modifier of 19-20/x2. A hurled axebeak that strikes a target allows the Dread to make a free trip maneuver against the creature struck (CMB +25). Sadly, the axebeak does not survive the impact.

Grappling Tentacles (Ex): The Wriggling Dread can hold up to 6 creatures using its tentacles.

Massive (Ex): Due to its increased bulk and warping of the Malice Lands, the Wriggling Dread has an additional 100 hit points.

Vulnerable to Order (Su): The malice beast's flesh withers at the touch of law. Anytime the Wriggling Dread takes damage from a lawful spell or axiomatic weapon, double that damage. The Wriggling Dread must re-roll successful saves against lawful spells.

Angus Perasmus

CR 10

XP 9,600

Male human monk 11

LN Medium humanoid (human)

Init +3; Senses Perception +16

Defense

AC 25, touch 18, flat-footed 21 (+6 armor, +3 Dex, +1 dodge, +2 monk, +2 Wis, +1 natural)

hp 108 (11d8+55)

Fort +11, Ref +10, Will +9; +2 vs. enchantment

Defensive Abilities improved evasion; Immune disease, poison

Offense

Speed 60 ft.

Melee unarmed strike +13/+8 (1d10+5)

Special Attacks flurry of blows, stunning fist (11/day DC 17)

Statistics

Str 20, Dex 17, Con 18, Int 13, Wis 14, Cha 10

Base Atk +8; CMB +16; CMD 31

Feats Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Endurance, Improved Disarm, Improved Unarmed Strike, Mobility, Power Attack, Snatch Arrows, Spring Attack, Step Up, Stunning Fist

Skills Acrobatics +17 (+40 when jumping), Diplomacy +11, Heal +7, Knowledge (nature) +7, Knowledge (planes) +10, Knowledge (religion) +10, Perception +16, Sense Motive +10, Survival +7

Languages Common, Dwarven

SQ fast movement, maneuver training, still mind, ki pool (7 points, lawful, magic), slow fall 50 ft., high jump, purity of body, wholeness of body, diamond body

Combat Gear potions of cure serious wounds (2); Other Gear amulet of natural armor +1, belt of physical perfection +2, bracers of armor +6

Special Abilities

Fury of Pala (Su): In place of a full attack, a Fist of Pala can make a dedicated strike that combines all of their pent up outrage in one blow. If this attack hits, the strike deals an additional 4d6 points of damage. This additional damage is untyped and bypasses all forms of damage reduction.

The Monument of Pala

If the party helped save the ranch, Angus Perasmus explains his role as a member of the Fists of Pala, though he does little to describe the order beyond its name and formation. If asked, he can lead the party to the Monument of Pala, three miles away.

The Monument of Pala is located in a ten-foot diameter grove, at the center of which is a small standing stone. The stone is engraved with text in the common tongue, but of an older style and with embellishments common in the first decades following the Second Victory.

The monument reads:

*A dream that shall endure beyond the destruction of stone,
A brotherhood undaunted by atrocities of the mighty,
Their bodies shall be strengthened by this good labor,
To spread his words, an offering to the world,
Until the dream may become reality.*

As one of his first acts after being burnt alive and finding a new body, Nicodemus came to the ruins of his former nation and crafted this small monument. In the days and weeks to follow, the scattered survivors of Pala returned and discovered the stone among the ruins, and many resolved to spread the philosophy of their martyred leader across the world. In so doing, they helped strengthen Nicodemus and make his spirit nearly impossible to destroy.

Angus can fill the PCs in on the details of Pala. His order believes this stone was placed at the exact site where the city's founder William Miller was burned upon a pyre of his own books.

Memory-Event: Miller's Pyre

Location: Pala.

Date: 31 Autumn, 17 A.O.V.

Stability Value: 3.

Kasvarina orients herself around the stone and walks a few feet away. The stone of the monument shimmers, moving like wet paint being pushed across a canvas. The forest around you smears into a small city glowing orange from scattered fires. In a moment, the clearing transforms into a beautiful courtyard, with a simple stone bench where the monument was. A bald, bearded man sits there, reading a book by the light of the city being razed around him.

A group of scholars frantically try to save documents from a nearby burning library. Men and women make suicidal runs into the collapsing structure to save as much documentation as they can from the flames. From the other direction, soldiers are visible through the haze of heat for the light glinting from their armor as they march down the thoroughfare. The air is thick with aromatic smoke.

A bloodied sword in hand, Kasvarina steps up to the figure seated on the bench. She breathes heavily like she's run here. "William," she says, "you need to go. The city is gone, but there's still a chance. I can get us away from here."

With a wave of his right hand, the man brushes her off. He closes his book and looks at the soldiers, who'll be on them in minutes.

He asks, "Isn't there anything I can do to effect a real change? We were naïve at the island, and then . . . Methia. I thought this place could be a bastion of sanity, and again the damned Clergy takes my best intentions and destroys them. No, Rina, I am done running."

Kasvarina grabs his shoulders, sobbing. "William, please just come with me. It's risky, but we can teleport away?"



She tries to grab his hand, but he pushes her back. "If I run they'll call me a coward and all this will be wasted." He glances to the soldiers, now only a few hundred feet away. "If I die, I might do more good than I ever did alive."

"William, no." She follows his gaze, then shakes him. "Dammit, William! We can just *live*. We don't need to fight. We can just be together."

"We could be, yes. But then we'd be distracted, and another thousand people could die because I gave in to complacency. This is not a world ruled by the good, Rina. Now go. They'll kill me, I'll find a new body, and we can start the fight again. There's no more time by idle, halcyon dreaming." He stands, gives her a short kiss, then sits back down.

Her voice catches, and force out, "Please no, William. I can't watch my world be destroyed again."

"These people killed your daughter! They destroyed your world before, and they'll keep doing it until we take control and make the world *we* know is best. Run. You don't come back like I do. The next time you see me, call me Nicodemus."

Kasvarina turns and runs, and the memory fades as the soldiers close in and surround William Miller, defiantly reading. Then the memory fades and flickers to several hours later. Miller stands strapped to a tall wooden stake, atop a pile of books. Kasvarina hides around the corner of a building at the edge of the courtyard, watching Clergy priests declaring Miller's heresies as they light the pyre.

Aftermath

Kasvarina comes out of the memory weeping at the sight of a man she loved burning alive. She recalls that Nicodemus came back, but he was never the same as when he was William Miller. She wonders how much her loyalty to him was because she hoped to reclaim that happy time.

Cult of Personality

Angus is amazed that Kasvarina knew his order's inspiration. The party should likely be amazed that Nicodemus was once William Miller. If the party has Angus take them to a gathering of other fists of Pala (they meet and meditate in caves along the mountains nearby), they might be able to convince the group that Miller went on to become leader of a conspiracy that has murdered and manipulated events in order to gain power for himself. It would require some solid evidence and a bit of time investment, but if the party works at it, they can turn the Fists of Pala against Nicodemus.

KEY MEMORY – DEATH OF LAUNGA

From the vision in Sentosa (Rescue Alliance), the party knows Kasvarina's older daughter Launga was captured by the dragon Rilego in the city Seobriga, which today is the capital of Ber. They also know that she died, and that another matriarch betrayed Kasvarina in the process. If the party heads to Seobriga, they can find a shrine commemorating one of the first times a foreigner slew a dragon tyrant. Polite parties might ask the Bruse for permission before they reenact a devastating and terrifying battle from the city's past.

If you want to force the PCs to actually fight a red dragon, feel free, but the memory-event's key focus is not a death, but an escape.

Memory-Event: Betrayal of Rilego

Location: Ber, the capital Seobriga.

Date: 15 Summer, 111 A.O.V.

Stability Value: 5.

The memory-event begins in the streets of Seobriga, Kasvarina was running for a building, followed by Sor Daeron, the matriarch Latika, and a handful of horribly burnt eladrin soldiers. Kasvarina hears the beating of wings and looks up, the whites of her eyes reflecting firelight from the city burning around her. She whispers, "Not again."

Landing on a perch atop an elaborately-spined building, a dragon the color of day-old blood, with a body larger than an elephants, holds Kasvarina's daughter Launga pinned to the roof with a foreclaw.

"Please no!" Kasvarina shouts. "Just ask, and I'll give you anything you want."

The dragon rears and huffs a flaming laugh. Then a hand made of salt crystals grasps her by the back of her neck, and a blade pokes her back. Sor Daeron and Latika have revealed their betrayal, and Sor explains that they *know*. It took them a century to find out, a century of actually being allies with the greatest traitor of their people, but now they *know*. And so it wasn't just enough to kill Kasvarina. They had to make her lose all she cared for.

Kasvarina breaks away from Sor and despite taking a dagger to her kidney she tries to teleport up to her daughter. Her spell finishes but nothing happens, because the streets have been paved with gold, blocking her teleportation.

Latika waves to the dragon Rilego, who draws a deep breath. Kasvarina screams and runs for the entrance to the building the dragon's perched on, and Latika orders Sor after her. Kasvarina just manages to get inside when the entire building shakes and radiative heat cracks bricks and sets the air ashimmer. Though she knows her daughter is already dead, Kasvarina runs for the stairs to the roof. She gets halfway up when Sor blocks her path with a *wall of force*.

The two duel with sword and spells for nearly a minute, but Kasvarina pulls loose burning debris onto him with *telekinesis*. She finally has time to cast *fly*, but when she clears the skylight, the entire roof is aflame, and the structure is compromised. Protected from the heat by magic she runs and finds her daughter Launga's corpse. When she picks her up, her face is blackened on one half, nearly pristine on the other.

In the street below, Rilego has landed and Latika is climbing aboard his back. She and Kasvarina lock eyes. Still holding her dead daughter, Kasvarina starts to cast, but she does not aim at Latika or the dragon. Rather, she fires a *chain lightning* directly down into the building to finish off Sor Daeron, and the energy is enough to shatter wooden supports. The whole burning structure implodes beneath her, and she remains hovering in the air, implacable.

Rilego takes to the air and strafes with claws while Latika tries to strip away Kasvarina's flight with *dispel magic*. Kasvarina survives, watches them turn for another pass, and casts *suggestion*, miraculously managing to affect Rilego. She says, "Drop her and let her burn, then fly away."

Latika falls into the burning rubble and Kasvarina finishes her off. She would return days later to track down Rilego and slay him as well.

But she only *assumed* Sor Daeron died in the building collapse. The party can witness the scene from another perspective, and they should spot Sor Daeron stumbling out of the door just as the building collapsed, then fleeing through the dust and smoke.

Mourning and Pursuit

Kasvarina takes the memories of her daughter's death stoically. She'll weep and mourn later, in private. Right now she's too detached to really grasp what she witnessed, and she cannot understand what she might have done to make Latika and Sor hate her so much to do this to her.

The challenge falls to the party now to track down what became of Sor Daeron. He changed his name to Abuelo Juhu and hid for centuries, afraid of Kasvarina's retaliation. He lives now in a small community of eladrin two hundred miles from Seobriga, and to this day still casts *nondetection* and *detect scrying*, though if he's found he doesn't have the strength to run anymore.

The party might find him magically, or simply ask about for rumors of a one-armed eladrin who appeared around the time of the Betrayal of Rilego. He has no children, but lives with a dozen other old eladrin men, none of whom served in the war or could recognize him. If confronted, he feigns senility (or rather, feigns it being worse than it actually is).

Sor regrets letting his hatred get the best of him, and wishes he had just killed Kasvarina and not punished her daughter. His memory actually has faded, to the point where he knows Kasvarina killed Srasama, but he doesn't remember how. One thing his memory is clear on, though, is that the plot to destroy Kasvarina was not theirs. An outsider brought evidence to them, and once they were nice and angry, he suggested a way to draw Kasvarina away from her seat of power.

Names and faces, Sor can't recall. But scents, well, those endure. And the man who told them to kidnap Launga and kill Kasvarina was always surrounded by smoke from the leaf of Nicodemus.

Consequences of the Revelation

If the party finds this memory-event, finds Sor, and learns that Nicodemus betrayed Kasvarina, she gains enough clarity and focus that from here on she is lucid in every memory-event, and will always gain more mental stability unless the event collapses. After treachery so supreme, there is almost no way Kasvarina will return to Nicodemus's side.

APPENDIX TWO:

RECURRING NPCs

ELFAIVAR

Kasvarina, Asrabey, and warriors from Sentosa might adventure alongside the party.

Kasvarina

Before losing her memory, Kasvarina was perhaps the most powerful spellcaster in the world, and when empowered by her followers in the enclave Ushanti she was unrivaled. When the party first meets her, however, Kasvarina's memory loss has incurred six negative levels. Every time she experiences a major or critical memory-event for the first time, she removes 1 negative level.

Kasvarina Varal

CR 16

XP 76,800

Eladrin sorcerer 6/fighter 1/eldritch knight 10

N Medium humanoid (eladrin)

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

DEFENSE

AC 27, touch 16, flat-footed 23 (+9 armor, +4 Dex, +2 natural, +2 deflection)

hp 99 (6d6+11d10+23)

Fort +13, **Ref** +12, **Will** +13; +2 vs. charm & compulsion, slippery mind

OFFENSE

Speed 30 ft.

Melee +1 *ghost-touch shock rapier* +22/+17/+12 (1d6+3/15-20 plus 1d6 electricity; on a confirmed crit, cast a spell as a swift action which must include target in its effect, does not provoke attack of opportunity)

Ranged mstwk shortbow +20 (1d6/x3)

Spell-Like Abilities (CL 15th; concentration +20)

Silver tongue (8/day) – +5 Bluff & SR 16 vs. truth-compulsion magic

Mind read (1/day) – Standard action, read target's surface thoughts (Will DC 17 negates)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*greater scrying*, *power word blind*

6th (6/day)—*chain lightning* (DC 23), *geas*, *true seeing*

5th (7/day)—*cone of cold* (DC 22), *false vision*, *telekinesis*, *teleport*

4th (7/day)—*charm monster* (DC 19), *greater invisibility*, *ice storm*, *shout* (DC 21)

3rd (7/day)—*fireball* (DC 20), *fly*, *greater magic weapon*, *suggestion* (DC 18)

2nd (7/day)—*flaming sphere*, *fog cloud*, *frigid touch* (DC 19), *invisibility*, *protection from arrows*, *resist energy*

1st (8/day)—*burning hands* (DC 18), *charm person* (DC 16), *disguise self*, *mount*, *shield*, *true strike*

0 (at will)—*detect magic*, *flare* (DC 17), *ghost sound*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

SQ rakshasa bloodline (increase Spellcraft DC to identify what spell she's casting by 3); arcane armor mastery (swift action to ignore her armor's 15% spell failure chance)

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 20

Base Atk +14; **CMB** +13; **CMD** 26

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Wondrous Item, Empower Spell, Improved Critical (rapier), Iron Will, Quick Draw, Weapon Finesse; Weapon Focus, Specialization, and Greater Focus (rapier); Spell Focus & Greater Spell Focus (evocation)

Skills Bluff +25, Diplomacy +11, Intimidate +20, Knowledge (arcana) +11, Knowledge (engineering) +7, Knowledge (history) +9, Knowledge (planes) +7, Sense Motive +13, Spellcraft +13, Survival +7

Languages Common, Elven, Infernal, Primordial

Combat Gear +4 mithral breastplate, +1 ghost-touch shock rapier, amulet of natural armor +2, cloak of resistance +3, belt of physical perfection +2 (Strength, Dexterity, and Constitution), ring of protection +2, wand of clairvoyance/clairaudience (32 charges), wand of lightning bolt (10th level, 25 charges).

Fey Step (Su): Once per day, Kasvarina can teleport to a space she can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. She cannot take other creatures with her.

TACTICS

Kasvarina typically casts *greater magic weapon* on her rapier each day, enhancing it to +5 (or +3 before she removes her negative levels). This is not factored into her stat-block above. When preparing for combat she casts *fly* and *haste*, and possibly *greater invisibility*. If she's going to cast spells she spends a swift action each round to ignore her armor's spell failure chance. If she's in melee she reserves her swift action in case she scores a critical hit, which lets her cast a spell as a swift action; in this case she does have a 15% arcane spell failure chance.

In general Kasvarina fights cautiously, trying never to get outnumbered. In unfamiliar situations she'll scout using *clairvoyance*. Her younger self will not abandon allies, but if she regains her original personality she prefers to withdraw, assuming she can always find new allies and try again, even if it takes a few decades.

Asrabey

The party might be able to convince him to come along with them, but it's up to you whether you want another powerful NPC around to make the encounters too easy.

ASRABEY VARAL

CR 15

XP 38,400

Male eladrin fighter 15

CN Medium Humanoid (eladrin)

Init +8; **Senses** low-light vision; Perception +13

Defense

AC 35, touch 16, flat-footed 31 (+12 armor, +2 deflection, +4 Dex, +2 natural, +5 shield)

hp 162 (15d10+75)

Fort +12, **Ref** +9, **Will** +8; +2 vs. charm & compulsion, slippery mind

Defensive Abilities bravery +4

Offense

Speed 30 ft.

Melee *Vekeshi Blade* +28/+23/+18 (1d8+14/17-20 plus 1d6 fire)

Special Attacks weapon training (heavy blades +3, light blades +2, thrown +1)

Statistics

Str 22, **Dex** 19, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +15; **CMB** +21; **CMD** 37

Feats Cleave, Critical Focus, Great Cleave, Greater Vital Strike, Improved Critical (longsword), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +12, Climb +17, Intimidate +12, Knowledge (nature) +6, Perception +5, Sense Motive +6, Swim +10

SQ armor training 4, Fey step

Languages Common, Elven

Other Gear *amulet of natural armor +2, belt of physical perfection +4, cloak of smoke, glamered plate, lion shield, slippers of spider climbing*

Fey Step (Su): Once per day, Asrabey can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. He cannot take other creatures with him.

Sentosa

While the enclave Sentosa has many lesser defenders, its elite all-male warriors are known as rajputs.

Eladrin Rajput

CR 11

XP 12,800

Eldarin Fighter 12

N medium fey humanoid (eladrin)

Init +9; **Senses** low-light vision; Perception +11

Defense

AC 24, touch 16, flat-footed 19 (+7 armor, +5 Dex, +1 dodge, +1 shield)**hp** 96 (12d10+24)**Fort** +10, **Ref** +9, **Will** +3; +3 vs. fear; +2 vs. charm or compulsion; slippery mind

Offense

Speed 30 ft.**Melee** +1 *flaming shortsword* +20/+15/+10 (1d6+1, 19-20/x2 plus 1d6 fire) and +1 *human-bane shortsword* +20/+15/+10 (1d6+1, 19-20/x2 plus 2d6 vs. humans)**Ranged** +1 *shortbow* +19/+14/+9 (1d6+1/x3 plus 2d6 vs. humans)**Special Attacks** weapon training (light blades +2, bows +1)

Statistics

Str 13, **Dex** 20, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14**Base Atk** +12; **CMB** +13; **CMD** 28

Feats Dodge, Improved Initiative, Toughness, Vital Strike, Weapon Finesse; Two-Weapon Fighting, Improved TWF; Two-Weapon Rend; Weapon Focus, Specialization, Greater Weapon Focus, Specialization (shortsword)

Skills Intimidate +19, Knowledge (history) +7, Perception +11, Spellcraft +7

Equipment boots of speed, +1 *flaming shortsword*, +1 *human-bane shortsword*, +1 *human-bane shortbow*, +1 *mithral breastplate*

Special Abilities

Fey Step (Su): Once per day, the eladrin can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. The eladrin cannot take other creatures with it.

HIGH LEVEL EQUIPMENT

Below are the listed rules for all equipment wielded by the Dreadnought Asrabey Varal.

VEKESHI BLADE

Normally a +3 *Flaming Longsword*, the vekeshi blade wielded by Asrabey Varal is a potent artifact, recovered from the death of the eladrin goddess Srasama. The wielder of the vekeshi blade can transform the weapon into a whip-like form that has 15-ft. reach and can be used to make trip attacks, but which still deals damage as a longsword. The blade shifts and reverts as a free action at the wielder's control.

LION SHIELD

A specially crafted +3 *Heavy Wooden Shield*, the Lion Shield can also be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. For combat purposes, the Lion Shield is treated as having a 2d6 damage bite attack with the Grab special rule (CMB equals the CMB of the wielder). While attacking, it cannot make attacks of opportunity, and the person who activated it is not considered as having the shield equipped. The shield is considered wielded or attended by the creature for all maneuvers and effects that target items. While attacking, the shield shares the same space as the activating character and can attack adjacent foes. The shield accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved, the shield can't dance (attack on its own) again for 4 rounds.

CLOAK OF SMOKE

An ornate cloak from the lands of the Unseen Court, this cloak fills the air around the wearer with a constant roil of smoke, causing enemies to take a 20% miss chance due to concealment. The wearer can see through the smoke without trouble, and can dismiss or invoke the smoke as a free action. In addition the wearer receives a +2 deflection bonus to AC.

GLAMERED PLATE

Woven of a distilled essence made from stories of warriors dodging deadly blows, this cloth tunic protects its wearer as well as +3 *full plate*, but does not hinder his movements or skills

DANOR

The elite *Porteurs de Mort* hound the party in Elfaivar, while large units of lesser Danoran military personnel defend the ghost city Methia.

Porteurs De Mort

The following are statblocks for the elite *Porteurs de Mort* soldiers assigned by Sovereign Jierre to target the PCs. If the party faces them in Methia, remember that they cannot use any magical items or effects.

Porteur De Mort Artillerist

CR 4

XP 1,200

Human alchemist 3/expert 4

LN Medium humanoid (human)

Init +2; **Senses** Perception +10

Defense

AC 15, touch 13, flat-footed 12(+2 armor, +2 Dex, +1 dodge)**hp** 52 (7 HD; 4d8+3d8+21)**Fort** +6, **Ref** +6, **Will** +6; +2 vs. poison

Offense

Speed 30 ft.**Melee** short sword +6 (1d6+1/19-20)**Special Attacks** bomb 5/day (2d6+2 fire, DC 13)**Alchemist Extracts Known** (CL 3rd)1st – *bomber's eye*, *cure light wounds* (x2), *true strike*

Statistics

Str 12, **Dex** 15, **Con** 14, **Int** 14, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 19**Feats** Brew Potion, Combat Expertise, Dodge, Exotic Weapon Proficiency (Artillery), Skill Focus (Knowledge [engineering]), Throw Anything, Toughness**Skills** Acrobatics +11, Craft (alchemy) +11, Diplomacy +8, Disable Device +11, Knowledge (engineering) +15, Knowledge (local) +11, Perception +10, Sense Motive +10, Spellcraft +11, Survival +10**Languages** Common, Dwarven, Primordial**SQ** alchemy (alchemy crafting +3, identify potions), mutagen (+4/–2, +2 natural, 30 minutes), discoveries (precise bombs), poison use, swift alchemy**Other Gear** masterwork leather armor, smokestick

Special Abilities

Ready... (Ex): Trained in specific use of mobile artillery emplacements, the Porteur de Mort Artillerists are capable of setting up these man-sized mortars after 1 minute. Once deployed, it takes one artillerist 3 full-rounds to reload the weapon; a second artillerist can assist, bringing the reload time down to 1 full-round.

Aim... (Ex): Highly inaccurate unless a target has been properly painted, an artillerist must make a successful ranged attack roll with a -5 penalty in order to strike a target. For every 50 feet the target is away from the mortar, this roll suffers a -1 penalty. If the target is not visible and the artillerist has no direction on where they could be, the artillery shell will only land a direct hit on a roll of 20 (a lucky shot).

FIRE! (Ex): A successful strike from an artillery shell does 6d6 points of damage within a 15-foot radius (centered on the target). A successful DC 20 Reflex save reduces this damage by half.

In addition to their damage, the artillery has been fitted with specialty ammunition fabricated in Danor. Using chunks of stone from buildings in the magic-deprived ghost city of Methia, the ammunition has a lingering effect that impedes spell casting. Creatures damaged by the shells must make a Concentration check (DC 15 + spell level) anytime they cast a spell, or until someone removes the shards of stone from their skin, requiring a full-round action and a DC 20 Heal check. Any creature attempting to cast a spell within the impacted radius must make a Concentration check with a DC of 15 + spell level. This lasts for 5 rounds after a shell lands.

Methia Modifications: In the dead magic zone, the artillerist cannot use any infusions.

Porteur de Mort Marine

CR 8

XP 4,800

Tiefling fighter 7/rogue 2

LN Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 19, touch 13, flat-footed 16(+6 armor, +3 Dex)**hp** 81 (9 HD; 7d10+2d8+34)**Fort** +7, **Ref** +8, **Will** +3; +2 vs. fear**Defensive Abilities** bravery +2, evasion**Resist** cold 5, electricity 5, fire 5

Offense

Speed 30 ft.**Melee** longsword +14/+9 (1d8+6/17-20)**Ranged** pistol +11 (1d6/x4)**Special Attacks** weapon training (heavy blades +1), sneak attack +1d6**Spell-Like Abilities** (CL 9th, concentration +7)

1/day – darkness

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6**Base Atk** +8; **CMB** +11; **CMD** 24**Feats** Improved Critical (longsword), Improved Initiative, Lunge, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Acrobatics +13, Bluff +0, Climb +7, Intimidate +10, Perception +13, Stealth +3, Survival +13; Racial Modifiers +2 Bluff, +2 Stealth**Languages** Common, Primordial**SQ** armor training 2, rogue talents (bleeding attack +1), trapfinding +1,**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** mithral breastplate, pistol rounds (10)

Special Abilities

Marines-At-Arms (Ex): Porteur de Mort Marines have trained together and work best when standing side by side or flanking. A Marine who stands beside another marine engaged with their target counts as flanking. If a marine flanks their enemy, they gain an additional 2d6 points of sneak attack damage.

Danoran Surprise (Ex): At the end of any full attack, a Porteur De Mort Marine can fire their pistol in combat without provoking an attack of opportunity.

Methia Modifications: In the dead magic zone, the marine cannot use his tiefling darkness power or his potions.

Porteur de Mort Sniper

CR 8

XP 4,800

Human gunslinger 9

LN Medium humanoid (human)

Init +6; **Senses** Perception +17

Defense

AC 19, touch 16, flat-footed 13(+3 armor, +4 Dex, +2 dodge)

hp 81 (9d10+27)

Fort +8, **Ref** +10, **Will** +5

Defensive Abilities nimble +2

Offense

Speed 30 ft.

Melee rapier +10/+5 (1d6/18-20)

Ranged rifle +14/+9 (1d10+4/19-20/x4)

Special Attacks grit (2), gun training (rifle, revolver, +4)

Statistics

Str 10, **Dex** 18, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +9; **CMD** 25

Feats Critical Focus, Deadly Aim, Far Shot, Gunsmithing, Improved Critical (rifle), Point-Blank Shot, Precise Shot, Skill Focus (Perception), Skill Focus (Stealth)

Skills Acrobatics +16, Disguise +8, Escape Artist +13, Perception +17, Sense Motive +11, Stealth +16

Languages Common, Primordial

SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith, gun training (rifle, revolver, +4)

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork studded leather, rifle rounds (30), smokestick (2)

Special Abilities

Adaptive Ammo (Ex): When firing their rifle, a Porteur de Mort Sniper can select a specialty type of ammunition used with each shot for the round. This is a unique ability combining arcanoscientific munitions with special Porteur training.

Acid Chewer Shot - The shot deals an additional 2d6 points of acid damage, as well as an additional 1d6 points of damage on the following round.

Coldfire Shot - The shot deals an additional 3d6 points of damage, half of which is cold and the other half is fire.

Electromagnetic Shot - The shot deals an additional 1d6 points of electrical damage, and the target is staggered for one round if they are wearing any metal armor.

Lander Rounds - Made of a laden material, this shot causes any creature flying above ground to descend 15 feet each time they are struck by a round. Such movement does not provoke attacks of opportunity.

Methia Modifications: In the dead magic zone, the sniper cannot use any potions or adaptive ammo.

The Rank and File

These forces can complement the *Porteurs* or be used in encounters in Methia.

Danoran Seamen

CR 3

XP 800

Human fighter 4

LN Medium humanoid (human)

Init +3; **Senses** Perception +2

Defense

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 36 (4d10+8)

Fort +6, **Ref** +4, **Will** +2

Defensive Abilities Bravery +1

Offense

Speed 30 ft.

Melee masterwork rapier +8 (1d6+2/18-20)

Ranged masterwork pistol +8 (1d8/x4)

Statistics

Str 15, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Mobility, Point Blank Shot, Skill Focus (Profession [Sailor]), Weapon Finesse

Skills Climb +6, Intimidate +4, Knowledge (Geography) +0, Perception +2, Profession (Sailor) +10, Swim +7

Languages Common

SQ Armor Training 1

Combat Gear *potion of cure moderate wounds*, *potion of heroism*; **Other Gear**

Masterwork pistol, masterwork rapier, studded leather

Danoran Fusilier

CR 4

XP 1,200

Human gunslinger 5

LN Medium humanoid (human)

Init +6; **Senses** Perception +10

Defense

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)

hp 30 (5d10)

Fort +4, **Ref** +8, **Will** +3

Offense

Speed 30 ft.

Melee mwk bayonet +7 (1d6+1)

Ranged mwk rifle +10 (1d10+4/x4)

Special Attacks gun training (rifle)

Statistics

Str 12, **Dex** 18, **Con** 11, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Extra Grit, Far Shot, Gunsmithing, Point Blank Shot, Precise Shot, Rapid Reload (Rifle)

Skills Acrobatics +12, Craft (firearms) +9, Intimidate +7, Perception +10, Profession (sailor) +10, Survival +10, Swim +9

Languages Common, Primordial

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit

Other Gear mwk rifle, mwk bayonet, mwk studded leather

Danoran 'Lone Wolf' Scout

CR 4

XP 1,200

Human rogue 5

N Medium humanoid (human)

Init +2; Senses Perception +9

Defense

AC 17, touch 14, flat-footed 14 (+3 armor, +1 shield, +2 Dex, +1 dodge)

hp 40 (5d8+15)

Fort +3, Ref +6, Will +2

Offense

Speed 30 ft.

Melee mwk short sword +7 (1d6+3/19–20)

Special Attacks sneak attack +3d6

Statistics

Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 18

Feats Acrobatic, Dodge, Weapon Focus (Shot Sword), Stealthy

Skills Acrobatics +12, Climb +11, Escape Artist +12, Fly +5, Intimidate +7, Perception +9, Sleight of Hand +10, Stealth +12, Swim +11

Languages Common

SQ rogue talents (fast stealth, peerless maneuver), trap-finding

Other Gear mwk short sword, mwk studded leather, mwk buckler

TROOP SUBTYPE

Originally presented in *PATHFINDER #71—Reign of Winter* Chapter 5: “Rasputin Must Die!”, the troop subtype rules are reprinted here for usability.

The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.

All troops gain the following traits.

- ♦ **Troop Subtype:** A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

- ♦ A troop is never staggered or reduced to a dying state by damage.
- ♦ **Immunity to being Tripped or Bull Rushed:** A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.
- ♦ **Immunity to Single Target Spells:** A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*).
- ♦ **Vulnerable to Area Effect Spells:** A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.
- ♦ **Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has “troop” in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage Reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.
- ♦ **Chaos of Combat:** Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Troops

If the PCs particularly fumble things, they may gain the attention of larger troop formations. These troops represent incredibly difficult challenges for PCs bereft of magic, and should only be encountered within Methia if the PCs have really messed things up.

Danoran Rifle Troop

CR 11

XP 12,800

LN Medium humanoid (human, troop)

Init +3; Senses Perception +23

Defense

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)

hp 152 (16d8+80)

Fort +11, Ref +13, Will +8

Defensive Abilities troop traits

Offense

Speed 30 ft.

Melee troop (4d6+8)

Space 20 ft.; Reach 5 ft.

Special Attacks fusillade (DC 23), grenade volley (DC 21)

Statistics

Str 26, Dex 17, Con 18, Int 11, Wis 12, Cha 11

Base Atk +12; CMB +20; CMD 32

Feats Ability Focus (fusillade), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +15, Craft (firearms) +4, Knowledge (engineering) +1, Perception +23, Profession (soldier) +6, Stealth +10, Survival +8

Languages Common

Special Abilities

Fusillade (Ex): Rifle troops can fire a fusillade of rifle bullets as a standard action.

This attack takes the form of up to four lines with a range of 200 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 6d10+6 points of bludgeoning and piercing damage (Reflex DC 23 for half). The save DC is Dexterity-based, and includes the bonus from the troop's Ability Focus feat.

Grenade Volley (Ex): Rifle troops are equipped with grenades. As a move action, a rifle troop can target a single square up to 60 feet away with a volley of fragmentation grenades. A volley deals 12d6 points of piercing and slashing damage in a 30-foot-radius burst (Reflex DC 21 for half). The save DC is Dexterity-based.

Danoran Artillery Troop

CR 11

As with a Rifle troop, but replace Fusillade and Grenade Volley with the following.

Overwatch (Ex): As a standard action, the artillery troops can cover a swath of terrain, firing their carbines at any creature that gives them a clear shot. The troop chooses four lines with a range of 50 feet. They immediately deal 3d8+3 damage (Reflex DC 23 half) to all creatures in that area.

Additionally, until the start of the troop's next turn, whenever any creature enters or moves through that area, unless it is prone or has cover or concealment for the entire duration of its movement, the troop does 3d8+3 damage (Reflex DC 23 half) to that creature. If a creature gets caught in the initial volley, if it is still in the same location at the end of its turn and hasn't gone prone or otherwise gained cover or concealment, it is also struck by the covering fire.

Shelling (Ex): As a move action, a Porteur de Mort troop can target a single square up to 400 feet away with mortar shells (minimum range of 50 feet). This attack deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot-radius burst (Reflex DC 23 for half).

RISUR

If the party is working for the conspiracy, use these forces to oppose them. Lauryn Cyneburg can teleport soldiers into ambush or flanking positions, but generally does not engage by herself. Captain Dale is an expert in battling practitioners of the dark arts, and his Cauldron Hill commandos are ready to take on any sort of supernatural threat.

Regular Troops

Risuri Rifleman

CR 4

XP 1,200

Human gunslinger 5

LN Medium humanoid (human)

Init +6; Senses Perception +10

Defense

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)

hp 30 (5d10)

Fort +4, Ref +8, Will +3

Offense

Speed 30 ft.

Melee mwk bayonet +7 (1d6+1)

Ranged mwk rifle +10 (1d10+4/x4)

Special Attacks gun training (rifle)

Statistics

Str 12, Dex 18, Con 11, Int 12, Wis 14, Cha 8

Base Atk +5; CMB +6; CMD 20

Feats Dodge, Gunsmithing, Mobility, Point Blank Shot, Rapid Reload (Rifle), Shot on the Run

Skills Acrobatics +12, Craft (firearms) +9, Intimidate +7, Perception +10, Profession (sailor) +10, Survival +10, Swim +9

Languages Common, Primordial

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit

Other Gear mwk rifle, mwk bayonet, mwk studded leather

Risuri Battle Druid

CR 5

XP 1,800

Half-elf druid 5/bard 1

N Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 dodge, +2 shield)

hp 37 (6d8+6)

Fort +6, **Ref** +8, **Will** +10; +2 vs. enchantment, +4 vs. fey or plant

OFFENSE

Speed 20 ft.

Melee longsword +2 (1d8-1, 19-20/x2)

Ranged mwk shortbow +6 (1d6-1/x3)

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*call lightning* (DC 16)

2nd—*animal messenger*, *fog cloud*

1st—*entangle*, *faerie fire*, *hide from animals*, *obscuring mist*

0 (at will)—*create water*, *guidance*, *know direction*, *light*
SQ falcon animal companion, inspire courage +1 (5 rounds/day), nature sense, trackless step, wild empathy +5, woodland stride

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Survival)

Skills Handle Animal +9, Heal +11, Knowledge (nature) +9, Perception +11, Perform (song) +10, Spellcraft +4, Survival +14

Languages Common, Elven, Primordial

Combat Gear *wand of cure light wounds* (50 charges); **Other Gear** +1 *hide armor*, heavy wooden shield, longsword, masterwork shortbow, *cloak of resistance* +1, healer's kit, silk rope

Elite Forces

Cauldron Hill Commando

CR 9

XP 6,400

Human ranger 3/rogue (survivalist) 7

LN Medium humanoid (human)

Init +3; **Senses** Perception +15

Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 64 (3d10+7d8+17)

Fort +6, **Ref** +11, **Will** +7

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee +1 *warhammer* +9/+4 (1d8+4) or cold iron shortsword +8 (1d6+2/19-20)

Ranged mwk rifle +12 (1d8/x4)

Special Attacks favored enemy (undead +2), sneak attack +4d6

Spell-Like Abilities 1/day – *endure elements*

Statistics

Str 14, **Dex** 16, **Con** 12, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 24

Feats Combat Expertise, Deadly Aim, Dodge, Gang Up, Improved Initiative, Iron Will, Outflank, Quick Draw

Skills Escape Artist +16, Intimidate +11, Knowledge (arcana) +11, Knowledge (dungeoneering) +10, Knowledge (geography) +8, Knowledge (nature) +8, Knowledge (religion) +11, Perception +15, Stealth +16, Survival +15, Swim +15

Languages Common, Primordial

SQ favored terrain (mountain +2), hardy, rogue talents (fast stealth, resiliency, surprise attack), track +1, wild empathy +4

Other Gear potion of cure moderate wounds (2), oil of ghost touch (2), chain shirt, +1 warhammer, masterwork rifle, 50 bullets (30 normal, 10 silver, 10 cold iron), cold iron shortsword, belt of mighty constitution +2

Captain Dale

CR 11

XP 12,800

Human ranger 12

NG Medium humanoid (human)

Init +9; **Senses** Perception +17

Defense

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 deflection)

hp 106 (12d10+36)

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

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee mwk cold iron longsword +14/+9/+4 (1d8+1/19-20)

Ranged +1 *holy pistol* +19/+14/+9 (1d8/19-20/x4)

Special Attacks favored enemy (undead +6, magical beasts +4, evil outsiders +2)

Ranger Spells Prepared (CL 9th; concentration +11)

3rd – *battle trance*

2nd – *bloodhound*, *eagle eye*, *protection from evil*

1st – *alarm*, *longstrider*, *resist energy*

Statistics

Str 12, **Dex** 20, **Con** 12, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +12; **CMB** +13; **CMD** 29

Feats Deadly Aim, Endurance, Improved Critical (pistol), Improved Initiative, Improved Precise Shot, Iron Will, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (pistol)

Skills Acrobatics +14, Climb +9, Knowledge (nature) +16, Knowledge (planes) +13, Perception +19, Stealth +19, Survival +17, Swim +11

Languages Common, Elven, Orc, Primordial

SQ camouflage, favored terrain (mountain +4, forest +2), hunter's bond (companions), quarry, swift tracker, track +6, wild empathy +11, woodland stride

Other Gear *potion of cure serious wounds*, *holy water* (4), mwk chain shirt, +1 *holy pistol*, with various ammunition, *belt of dexterity* +2, *cloak of resistance* +2, *ring of protection* +1

Lauryn Cyneburg

CR 14

XP 38,400

Half-elf sorcerer 15

CN Medium humanoid (elf, human)

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

Defense

AC 21, touch 15, flat-footed 18 (+4 armor, +2 Dex, +2 deflection, +1 dodge, +2 natural)

hp 79 (14d6+28)

Fort +6, **Ref** +8, **Will** +11; +2 vs. enchantments (reroll 1/day)

Immune fire (120 points), sleep

Offense

Speed 30 ft.

Melee mwk fist +7/+2 (1d4-1)

Ranged mwk insult +10 (mild embarrassment)

Sorcerer Spells Known (CL 15th; concentration +21)

7th (4/day)—*delayed blast fireball* (DC 23), *greater teleport*, *phase door*

6th (6/day)—*contingency*, *sending*, *true seeing*, *veil*

5th (7/day)—*cloudkill* (DC 21), *dominate person* (DC 21), *mind fog* (DC 21), *prying eyes*, *teleport*

4th (7/day)—*dimension door*, *dimensional anchor*, *greater invisibility*, *locate creature*, *scrying*, *wall of fire*

3rd (7/day)—*dispel magic*, *hold person* (DC 19), *major image*, *nondetection*, *protection from energy*

2nd (8/day)—*darkvision*, *invisibility*, *rope trick*, *scorching ray*, *spider climb*, *whispering wind*

1st (8/day)—*disguise self*, *identify*, *reduce person*, *shield*, *unseen servant*

0 (at will)—*detect magic*, *flare* (DC 17), *ghost sound*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*
SQ *bloodline arcana* (+1 to DC of spells affected by metamagic), bonded item (any known spell 1/day), metamagic adept (4/day, no increase of casting time), dimensional hop (teleport as move action, in 5-ft. increments, up to 150 ft. per day; can bring willing creatures, but each uses an equal amount of your distance)

Contingency When knocked unconscious, *teleport* to Flint's teleportation beacon

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 22

Base Atk +7; **CMB** +6; **CMD** 21

Feats Agile Steps, Combat Casting, Dimensional Agility, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Nimble Moves, Silent Spell

Skills Bluff +14, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (planes) +19, Spellcraft +9, Stealth +12

Languages Common, Elven, Primordial

Combat Gear *potion of fly*; **Other Gear** *amulet of natural armor* +2, *headband of alluring charisma* +4, *ring of protection* +2, 1,413 gp

APPENDIX THREE:

MAGIC

Armatura Divinitatae

This gleaming golden set of full plate is inscribed with hundreds of depictions of holy soldiers battling against demons and heretics.

Aura moderate (transmutation); **Slot** none; **Weight** 50lbs.; **Price** 35,000gp.

Description

This pristine set of *+4 full plate* grants several benefits similar to that of a *monk's robe*. If the wearer of this armor is not a monk, they gain an unarmed strike that deals 2d6 points of damage. Monks wearing this plate count as five levels higher for determining their unarmed damage (or 2d6, whichever is higher). In addition, the wearer gains a +2 natural armor bonus when not wielding any weapons.

Once per day, as a swift action, a paladin or monk wearer of this armor can call forth a burst of radiant energy. This is treated as the *sunbeam* spell, but uses the wearer's highest paladin or monk level (or total level of both) when determining caster level.

Arsenal of Dhebisu (Minor Artifact)

The greatest warrior of her day snatched a falling star and used it to slay a rakshasa. This shining mote of the heavens is the raw ideal of 'weapon,' and thus can take the form of any killing tool its wielder might need.

Aura strong evocation and transmutation; **CL** 20th; **Weight** 4 lbs.

Description

The wielder of this *+4 glorious rock* can transform it as a free action into any non-firearm weapon of Small, Medium, or Large size – melee, thrown, projectile; light, one-handed, or two-handed; simple, martial, or exotic. If the wielder releases it for more than a minute, it reverts to being a (brilliantly-glowing) rock.

If in the form of a melee weapon, it has the *ki intensifying* trait. It increases the DC for ki abilities used through the weapon by +2, and allows the wielder to spend 1 ki point as a swift action after a successful strike to perform a bull rush, disarm, reposition, or trip combat maneuver. The wielder adds the weapon's enhancement bonus to these combat maneuver checks.

If a projectile, it cannot benefit from the *glorious* trait, but gains the *endless ammunition* and *flaming burst* traits.

If a thrown weapon, it loses *glorious* but gains the *returning* and *brilliant energy* traits.

If the wielder has changed the weapon's shape each round for at least the past three rounds, and the weapon has not had the same shape twice during that time, the wielder gains a +1 luck bonus to attack rolls, damage rolls, AC, and saving throws.

Destruction

The *arsenal* can be destroyed if struck by a blacksmith's hammer that was used to forge thirteen different types of weapons.

Kuat Lengen

Made from massive strands of black hair, this exceptionally large longbow has the same consistency as steel. A single taut line of bone-white ligament connects the top of the bow to its bottom.

Aura moderate (transmutation);

Slot none; **Weight** 3lbs.; **Price** 45,375gp.

Description

This *+3 anarchic longbow* is made of hairs shed from Hewanharimau as he was hunted across Elfaivar. If the wielder is an elf, they must make a DC 25 Fortitude save at the end of every day the weapon is in their possession, or contract lycanthropy. Non-elves must make a DC 20 Fortitude save or be sickened for the following day.

If the wielder possesses any animal companions, they can make a specialty shot. Once per day, the wielder fires an arrow at a location within range. Immediately after the shot, the animal companion of the shooter appears at the location struck and can immediately act – note this bypasses normal initiative, resetting the companion to a new initiative value immediately following the shooter. Making this shot can be done as a swift action if the wielder has a base attack bonus of +10 or higher.

Third Blade of Srasama (Minor Artifact)

In your hands you hold a sliver of a goddess. The gleaming mithral weapon transforms to a blade of fire or back at a thought. In your mind's eye you feel the presence of Srasama's second aspect, that of the mother-protector.

Aura strong conjuration and divination; **CL** 20th; **Weight** 4 lbs.

Description

This *+1 flaming mithral longsword* can only be bonded to one creature at a time, and typically only an eladrin or someone who follows eladrin philosophy and religion. Only the bonded wielder can use the weapon's powers. The bonded wielder can teleport the weapon to her grasp as a swift action from any distance across the world.

The blade grants the wielder a +5 competence bonus on Heal checks. Three times per day, when the wielder attacks with the weapon, she may use *mass cure light wounds* as a swift action.

The wielder knows the status and location of all women within one mile, and if she has met them before, she also knows their identities. If this power is ever used to harm innocents, the wielder immolates, taking 5d6 fire damage each round until the flames are extinguished (DC 15 Reflex save as a full-round action). The sword teleports away and will never serve her again.

Destruction

If a mother who witnessed the death of her daughter willingly plunges the blade into her heart, both she and the blade are incinerated, leaving behind nothing but ash.

Bullet Slice

This is not a technique practiced idly. As a bullet flies at you, before you even register the sound of the gun's retort you swing your blade and cut the projectile in twain, feeling the breeze of two chunks of metal fly past.

Training

Requirement: Characters with the Martial Scientist theme who spend time training with the eladrin warrior-monks of Sentosa can use this power. As with all martial scientist powers, you can only have one ready at a time, chosen after one hour of study and preparation.

Description: This technique protects you from firearms and other ranged weapons, similar to the Deflect Arrows feat. You must be wielding a slashing weapon with at least a +1 enhancement bonus. Once per round when you or an adjacent creature would be hit with a ranged weapon attack – even one you are unaware of – you can slice the incoming weapon or projectile in two, causing the attack's target to take no damage. Magical weapons or ammunition are simply deflected if your weapon's enhancement bonus is lower than the attacking weapon's.

Unusually massive ranged weapons (such as cannon shells or ballista bolts) can also be sliced in two, as long as your weapon or projectile is smaller than your weapon's blade. You likely cannot slice boulders in two.

APPENDIX FOUR:

METHIA GAZETEER

The capital city of the Clergy prior to the death of Srasama, Methia was abandoned five centuries ago after the Great Malice. As the Clergy fled their city, the common citizens of what would become Danor united together under the direction of a tiefling named Jierre. Forsaking the former center of power, Methia was left to languish.

Methia is a metropolis-sized settlement, now devoid of the citizens, where no sound echoes save the rustling of a constant cold breeze. A few trees and plants still grow near the river where occasionally fog will water them, but the overcast skies never give forth rain. Wild animals and crawling insects wander in occasionally, but flying creatures avoid it. The city's buildings are predominantly bone white, giving the city a barren, skeletal look.

LAYOUT

Divided in half by the mighty Église River, the south-western portion of the city, known as Holy Methia for its high population of priests, is ringed by white marble walls. North of the river is the Urbem Postulatoris (Postulant's City), once home of the lay and common folk.

Holy Methia was left relatively intact following the disastrous end to the Clergy's war against the eladrin of Elfaivar. Originally home to the most senior clerics and anointed servants, this portion of the city was thought to be free from the wars that raged throughout the distant east. Most citizens were afflicted by the horrific curse laid down by Srasama, and transformed into tieflings, while others simply fled the city in grief and panic. Today, Holy Methia bears few scars from the momentous fall, exuding an eerie aura of calm and sorrow.

The Urbem Postulatoris was the site of tightly packed ghettos, filled with pilgrims seeking admission to the holy city proper. Almost ten-times the size of Holy Methia, the Clergy believed that if an attack ever occurred, the citizens of this area could be called upon to form a wall of holy flagellants to throw at their enemies. When Srasama was destroyed, the citizens of this region turned on each other in a night of butchery and blood. Little remains of this portion of the city other than the broken ruins of tenements and minor churches dedicated to the various saints of the Clergy.

Modern Methia is all but vacant, only the recent arrival of Danoran military units for preparatory war games has added any substantial populace to the great city. Along with the Danoran military increase, a small number of Eschatologists have holed up in the city for the past decade, residing within and waiting for their perceived judgment day.

Three Gates

The city walls of Holy Methia rise like marble cliffs, sixty feet high. The wall completely encircles the city, except for portions along the Église River that lie outside of it. Roads lead into the city from the northwest, from the south, and following the river from the southeast, each of them leading into a beautiful gate. Entrants were once blessed by passing beneath these gates (and magically-compelled to be faithful and pious). Today the gates – masterpieces of architecture – are all in good repair.

Squads of riflemen and marines laxly patrol the ramparts of the wall, not taking their duties very seriously and spending as much time as possible indoors in the battlements to avoid the chill winds. Still, the ground around the city is open for half a mile at least, so approaching travelers will likely be spotted.

Ostium Judicii

Twin statues of pure marble – one of a fisherman wielding a harpoon, and the other of a fully armored holy warrior – flank the city's primary entrance, Ostium Judicii (Gate of Judgment), which faces south, to the road that leads to Cherage. Once defended by various spells and wards, the modern gate is a tactical nightmare, with no physical doors to prevent entrance.

Danoran troops guard this entrance with zeal because their commanders; even though they've never had to actually fight back intruders, their commanders harshly punish dereliction of duty. The soldiers have set-up half-a-dozen barricades and defensive lines made from old marble columns and stone debris in canvas sacks. Over sixty well armed soldiers watch the gate at any time.

Ostium Splendoris

The north-western entrance, Ostium Splendoris (Gate of Splendor) is named after the brilliant reflection its sealed doors have against the rising sun. The Clergy kept it open from dawn to noon, then forced most travelers to wait and pray in its glow until it opened again. The Danorans keep it closed at all times.

Ostium Pietatem

Near the river, the Ostium Pietatem (Gate of Piety) normally remained shut, but acted as an expedited entrance elite members of the Clergy who bore the proper key. While not magically powered, the unique key shape required by the gate has vexed Danoran engineers, leaving the gate all but abandoned by Danoran military personnel.

Aspirants Bridge

Constructed as the sole link between Holy Methia and the Urbem Postulatoris, this bridge suffered greatly during the death of Srasama, since its structure was dependent on magic.

Made of the same white-stone that marks most Methian structures, the three-foot high railing of the bridge is inscribed with names – each a survivor of the First Victory – which were etched on the bridge when the champions returned to Methia from the war of expansion.

Now the bridge is home to Danoran sniper training grounds. Snipers take up positions on the Holy Methia side of the bridge, and take shots across the gap at varying targets that are set-up for them. A smaller patrol of Danoran soldiers resides on the Urbem Postulatoris side, charged with replacing struck training dummies and monitoring the Église River for signs of smuggler boats seeking to sack the city.

Docks

Where Holy Methia is bordered by the river, Clergy naval vessels once would disgorge soldiers and workers. Today the docks serve in a similar fashion for the Danoran army. At any time, two to three Danoran vessels of varying size can be found at the docks. If it has not already been sunk, the experimental vessel *Lya's Lament* can be found resting here, crewed by a handful of Porteur de Mort Marines.

Six small gates pass through the walls from the docks, each guarded by a small detachment of soldiers.

Lance of Triegenes

The former seat of power for the Hierarchs of the Clergy, the tower known as the Lance of Triegenes dominates the skyline even now when most of it has collapsed. It originally thrust fifteen hundred feet skyward, but today barely a third of that remains. Without magic to support it, the tower fell in on itself and shattered.

The structure once had hundreds of small shrines that served as foci for powerful spells protecting the nation, but the collapse destroyed most of these, and whatever was left of value has long since been looted. However, a fifteen-foot-wide staircase spirals up the exterior of the tower. Climbing to the current pinnacle – about fifty stories – takes most people half an hour.

Located on a small river islet, the tower have been left uninhabited for centuries, even the Danoran military having strict orders from the Sovereign to leave the site undisturbed, for fear of waking any lingering curse from Srasama.



Despite their orders not to enter the tower, the Danorans maintain a heavy blockade of the island. The isle's single dock resembles a cathedral more than a wharf, and soldiers use it as barracks. They have dug a series of trenches and used debris from the tower to craft defensive lines all the way all the way to the base of the spire.

Sites of Note

If you want an interesting backdrop for a scene or battle in Methia, consider these.

Font of Saint Sharissey

A few blocks from the Ostium Judicii, the grand fountain that is the Font of Saint Sharissey still disgorges water. Crowned with the features of the stern saint, the spring is filled with discarded copper and silver, each piece thrown in by the Clergy of old and Danorans of present, in an attempt to gain the favor of the saint. Danoran commanders have standing orders to arrest any soldier who engages in such superstition.

As a source of clean drinking water, the font has never been truly examined for fear of disrupting whatever technological or magical marvel that keeps it functioning.

Hall of Victories

This incredibly large structure was built as a museum to commemorate the many successes and struggles of the Clergy. Divided into 3 major areas, the museum has a wing dedicated to the conflict First Victory, a second wing dedicated to rise of Triegenes and the war against the Demonocracy, and a final (unfinished) wing dedicated to the ongoing struggles. They optimistically labeled it the Wing of Our Second Victory.

A group of Eschatologists have inhabited the unfinished wing, using it as a base of operations for their actions in the ghost city (see page 91).

Tears of Hell

The Great Malice torn the ground of the western edge of the city asunder. Originally housing the barracks of the city guard and military units, the rents in the earth sucked in these unsuspecting residents, plunging them into sinkholes. This act rendered the city guard ineffective during the chaos that followed, another tragic footnote of Methia's fall.

Today the 'Tears of Hell' as they are known remain as great chasms within the city walls. Danoran soldiers tell tales of rifts that go all the way down to lava, with creatures moving within, but these ghost stories are only to scare new recruits, since everyone knows no ghosts can endure here.

FACTIONS

There are a handful of groups at work within the city of Methia.

Obscurati

Embedded within the Danoran military presence, several Obscurati agents work within the city. While not high-ranking members of the conspiracy, these agents act as the personal will of Sovereign Jierre, informing him of all that transpires within the ghost city. These agents remain unaware of Methia's history and connection to the conspiracy's roots, but have explicit orders from the Sovereign to ensure none enter the Lance of Triegenes.

Master Chief Faradio is a Beran lizardfolk who got his hands on technological designs from Tinker Oddcog and fled to Danor. He bartered the information for a chance to actually build one of the devices and help upgrade a unit of the Danoran army with advanced vehicles. He's also a Tier Four member of the Obscurati. (His ring reads *Ole! Bravo! Boom!*)

Uses the island as a testbed for the new machine of war: an experimental tank dubbed *Le Grand Patron*.

Danoran Military

Across the Église River in the old Urbem Postulatoris, the Danoran military has set-up a veritable town of tents and temporary lodging. The surviving structures of the former ghettos have been converted into temporary command centers and military planning areas. A total of 5,000 Danoran soldiers inhabit the town, with an addition 2,000 soldiers deployed throughout the greater region.

Marshal Henric Beaujeu is charged with monitoring the precision of operations in Methia. Holding the title of Marshal, Henric's role is more honorific than any proper position of authority. Having married a lesser noble, Henric was honorably discharged after breaking his leg during a diplomatic mission to Drakr. Since that fateful day, Henric learned to maneuver himself politically, and obtain a position of prestige, without any actual work. Now the obese man walks with a pacing stick, barking orders and telling stories to any who pay attention long enough.

Minister of War Eloise Duffet acts as a VIP on-site during the military exercise. Holding no official military rank, Duffet served during the last war, where she was a leading military commander in the Yerasol Archipelago conflicts. She hates Risur as easily as she breathes, and has swayed many in the local units to her point of view.

Eschatologists

Sheltered within the Hall of Victories in the western city, a band of Eschatologists eke out a living in the streets of Holy Methia. The Danoran military is well aware of the group's movements in the city, but Danoran researchers asked the military to leave them be when they learned the group consisted primarily of devas.

Normally the devas – those touched by Srasama's death – reincarnate when they die, but Danoran arcanoscientists are curious to see how the dead magic of Methia affects these people. For now they simply maintain occasional contact. Soldiers go in and check on the eschatologists, who in exchange exhort the men to ponder the end.

Lady Emselle d'Grise leads the Eschatologists within the city, more by virtue of being the first to arrive. Emselle spent most of her incarnations in Danor and had quite a convoluted history, but she always maintained correspondences with numerous other devas. After listening to philosopher Vlendam Heid a few years ago, Lady Emselle invited her friends to join her in Methia to prepare for their final deaths.

If the party is on the run, they might run into a deva eschatologist who could briefly shelter them. Earning the trust of the eschatologists is difficult, but if the party is honest, the devas are fascinated by their mission and will help as they can to get the party through the city. Dressing like the devas will let them avoid attention as long as the alert level is not too high.

So what *does* happen when a deva dies in Methia? The impossible: he becomes a ghost, filled with Srasama's power and unable to die, but bound by the antimagic and unable to reincarnate. How do you think Nicodemus became what he is today?



Elfaivaran Colonies

Following the eladrin's catastrophic defeat, the Clergy established several garrisons throughout the nation, ensuring an eternal presence to keep the eladrin from regaining any military might. In the past few centuries, other nations have looked to the resource rich remnants of Elfaivar, and have begun establishing formal colonies. While the Clergy frowns on these new colonists, they have neither the military nor inclination to get involved in political strife with these new settlements.



Described below are several colonies that exist within modern Elfaivar. Even within these colonies, the region is still only sparsely populated, with vast swaths of land still controlled by the eladrin. East of the colonies lie thousands of miles of lands that are effectively uninhabited.

Risur, Danor, and Drakr each control one major colony, while Crisillyir has three:

- ♦ **Angelus.** The oldest colony in Elfaivar, located across the strait from Vendricce, controlled by Crisillyir. Though safe and established, the colony's largest city still only has a population of twenty-five thousand.
- ♦ **Kellandia.** A Risuri colony along the western coast, including the large island Titania. Many Risuri who feel uncomfortable with the technological direction their nation is taking have emigrated here, and while no colony is precisely welcomed by the local eladrin, the people of Kellandia are at least on friendly terms. The capital city Sawyer provides magically-resonant timber for ship-builders, and is home to an orthodox druidic circle known as the Ford, which hopes to earn the trust and loyalty of the eladrin people. The party will be welcome and safe here, and it can serve as an easy base of operations.
- ♦ **Otto.** A Drakran colony along the northern coast of Elfaivar.
- ♦ **Rationalis.** A Danoran colony in the southeast, separated from the Risuri colony by Tropaeum. Has a strong military presence to retaliate against native attacks, since the eladrin are very hostile to the mining and industry. The capital city Valence is a technologist's paradise, combining a steady stream of engineers and scientists with arcane scholars who are free to experiment in ways the more structured society of Danor would not approve of.
- ♦ **Tropaeum.** The second Crisillyiri colony in Elfaivar, located along the western coast. It was the launch point for many attacks against the dragon tyrants of Ber over two centuries ago, and its churches showcase many trophies from these conquests.
- ♦ **Vigilia.** Crisillyir's youngest colony in Elfaivar, stretching along the eastern half of the north coast. No major cities exist yet, and the country is still in the process of clearing out the natives.

Sentosa lies in land that is technically claimed by Danor in Rationalis, though the nearest settlement is two hundred miles away.

Minor Sites

Described below are several minor settlements throughout Elfaivar.

Bloody Stump Trading Posts (population <50 each): More mistakes than genuine settlements, the Bloody Stump trading posts were established by Captain McGraken – a troll from the Anthras Mountains – and his indentured crew of Beran prisoners after their ship was forced ashore by a storm. Leaving some men behind as a base camp, McGraken personally took to exploring the jungles at night, returning each morning with one of his hands bitten off by some jungle creature, but slowly regenerating. He'd take most of his men and march them until they found his hand, then nail it to a tree and have them build another camp while he went out scouting again at night. After six days and sixty miles, he found a spot with the supplies necessary to repair his ship.

He sailed back to Ber and asked for permission to reinforce his settlements with trolls from his home tribe, plus more orc, half-dragon, and goblin prisoners. Bruse Shantus agreed and named McGraken 'regional overlord' of Ber's 'colony' in Elfaivar. Today the various bloody stumps – now numbering in the dozens – serve as trading posts throughout the region. All criminals and villains are welcome, except thieves, who are punished as one might expect.

The party might encounter a Bloody Stump Trading Post anywhere in Elfaivar.

Macdam (population 3,200): Eldest of the non-Clergy Elfaivaran colonies, the settlement of Macdam lies on the massive isle of Titania, technically within the Risuri colony of Kellandia. Founded during the Second Yerasol War when Risur was particularly hostile to the idea of technology and industry, the town became home for misfit technologists.

Located along a river and backed by high cliffs riddled with cannons, Macdam is excellently defended and serves as a safe haven against pirates. With Risur's recent adoption of more technology, Macdam has begun to seek stronger connections with the homeland. Pemberton Industries was in the process of building a factory here when its founder fell out of favor with King Aodhan.

Port Perrault (population 947): Not officially recognized as a Danoran colony, Port Perrault was established by a Danoran commodore tasked with hunting pirates in the region. Chosen for nearby hills that provide coal for refueling steam engines, the port is slowly expanding its tendrils into Elfaivar's natural resources, and might eventually become a full-blown shipyard.

Shaha (population 4,340): A city founded by an eastern border state of little regional power, Shaha is infamous as the capital of the modern slave trade. Peoples from the far southeast can be bought here, and the leader of the colony – known as 'daimyo' – has used slave labor to construct extravagant architecture, believing these great edifices will aid in taming the nearby jungle.

MENTAL STABILITY

Memory-Event	Date	Stability	Stability Adjustment	TOTAL STABILITY
Through the Breach. Breaching the walls of Alais Primos.	81 Summer, 1 B.O.V.	1		
Triage. Nicodemus's treatments of her while she was injured in Alais Primos.	81 Summer to 15 Autumn, 1 B.O.V.	3		
Family Moment. Her last visit with her daughters in Resal before leaving with Nicodemus.	32 Autumn, 1 B.O.V.	3		
Arrest. Returning to Alais Primos with Nicodemus and being arrested.	59 Autumn, 1 B.O.V.	1		
Devil's Prayer. Learning the <i>Sacrament of Apotheosis</i> from Ashima-Shimtu in the Crypta Hereticarum.	67 Autumn, 1 B.O.V.	3		
The Great Malice. Causing the Great Malice atop the Lance of Triegenes in Methia.	91 Winter, 1 B.O.V.	5		
Srasama's Fall. Mourning a fallen eladrin woman outside Alais Primos.	New Year's Day, 1 A.O.V.	3		
Forsaking Grief. The oratory of Vekesh and the rite to forsake grief in Resal.	17 Spring, 1 A.O.V.	3		
*Miller's Pyre. Witnessing William Miller being burned at the stake in Pala.	31 Autumn, 17 A.O.V.	3		
*Ghostly Apparition. Nicodemus visiting after William Miller's martyrdom, in Ushanti.	84 Winter, 17 A.O.V.	1		
Founded in Secrecy. Founding the Obscurati in Methia.	14 Spring, 19 A.O.V.	1		
Epidemic. The leaders of the conspiracy gather again to discuss saving Jierre's new nation from smallpox.	5 Summer, 40 A.O.V.	1		
*Rejecting the Call. Nicodemus visiting Ushanti in 100 A.O.V. to plead for greater commitment to their plans.	58 Summer, 100 A.O.V.	1		
Rescue Alliance. Kasvarina seeks help to rescue Launga from a dragon tyrant.	14 Summer, 111 A.O.V.	1		
*Betrayal of Rilego. The death of her daughter Launga in Seobriga.	15 Summer, 111 A.O.V.	5		
A Second Creation. In Methia, Nicodemus presents his plan to change the world.	32 Summer, 113 A.O.V.	1		
Skyfall. In Methia, the Ob leadership discuss their failed attempt at manipulating the planes.	77 Winter, 195 A.O.V.	1		
*Navras. Navras building an opera house in Flint.	15 Spring, 201 A.O.V.	1		
*Bhalu. Bhalu, one of Kasvarina's husbands, rejecting her in Trekhom.	42 Winter, 248 A.O.V.	1		
Cold Matriach. Sending Asrabey away to the Unseen Court.	78 Spring, 279 A.O.V.	1		
*Amielle. Kasvarina meeting in Cherage with Amielle Latimer, before sending her to fight the witches in Flint.	2 Autumn, 400 A.O.V.	1		
Puppet Mastery. The Ob's leaders meet in Methia to discuss plans for industrializing Flint.	50 Autumn, 457 A.O.V.	1		
*Chatwood. Chatwood, an eladrin skyseer in prison in Shale for refusing to help the Obscurati gain control of Axis Island.	8 Spring, 490 A.O.V.	1		
New-Borne Minion. Kasvarina discusses the colossus project with the other two heads of the Obscurati.	32 Summer, 493 A.O.V.	3		
Distributed Plan. The Ob leaders make final preparations for their ritual.	55 Spring, 500 A.O.V.	1		
*Mindtaker. Losing her memories when Alexander Grappa attacked her at the Cauldron Hill facility.	7 Summer, 500 A.O.V.	3		

*Memories marked with asterisks are presented in Appendix One: The Eladrin Diaspora

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms

or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. **Grant and Consideration:** In considttteration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary 2. Copyright 2011, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder RPG Ultimate Magic. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

ZEITGEIST Players' Guide. Copyright 2011, EN Publishing; Author: Ryan Nock.

ZEITGEIST Campaign Guide. Copyright 2011, EN Publishing; Author: Ryan Nock.

Schism. Copyright 2013, EN Publishing; Author: Ryan Nock.



ZEITGEIST™

THE GEARS OF REVOLUTION

DIASPORA

Wherein the Past May Be
Best Left Forgotten!

The Great Malice. Five centuries ago the death of a goddess triggered widespread upheaval, setting the stage for the modern industrial revolution. But for the eladrin of Elfaivar, the tragedy left behind a crippled people who scattered across the world with little sense of common identity.

In the ruins of Elfaivar, the party must locate Kasvarina Varal, a founder of the Obscurati who has lost her memories. With the aid of an artifact that can manifest the past in physical form, they can retrace her steps across five hundred years, restore her identity while gaining her trust, and recover secrets that will reveal how to thwart the conspiracy's grand design.

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

AN ADVENTURE FOR PERDURABLE HEROES OF LEVELS 13-14

