



CRISIS

OF THE **WORLD EATER**

THE COLLECTED EPIC

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A WARNING TOO LATE

A Pathfinder-compatible adventure for a party of four 5th-level characters.

ADVENTURE BACKGROUND

All across this world, an unexpected psychic broadcast seeps into the mind of every living thing, filling their minds with portents of death and destruction. Tens of thousands of people, especially those attuned to magical forces, are driven to suicide. The Confederated Nations, the world's most bountiful empire, immediately launch an investigation, tracing the broadcast back to the Kray Wasteland. The wasteland is the result of the Kray Comet striking the world just over a century ago, a thousand miles south of the capital of the Confederated Nations.

Officially, it is too irradiated to enter safely, but facing the possibility of another deadly broadcast, they have little choice otherwise.

Unofficially, the Confederated Nations knows exactly what caused the psychic scream. The Kray Comet never actually struck this world. Instead, the comet was convenient cover for a strange visitor from the stars: an indestructible construct who fell from the sky—the Chronicer. When their great minds couldn't awaken it, they began experimenting, grafting parts from it onto their own soldiers in an attempt to create better, stronger, and more powerful warriors.

They very nearly succeeded—a dozen super-powered warriors were born in the laboratories of the Complex, each with fantastic powers. All of them, however, died or went missing almost immediately after their enhancement. Shortly afterwards, the visitor began stirring, and the Complex and the experiments carried out therein were struck from all records.

But the secrets gleaned in the Complex were already in the hands of the secret society of the Onyx Cabal. In the shadows, they began their own experiments to create super-powered warriors. Unstoppable warriors loyal to their cause of toppling the Confederated Nations by any means possible.

ADVENTURE SUMMARY

Major Marco Depompa, of the Nations' Army, leads a preliminary strike force (the PCs) to the site of the supposed meteor strike. Instead of a crater, however, they find a squat grey building: a



A Warning Too Late

long-abandoned outpost of the Nations' Army. Inside, the party discovers more than just the scavengers they expected.

Three extraordinary humanoids have arrived in the Complex ahead of them, drawn by the same broadcast that killed so many others: Vault, with unbreakable metal skin and untiring piston-muscles. Ozone, whose arms are laced with complex devices that allow her to manipulate weather, magnetism, and electricity. Synapse, whose deep-brain implant grants her telepathic and telekinetic powers.

These "super-warriors" know the halls of the Complex well, for it was here where they were created. Since then, they have roamed the wasteland, half mad and half ashamed of what they have become. Only their connection to the creature at the heart of the Complex has spared them—and drawn them back to where it all began.

For at the heart of the complex, the Chronicler waits, desperate for anyone to hear his warning. Saitan, the Deliverer of Omega, is coming. And if the world does not act now, it will soon be nothing more than ash.

STARTING THE ADVENTURE

This adventure begins in the middle of the Kray Wasteland, with the PCs en route to the impact site. They were hand-selected as capable soldiers by Major Marco Depompa (LG male human aristocrat 5 / paladin 4), who has been chosen to lead the mission into the wasteland. The entire affair was a whirlwind; each PC was pulled from their regular duties, teleported to the capital, Shonawnig, and then together with the others transported to about a dozen miles from their destination with minimal briefing or time to prepare.

Marco will fill in the PCs on what little there is to know: they are to find the meteor strike and stop, isolate, or at least identify the source of the psychic broadcast. They are to use whatever means they have at their disposal to do so, and when it's done he will signal for an evacuation with a wand of sending.

Though he is a capable combatant, Major Depompa knows better than to get in the way of field operatives, so he won't join combat unless asked or attacked. Instead, he will set up a base camp for the PCs to retreat to. In either case, he can use his lay on hands (2d6, 2/day) to heal the PCs if they find themselves in a pinch.

Major Depompa has no knowledge of the true nature of the Kray Wasteland, or of the Complex.

CHAPTER I -- THE KRAY WASTELAND

For the past century, the Kray Wasteland has been an arid desert, occupying the eastern half of the confederate nation of Vaende. In an unmapped corner of the desert is the impact site, the exact point where "the Kray Comet" struck. It doesn't appear on any maps, not because the site was dangerous or unimportant—although the Confederated Nations claimed it was both—but because at the impact site the Nations' Army built a highly classified facility.

The Complex, visible from a little more than a mile out, is a massive star-shaped building surrounded by roughly a hundred smaller buildings. While the Complex was active, it was a functional small city, though now it is home to ratfolk, wild dogs, and other desert scavengers who have moved into the abandoned structures in great numbers.

THE GANGS OF THE WASTELAND

While there are a number of scavengers in the Complex, by far the dominant among them are the ratfolk. In most places around the world, these rat-like humanoids are gregarious traders, welcoming their brethren and total strangers alike. In the Complex, however, so close to the pained psychic influence of the Chronicler, they have transformed into something else entirely.

They have become incredible insular, loyal only to those who can force their allegiance and to their closest family members. They spill blood over baubles and sips of water, and have no patience for outsiders, except as far as they might use them.

With the Chronicler's broadcast, things have gone from bad to worse. It affected nearly every gang leader, leaving only two major gangs intact:

Da Skullz: These ratfolk dress in black, adorning themselves with the skulls of their enemies and any others they can find besides.

Sharptooths: These ratfolk dress in green and file their teeth to points, though they are too brittle to be used in combat. Rather than killing disabled opponents, the Sharptooth folk chew on them, leaving nasty and crippling scars.

Any ratfolk who don't belong to either of these gangs are considered unaffiliated. These ratfolk function like a third gang, but the unaffiliated have no true loyalty to one another, and they are as likely to fight one another as anyone else.

Regardless of their source, all ratfolk gang members in this adventure use the same stat block, given below.

RATFOLK GANGER

CR 1/3 — 135 XP

Ratfolk warrior 1 (*Pathfinder Reference Document*)

CN Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; **Perception** –1

DEFENSE

AC 20, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Spd 20 ft.

Melee heavy mace +4 (1d6–1)

Ranged dart +4 (1d3–1)

Special Attacks swarming



TACTICS

During Combat Ratfolk gangers all swarm about a single target whenever possible, making use of their swarming ability.

Morale All ratfolk gangers flee once more than one member of their group fall in battle.

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 12, **Wis** 8, **Cha** 9

Base Atk +1; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Handle Animal +3 (+7 vs. rodents), Intimidate +3, Stealth +7

Languages Common, Thieves' Cant

SQ rodent empathy

Gear heavy mace, 10 darts, breastplate, light wooden shield, 35 gp

7-8

2d4 human or ratfolk skeletons (as human skeleton; Pathfinder Reference Document)

TABLE 2: SCAVENGER ACTIVITY

Die Roll	Encounter
1	Searching for food or water
2	Returning from a fight (reduce hp by 50%)
3	Returning to lair with treasure (treasure worth 5d20 sp; reroll for non-sentient scavengers)
4	Just passing by on the way to somewhere else (not looking for a fight)
5	Defending territory (actively looking for a fight)
6	Fighting another group of scavengers (roll a second group of scavengers; reduce hp of one group by 25% and the other by 50%)
7-8	In lair, will defend to the death (guarding baubles worth 3d20 gp)

EXPLORING THE WASTELAND

For the first hour the party is in the wasteland, no scavengers will approach them, giving them ample time to reach and scope out the Complex proper, even enter it if they care to.

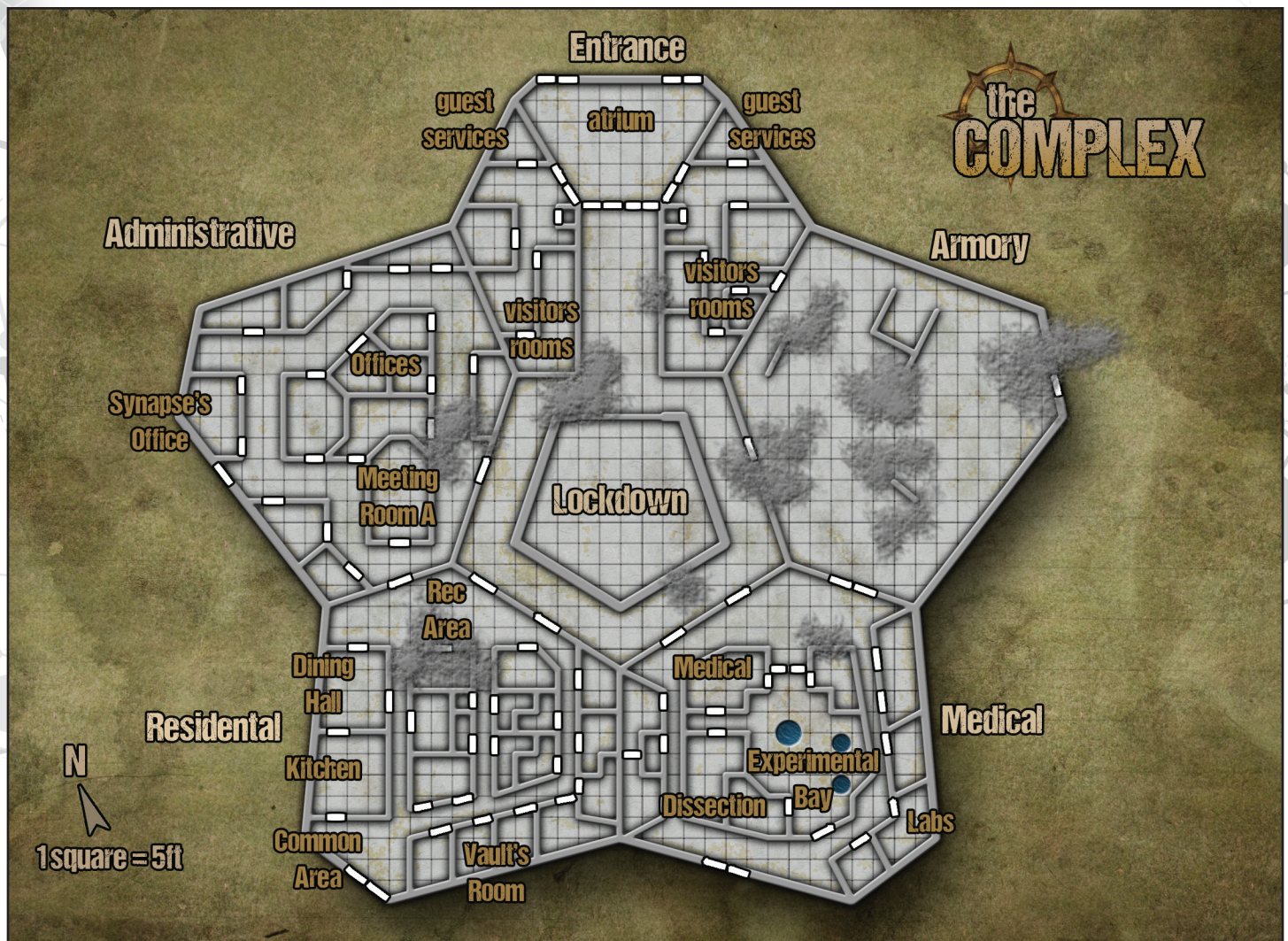
During the second hour, the party has a 5% chance every minute of encountering a random group of scavengers, increasing to a 25% chance if they're searching the buildings in the ruins or looking for a fight. After two hours, the party has a 10% chance each minute of encountering a random group of scavengers, increasing to a 50% chance each minute if they're looking for trouble.

RANDOM ENCOUNTERS IN THE WASTELAND

No matter where in the adventure the party encounters a group of scavengers, roll 2d8 and consult the following tables to determine their encounter.

TABLE 1: SCAVENGER GROUP

Die Roll	Encounter
1-3	2d4 ratfolk gangers (page 4)
4-5	1d4+1 ratfolk gangers (page 4) and a dire rat (Pathfinder Reference Document)
6	2d4 wild dogs (as dog; Pathfinder Reference Document)



At night, these encounter checks are made every 10 minutes instead of every minute.

Ratfolk gangers encountered in the wasteland have a 50% chance of being unaffiliated, or a 25% chance from being from either gang.

CHAPTER 2 -- THE COMPLEX

The Complex is an enormous star-shaped building with dozens of rooms. Most of these rooms are empty—either entirely, or home to only scavengers. As a result, the complex is simplified below into just six sections.

The outer walls of the Complex are made of magically reinforced stone, four feet thick. They have hardness 15 with 500 hit points per 5-foot section. Windows are plentiful, each being one foot wide by three tall. The interior walls are one foot thick, made of plaster over wood. They have hardness 3 with 25 hit points per 5-foot section. Ceilings throughout the Complex are nine feet high.

All doors in the Complex are good wooden doors, weighted to close after being opened. Though the doors can be locked, none of them have keys.

All hallways are lit by magical lights mounted in the ceilings, while all rooms are lit only by skylights.

RECEPTION WING

The north wing was used for reception and for housing important visitors. Faded signs mounted on the walls direct visitors clockwise toward the “medical bay” and counterclockwise towards “administrative.”

This wing has been taken over by scavengers and is the primary route they use to get in and out of the Complex. In this wing, there is a 25% chance each minute that the PCs encounter a random group of scavengers, increasing to a 50% chance if the PCs stop to actively search individual rooms.

This area is Skullz territory. Any ratfolk gangers encountered here have a 70% chance of being from Da Skullz and a 15% chance of being from either other group.

A PC who makes a **DC 10 Survival** check can identify that many small creatures regularly pass through here. Passing the check by 5 or more reveals that within the last few days, three pairs of booted feet also entered the Complex.

Guest Services: Mounted on the walls of these triangular rooms are large maps detailing the Complex. These maps are tattered and faded, though, making it only possible to identify the names of the Complex's five wings.

ADMINISTRATIVE WING

The northwest wing was the administrative center of the Complex. It has several spacious offices and boardrooms that had served as homes to entire gangs of scavengers.

When Synapse returned to the Complex, mere hours after the Chronicler's broadcast, she settled into the former administrator's office. Still, her hatred of this place is tangible. Not only has it formed a field of energy that drives living creatures away, but it has also created a number of powerful, psychic echoes in key locations throughout the wing.

In this wing there is a 5% chance per minute that the party encounters a group of scavengers, but those scavengers will always be groups of skeletons wandering aimlessly.

Hazard: Apathy Field Synapse's loathing of the Complex saps the motivation of living creatures within it. Whenever a living creature enters the Administrative Wing, it must make a DC 16 Will save or become apathetic until it leaves the area, after which it remains so for 2d10 minutes. Apathetic creatures have their movement speed reduced by half, and whenever they roll higher than a 10 on a skill check, the result is treated as though they rolled a 10. This is a mind-affecting curse effect.

OFFICE

Though all the offices are spacious affairs, the one marked on the map has special significance to Synapse: it is where she volunteered to become what she is today, a super-warrior.

The first time a PC steps into this room, they find themselves in the middle of one of Synapse's memories. Read or paraphrase the following:

What was probably an office of sorts has been torn apart by scavengers. Yet, as you watch it, time seems to rewind, and a number of ghostly figures appear.

"Don't give me any of that," scoffs a broad-shouldered older man sitting at a desk. "Of course the risks aren't known. You just need to make sure it won't kill them."

"Well the procedure won't kill them, b—" says one of a cluster of men standing at the other end of the room, only to be interrupted by the larger man. "Good then. Round up some volunteers."

"I'm willing to take that risk." A halfling woman strides confidently into the room. "I can feel the power radiating off the visitor. Almost any risk is worth that."

Then the scene around you shatters like a thousand pieces of broken glass, leaving the room abandoned once more.

MEETING ROOM A

This spacious room is dominated by a large wooden table, above which is a grand, shattered skylight. The nest of a very large bird sits on the table, abandoned.

The first time a PC steps into this room, they find themselves in the middle of one of Synapse's memories. Read or paraphrase the following:

The wear and tear of this large room vanishes in an instant, replaced by a dozen ghostly figures sitting in high-backed chairs.

"It's agreed then. We build a lockdown around the outsider, as we don't know yet if it means weal or woe." The man speaking was large, older, and wearing the uniform of the Nations' Army. "That mental probe was a bit too invasive for my liking."

Those gathered all murmur assent and begin to stand. As they do they fade into whorls of smoke, ultimately leaving only one: a halfling woman toying with a small black token. And then she too fades away.

Development PCs who succeed on a DC 20 Perception check when searching the room find the black token described in the vision, with an eye carved on one side and a crumbling pyramid on the other. Its touch makes the bearer uneasy, but it is ultimately harmless.

SYNAPSE'S OFFICE

While she occasionally wanders about the halls of the Complex, Synapse spends nearly all her time here in the former administrator's office. She simply bides her time, waiting for the Onyx Cabal to arrive and take the weapon they've been seeking for so long—something the Confederated Nations can't stop.

She first made contact with the cabal more than two decades ago, before the Complex was even built. They warned her that the Nations were keeping secrets from their people. They warned her that the Nations would betray her. At first she didn't believe, but after her experiences here, she knows the cabal told her the truth.

She has been loyal to the cabal ever since, using her powers to slowly erode the Nations' power wherever she can. When she heard the Chronicler's broadcast, she contacted the cabal to let them know that "the outsider" is awake.

Every round Synapse is in combat, 1d3 skeletons are animated from the scattered bones around her. If she is defeated, they all immediately collapse into dust.

SKELETON

hp 4 (Pathfinder Reference Document)

In a silver-grey jumpsuit, this halfling woman would be pretty, if not for her exposed brain encased in a glass shell.

SYNAPSE

CR 7 — 3,200 XP

Female halfling arcanist 8 (*Pathfinder Reference Document*)
NE Small humanoid (halfling, enhanced)

Init +3; **Senses** Perception +7

DEFENSE

AC 15, touch 15, flat-footed 12 (+1 deflection, +3 Dex, +1 size)
hp 48 (8d6+16)
Fort +5, **Ref** +7, **Will** +8; +2 versus fear

OFFENSE

Spd 20 ft.
Melee mwk dagger +9 (1d3–2/19–20)
Ranged force strike (1d4+8)
Special Attacks arcanist exploits (counterspell, dimensional slide, force strike, potent magic), arcane reservoir (11)
Arcanist Spells Prepared (concentration +15)
4th (2/day)—*shadow conjuration*
3rd (4/day)—*lightning bolt* (8d6, DC 13+), *major image*
2nd (4/day)—*acid arrow*, *mirror image*, *touch of idiocy* (DC 12+)
1st (4/day)—*alarm*, *hypnotism* (DC 11+), *mage armor*, *reduce person*, *ventriloquism*
0 (at will)—*arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *light*, *mending*, *read magic*

TACTICS

Before Combat If anticipating combat, Synapse casts *mage armor* and *ventriloquism*.

During Combat Synapse casts *mirror image* and then *major image* to create illusory enemies attacking from all sides, while hiding her true position. She then typically uses *shadow conjuration* to replicate *summon monster III*.

Morale Synapse believes she can't be killed, so she fights to the death.

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +1; **CMD** 14

Feats Combat Casting, Eschew Materials, Toughness, Weapon Finesse

Skills Knowledge (arcana) +14, Knowledge (history) +14, Perception +7, Spellcraft +14, Stealth +10, Use Magic Device +13

Languages Common, Dwarven, Elven, Gnome, Halfling; telepathy 30 ft.

SQ consume spells

Combat Gear *potions of cure moderate wounds* (2), *potions of pass without trace* (2), *necklace of fireballs type II*, *wand of magic missile* (48 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, *ring of deflection* +1, spellbook, 17 gp

SPECIAL ABILITIES

Psychic Powers (Su): At will, Synapse can cast *charm person*, *disguise self*, *mage hand*, or *unseen servant* as a swift action. These powers are considered psychic, rather than arcane, in origin.

Development If defeated, Synapse's implant visibly shorts out for several minutes before going dormant. It can be used as a key to bypass the inner doors of the lockdown.

RESIDENTIAL WING

The southwest wing of the Complex is the Residential Wing. It contains quarters for a half-dozen high-level administrators and their families, as well as more compact living arrangements for two dozen lower-level operatives.

This wing has been taken over by scavengers, but the gang who controlled it, the Redclaws, perished in the broadcast. Since then, it has been hotly contested by both gangs. There is a 15% chance per minute of encountering a random group of scavengers, and when they are encountered they will always be fighting another group.

When Vault returned to the Complex, he returned to his old room, here, to wait for the end.

VAULT'S ROOM

Before his procedure, Vault was a passionate man, but after his enhancement procedure, he became only a shell of his former self. Living in a body not his own, of which he doesn't have complete control, he has only two states of mind: comatose apathy and blind rage.

When the party first enters his room, he will be sitting motionless on the edge of his bed. He won't respond to initial queries, though a **DC 15 Diplomacy check** will bring him out of his reverie long enough for him to scream at the PCs briefly before zoning out again. In reality, he hopes that perhaps they will be able to help him. For even death is some form of escape.

This powerfully built dwarf appears to be wearing exceptionally heavy armor, though on closer inspection the metal has been entirely fused to his flesh.

VAULT

CR 6 — 2,400 XP

Male dwarf barbarian 7 (as sundering axe; *Pathfinder Reference Document*)

hp 93

SPECIAL ABILITIES

Unbreakable (Ex): Whenever Vault takes damage from any source that doesn't include precision damage, all damage dice are considered to be 1s.

Wreck It (Ex): As a standard action or as part of a charge, Vault can strike an unattended object within reach, dealing 100 damage to it (ignoring hardness). Fragments of this object shoot out in a 30-foot cone, doing 5d6 bludgeoning damage to all creatures. A DC 14 Reflex save halves the damage.

Development If defeated, Vault's armored shell will unlock and collapse in pieces to the floor, giving him a brief moment of peace before he passes on. Any of these pieces can be used to bypass the inner doors of the lockdown.

MEDICAL WING

The southeast wing of the Complex is the Medical Wing, where the procedures that created the super-warriors took place. Though it once held a king's ransom in advanced magical and medical gear, it has been stripped down to almost the bones, leaving behind little other than a handful of rusted tools and eerily huge glass tubes.

This wing is occupied by scavengers, and there is a 10% chance each minute of encountering a random group of scavengers. This area is Sharptooth territory. Any ratfolk gangers encountered here have a 60% chance of being from Sharptooth and a 20% chance of being from either other group.

ARMORY WING

The northeast wing of the Complex was the armory—until Ozone returned to the Complex. Over the past few days, she has been tearing down this section of the Complex one wall at a time. Her enhancement procedure has left her somewhat unhinged, and she chuckles childishly every time a new wall comes crashing down.

She has piled the debris up against the main entrances to this wing, making them impassable. Entering through one of the adjoining wings leaves hair standing on end and metal weapons swinging erratically, as the entire wing has gained a static charge.

When the occasional scavenger manages to find its way in, Ozone uses it as target practice, pelting it with lightning or bits of metal until she kills it or it leaves. Because of this, there are no scavengers here. Instead, every minute the PCs spend exploring the armory, they have a 25% chance of encountering Ozone.

This tall elfen woman wears a close-cut shirt, revealing glass orbs connected by wires running up and down her arms, legs, and neck.

OZONE

CR 6 — 2,400 XP

Female elf sorcerer 6 (as storm sorcerer; *Pathfinder Reference Document*)

hp 35

SPECIAL ABILITIES

Magnetic Shield (Ex): Ozone is surrounded by a magnetic field that repels any weapons made of ferrous metal (e.g., iron, steel, mithril, adamantine). Any time a creature attempts to strike her with a weapon made primarily of one of these metals, it suffers from a 50% miss chance.

Magnetic Manipulation (Ex): Ozone can manipulate ferrous metal objects within 30 feet. As a standard action, she may make a ranged combat maneuver check to manipulate a creature or object wearing or made primarily of metal, using her Charisma instead of her Strength (for a CMB of +6).

Development If Ozone is defeated, her implants short out spectacularly, reducing her to a cooked pile of ash. The remains of her implants can be used as a key to the inner lockdown.

LOCKDOWN (CR 7)

In the center of the Complex is the lockdown, protected by an enormous steel door, nearly 15 feet wide, which has hardness 8 with 200 hit points per 5-foot section. There is no visible lock on the door—the control mechanisms are activated and deactivated by means of magic. A PC who succeeds on a **DC 25 Perception check** can locate a panel in the wall just beside the lockdown's door, revealing the control mechanisms. Activating them requires a **DC 20 Disable Device check**, along with either 5 electricity damage or a **DC 20 Strength check** to open the doors far enough to enter.

When the PCs finally breach the lockdown, they will see a second set of much smaller doors beyond. These doors are part of the Chronicler's vessel, which he has reassembled in front of the lockdown's outer door to allow himself time to rebuild uninterrupted. These inner doors have hardness 14 and 200 hit points, but will open automatically at the touch of Synapse, Ozone, Vault, or any of their enhancements. Alternately, if all three of them have been driven off, the doors will open with a grating screech 24 hours after the outer lockdown doors open.

Moments after the outer lockdown doors open, Black Silver and her soldiers choose to reveal themselves to the PCs.

Black Silver is the Onyx Cabal's attempt to improve upon the process used to create super-warriors here in the Complex, and while she has fewer powers, they are much more stable. Her footsoldiers have no such enhancements—they are mere thugs brainwashed by the cult's stated goal: overthrow the unfair Confederated Nations.

Black Silver will thank the PCs for their work in opening the lockdown—not knowing it remains sealed off—and inquire as to whether they wish to join the cabal in their righteous cause. If the PCs refuse, she will shrug, then order her footsoldiers to attack. Black Silver will command any PCs who accept her offer to assist her in securing the contents of the vault—by killing their former allies. There's nothing stopping the PCs from doing so, but the repercussions of joining the Onyx Cabal are beyond the scope of this adventure.

ONYX FOOTSOLDIER (4)

CR 1/2 — 200 XP

Human warrior 2 (as brigand; *Pathfinder Reference Document*)
hp 15

Dressed in black leather with a burnished metal mask, this lithe woman moves with grace and incredible speed.

BLACK SILVER

CR 6 — 2,400 XP

Variant female human monk 5 rogue (acrobat) 2 (*Pathfinder Reference Document*)

LE Medium humanoid (human, enhanced)

Init +6; Senses Perception +10

DEFENSE

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)
hp 64 (5d8+2d8+28)

Fort +9, **Ref** +14, **Will** +5; +2 vs. enchantment spells and effects.

Defensive Abilities evasion, purity of body

OFFENSE

Spd 80 ft.

Melee unarmed strike +11 (1d8+3) or unarmed strike flurry of blows +11/+11 (1d8+3)

Ranged +2 *shuriken* +13 (1d2+5) or +2 *shuriken* flurry of blows +13/+13 (1d2+5)

Special Attacks flurry of blows, sneak attack +1d6, stunning fist (5/day, DC 13)

TACTICS

Before Combat Black Silver hides, typically in a different room.

During Combat Black Silver uses her incredible speed to dart in and out of combat and avoid being flanked. If she cannot flank with an ally, she will feint.

Morale If reduced to 20 hit points, Black Silver will tumble out of the fray and flee to drink healing potions (losing her mask as she does). If she thinks rejoining combat would benefit her, she will, but otherwise she flees.

STATISTICS

Str 16, **Dex** 22, **Con** 19, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +12; **CMD** 25

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Feint, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +16, Bluff +9, Disable Device +11, Escape Artist +11, Intimidate +9, Perception +10, Sense Motive +5, Stealth +16, Use Magic Device +4

Languages Aklo, Common

SQ expert acrobat, fast movement, faster than the naked eye, high jump, hypermetabolism, ki pool (2 points, magic), maneuver training, purity of body, rogue talent (fast stealth), slow fall 20 ft.

Combat Gear *dust of tracelessness*, *potions of cure moderate wounds* (2); **Other Gear** +1 leather armor, cloak of resistance +1, +2 *shuriken* (10), silver mask worth 1000 gp, 180 gp

SPECIAL ABILITIES

Hypermetabolism (Ex): Black Silver's internal workings act so quickly that any time she makes a Fortitude save, she rolls twice and takes the better result.

Faster than the Naked Eye (Su): Once per day as a free action, Black Silver can move so fast that it's like she has cast *time stop*. However, this burst of speed never lasts more than one round.

Development Once the PCs enter the inner lockdown, proceed to Chapter 3.

CHAPTER 3 -- THE CHRONICLER

Hunched in the center of the large pentagonal room is a small metal figure. A cascade of lights flicker up and down the roughly humanoid body like lifeblood flowing through veins. The closer you draw to it, the more you realize how cold this room is compared to the dry heat of the desert outside. As you approach, the figure turns its face to watch you, its movement somewhat eerie, just slightly wrong for its body.

The Chronicler is one of the few remnants of a powerful, advanced civilization devoured long ago by Saitan. Then mortal, he has since replaced his body with this immortal robotic form to continue his work beyond his natural life.

Before the arrival of Saitan, the Chronicler's duty was to explore the stars, seeking bounty and protecting his world from danger. When he could do nothing against Saitan's approach, he took up a new task: stop other worlds from suffering the same fate. Sometimes, his warning is early enough to prevent the destruction of entire planets. Other times, his warning was too late, and those worlds were lost forever.

Through a twist of fate, this time his vessel was struck by the Kray Comet as it neared this world, and he has been mostly unconscious for the better part of a century. He needs the world to know that Saitan is coming, and using all the power he could muster, he screamed of the end of the world as loudly as he could.

He is unaware of the collateral damage, but he would accept the cost. If it takes the death of ten thousand to save the lives of all, he would spend it every time.

Once he warns the PCs of the approach of Saitan—who now must be less than a lifetime away—he insists they leave. He expended the majority of the power he recovered over the last century to emit the psychic scream, and he must once again go into hibernation so as to be capable of supporting whatever defense the PCs decide to enact.

CONCLUDING THE ADVENTURE

As the Chronicler returns to hibernation, this adventure ends—but the Crisis of the World Eater is only just beginning. It will be nearly a decade before Saitan, the Deliverer of Omega, arrives on this world. Yet, the Confederated Nations isn't yet willing to believe the truth of the PCs' claims.

The party will be separated by enough bureaucracy to bury them for years. The Nations' Army will carefully watch the PCs to ensure this "conspiracy" doesn't get out to panic the general populace.

Vault, Ozone, Synapse, and Black Silver have no further official role to play in the *Crisis of the World Eater* Adventure Serial. If any of them escaped, though, they might return during later events, for good or ill.

It won't be until the arrival of Asa the Seeker that the world can no longer hide from the fact that The End is Coming!

IMMORTAL WRATH OF THE ARMAGEDDON ANGEL

A Pathfinder-compatible adventure for a party of four 6th-level characters by Michael McCarthy. By the end of the adventure, the PCs should reach 8th level.

ADVENTURE BACKGROUND

The universe is not eternal. It stretches imperceptibly far both forward and back, but it does have a beginning and an end. And beyond that, there are other universes. Or at least, as far as it can be figured.

Born near the dawn of the universe were not gods, but greater and lesser physical entities: Beginning, Ending, Change, and Continuation. These four great powers each influence the entire universe, guiding it toward different ends. Their actions are rarely direct, but when they are, they can challenge entire pantheons of gods. When they do act, these entities are so far beyond mortal comprehension that few are even aware that they exist, let alone recognize their influence for what it is.

More often, these powers act through agents. Among them is the Entropy: agents of Continuation. Hailing from the Shadow Plane, Entropy is a race of creatures without physical form who devour the energy created when the Material Plane changes, slowing change until it stops completely.

Ultimately, the Entropy desire to grind all the universe to a halt. To create a world where there is no change, no creation or destruction. Where the power they follow, Continuation, is the only great power remaining.

The greatest among the Entropy calls itself Omega. It reaches out to the greatest sources of change in the multiverse—living planets—and snuffs them out one at a time. Like most Entropy, Omega lacks a physical form, and instead grants deific power to dozens of proxies across the planes: the Omega Force.

On the Material Plane, Omega's agent is the astral titan Saitan. Already an immense being with incredible power, with the Omega Force at her command she can shatter planets and defy death itself.

And shatter planets she does, gladly, after consuming their very life force. She sees mortal life as a parasitic infection: a mistake of the gods. With Omega's help, she intends to punish the gods for abandoning her race, and for creating mortalkind—by destroying each and every planet they inhabit.

Yet, as powerful as Saitan is, she cannot be everywhere at once. So, she offers a tiny sliver of her power to a herald of her own. Asa the Seeker, an entity who long ago traded his eternal servitude for the life of his planet, travels the vast gulf of space in search of worlds for Saitan to devour and destroy.

Occasionally, Saitan's destruction is not absolute. A survivor might escape a shattered planet by might or magic. One of these rare survivors was the Chronicler. An astronomer and explorer



turned refugee, she took it upon herself to warn worlds of Saitan's approach. Worlds began to fight back and, at times, even drove the titan away.

So Asa tracked the Chronicler down and, above Neyth, struck her with the Kray Comet. Unconscious but not quite dead, the Chronicler fell to the surface of Neyth, where she remained comatose for the better part of a century.

As she recovered, the Confederate of Nations—the empire in which she landed—examined her and her ship. They tapped into the technology they found, and with it created the first super-powered warriors. Yet, as they drew power from technology they didn't understand, every one of them either died or went mad in short order.

Years later, the Chronicler finally awoke and screamed out a warning to the world: Saitan was coming, and with her the end of the world. Thousands take their own lives as the psychic message invades their minds, but finally the world knows the dawning threat. Yet even the greatest nations brush the warning off as mere doomsaying.

Only a select few—the soldiers who tracked the broadcast to its source, and the secret society of the Onyx Cabal—heeded the warning. A warning that the Confederate of Nations went to great lengths to dismiss. A warning that, if believed, might have saved the empire.

Without time to mount a defense, only one chance remains: The Seed of Change. It is the energy from the Seed that founds empires, that allows planets to grow into the very targets Omega seeks to destroy. The Seed holds enough power to suppress the Omega Force and to allow even immortals such as Asa and Saitan to be destroyed forever.

But the Seed of Change carries a heavy cost. Not designed for mortal hands, to call upon its power is to risk being forever undone.

But when the alternative is the destruction of one's entire planet, it seems a small risk to take.

ADVENTURE SUMMARY

The PCs have been invited to the Nations Summit, a meeting of leaders from the Confederate of Nations in its capital, Shonawing. Just before the summit begins, in a flash like a meteor strike, Asa the Seeker falls from the heavens. When the dust settles, the Capitol Building, the heart of the Confederate of Nations and home of the emperor, has been reduced to so much dust and ash.

Moments later, the city hears the same voice they heard a decade before, that of the Chronicler. She laments that the herald of Saitan is here! Only by striking him down immediately can disaster be averted.

Yet heeding the Chronicler's warning is not as easy as heading in the opposite direction of so many fleeing civilians. The Entropy have begun to press themselves into the city, and the Onyx Cabal has chosen this moment to topple the empire which they hate so severely.

THE FATE OF AN EMPIRE

Throughout this adventure, it is revealed that for all it's good, the empire in which the PCs live is a flawed place. At the conclusion of this adventure serial the party will have a chance to change that, for good or for ill. They will, quite literally, choose the fates of the empire and their world.

There are no points to track, but GMs are encouraged to stress discoveries about both the empire's virtues and flaws. It is an empire that rewrites its own history and cannot function without the tiny fraction of its population who make decisions for everyone. And those in control refuse to accept that they might ever be wrong.

After fighting tooth and nail to wind their way through the city, the party finds the Nations' Army engaged in a firefight with Asa in the crater that was once the Capitol Building.

Their assistance tips the scales in the favor of the Nations' Army—but Asa doesn't balk at physical death, and mere hours later he returns to torment the party once again, mocking them even as the Chronicler arrives to lend her own aid.

She will explain the situation now, more plainly than in her previous broadcasts. Saitan cannot be more than days away, and there is no time left to mount a defense. Only by harnessing the power of the Seed of Change, the very item Saitan is coming for, does Neyth have even a chance of survival.

Major Marco DePompa, the commander of the group who met the Chronicler a decade before, knows the Seed. It was harnessed long ago by the Confederate of Nations, and currently lies in Vault II beneath the PCs very feet, where the Capitol Building once stood.

As Asa once again begins to reform, the Chronicler and Major DePompa rise to the city's defense as the PCs delve into the vault. This time, Asa isn't so easily deterred, and it becomes a race against the clock as the party must fend off Asa, the Entropy, and the guardians of the vault to find the Seed of Change.

The Seed lies within, and its latent power alone allows the party to defeat Asa for good (or at least, until Saitan resurrects him in *The Devourer of a Thousand Worlds*). In doing so, they draw the attention of Omega, who pulls them into the Shadow Plane. There, they are frozen in time and watch, powerless to do anything, as Omega reaches out and scorches the Seed.

The Chronicler is disheartened at the damage to the Seed, lamenting that all is lost, but Marco refuses to give up hope. If it can be damaged, perhaps it can be repaired. If not here, then perhaps on other worlds, worlds whose Seeds have not been scorched or destroyed. Perhaps there is still a chance after all.

STARTING THE ADVENTURE

The PCs are citizens and soldiers of the greatest empire of the world: the Confederate of Nations. Life isn't always perfect, but the leaders of each nation—collectively known as the Forty

Families—work together under the watchful eye of Emperor Boam. Working together, they have established the safest and richest group of countries in the world.

The Confederate of Nations is protected by the Nations' Army, an international force composed of thousands of dedicated men and women who risk their lives to defend the people of their nation. The threats they face on a daily basis are wide-ranging—from monsters and natural disasters to threats of invasion—and so too are their members. Seasoned warriors stand as equals with wizards and craftsmen, each using their own skills on the empire's behalf.

As this campaign begins, the PCs (and the rest of the empire besides) are preparing for the Confederate Summit: a meeting of the leaders and great minds of every nation in the empire. Over the next ten days, the greatest questions and concerns facing each nation will be addressed. It ends every year on the eighth day of the second month, which is celebrated across the empire as a day of togetherness and accomplishment.

The characters are lucky enough to count themselves among the elite invited to the summit. They might be ambassadors, researchers, or guards; to represent this, each PC takes one of the following campaign traits:

Nations' Elite: You're a crack soldier in the Nations' Army. You've had years of combat training, and have been asked to attend the conference to show military support for the event. Pick ranged or melee; you gain a +1 trait bonus to hit on all attacks of that type. In addition, pick one type of weapon (such as longswords or light crossbows); you gain a +2 trait bonus on all damage rolls made with that type of weapon.

Technical Specialist: You're an expert in your field, and you've been asked to join a panel at the conference discussing your subject of expertise. Pick any skill; that skill is always a class skill for you, and you receive one extra skill point per level that can only be spent on that skill. In addition, you gain a +2 trait bonus to that skill.

Private Protection: You're a professional guard or soldier for hire. The Confederate of Nations has put you on retainer during the conference to provide extra security in case anything happens. You've already received the advance for your work: you begin play with an additional 5,000 gp in wealth.

Magical Researcher: You're at the forefront of your field in magical research, and you've been asked to speak on one of your breakthroughs at the conference. Pick any two cleric or wizard spells that aren't on your spell list; they are considered to be on your list of spells known for all spellcasting classes you have, and you can always prepare them, even without a spellbook, familiar, or holy symbol.

Animal Expert: You excel at handling animals of all kinds, and have an exceptionally dedicated animal companion to show for it. You have been hired to help manage the thousands of mounts and beasts of burden that are already flooding the streets during the conference. Choose one class that would

grant you an animal companion; that class is considered to be two levels higher for all purposes related to your animal companion.

CONTINUING THE ADVENTURE

Characters continuing to this adventure from *A Warning Too Late* are the same ones who visited the Complex to discover the Chronicler a decade before. Such characters also gain the following trait:

Warned: You aren't sure how you got invited to the conference. For years after your encounter with the Chronicler, you've been under strict surveillance, so you couldn't so much as talk about the event, let alone pursue your career. You discovered a truth about worlds beyond your own, as well as how far your empire would go to cover things up. You've begun to feel that something about the empire needs to change, and your deep-seated desires make you naturally resistant to the powers of Entropy. Whenever you make a save against an Omega effect—such as the Omega Force aura or Omega Resurrection (page 31)—you roll twice and take the better result.

CHAPTER I: ASA STRIKES

The PCs awaken on the first day of the conference as they expect to: early, at the Great Hearth Lodge. The Great Hearth Lodge is a massive white marble building, holding nearly two hundred rooms, only a few short miles south of the Capitol Building itself. Though the PCs are each here on their own, when it comes time to catch one of the countless carriages outside departing for the Capitol Building, they all end up in the same one. Give the players a moment to introduce themselves, then read or paraphrase the following:

Only a minute after boarding the carriage, your ears are assaulted by a keening wail. The horses pulling you run in opposite directions, jolting your carriage sideways and nearly toppling it to the cobblestones below before they break free and run off.

From your new vantage, the source of the sound becomes obvious: high in the sky is a blinding light, coming steadily closer. Like a spear a mile long, it falls unerringly, and the closer it gets, the more obvious the destination: the Capitol Building.

When it strikes, miles distant, the ground beneath the carriage leaps. The heat of the spear's impact is warm on your skin, sending a chill down your spine. Then comes the wave of dust, smelling of fire and blood. Screams of the scared and confused echo around you for only a minute, muted by an overwhelming static.

The smoke clears almost as quickly as it set in, revealing the chaos around you. People are fleeing in every direction. Carriages have overturned in the streets in both directions, and your own horses are missing entirely. Where the Capitol Building had been, there is now a plume of smoke.

RANDOM ENCOUNTERS

With Asa's arrival and Entropy's attack, the streets of Shonawing are full of chaotic activity. On the streets, between each of the encounter areas below, there is a 30% chance of the party having a random encounter. In addition, should the PCs stop to rest (such as to regain spells), there is a 50% chance of having a random encounter.

Die Roll	Die Roll	Average CR
1–40	2d4 Entropy pods (page 26) manifest out of thin air in front of the party and immediately attack.	6
41–60	A mob of panicked citizens charge pass. Each PC must make a DC 13 Fortitude save, or a DC 15 Diplomacy or Intimidate check, or take 2d4 damage from the mob.	2
61–80	An aftershock quakes, causing a nearby building to collapse atop the party. Each character must make a DC 16 Reflex Save or take 4d6 damage from falling rubble.	4
81–100	A pair of Onyx Cabal supporters (human expert 7) confront the PCs, urging them to turn around. They claim that the collapse of the empire will be the best thing that could happen to it. If the PCs don't agree to their demands, they resort to force.	7

CHARACTER PROGRESSION

The PCs begin this adventure at 6th level.

By the time they enter Vault II, they should be 7th level.

By the end of the adventure, the PCs should be 8th level.

When the party extracts themselves from the carriage, they will find that the other carriages nearby are missing both driver and horses, but in the chaos of people filling the streets and overturned carriages, it wouldn't be a practical means of travel.

Most of the people streaming through the streets are civilians or politicians, though a small number of soldiers attempt to stem the chaos.

The party has a little time to gather their wits about them, aid the injured, and generally take stock. Once they begin to take any real action, the static that has persisted in the background will resolve into words. It is the same voice from ten years ago, crying out in anguish far more clearly than ever before: the voice of the Chronicler, lamenting Asa's arrival. Read or paraphrase the following:

A voice rings out, not in your ears but in your mind. "The Seeker has arrived! The end is nigh! It must be stopped, destroyed immediately, or else your entire world will be lost!" The voice pauses a moment, and though you cannot hear it you get the impression of a ragged sigh. "The Angel of Armageddon has landed in the heart of the Confederate of Nations. If you have any desire to save your world, go there now. You cannot let him call for the Deliverer of Omega!"

After the message ends, chaos breaks out on a grand scale. The streets had been filling with curious or scared civilians, and they now begin to flee in every direction. Mostly, they take to the main roads to try to get as far away from the Capitol Building as they can. A rare few heed the Chronicler's message and instead push toward the center of the city.

Politicians and soldiers bark orders to try to keep some measure of control over a deteriorating situation. None of them anticipate that Asa is far from the only attacker.

Moments after the chaos erupts, trails of dark smoke begin to appear in the sky, gracefully twirling down into the city. The city is no longer merely dealing with a disaster, but actively under attack. There is no organized defense; everyone who might have mounted one quickly was killed in Asa's strike on the Capitol Building.

These trails of dark smoke are manifestations of the Entropy. The barely corporeal figures resemble humanoids in tattered shawls from a distance, but closer examination will reveal that they more closely resemble giant squid cloaked in thick folds of webbing. Rather than flesh, their bodies are made of dark, sticky smoke that writhes as it tries to hold itself together.

Hopefully, the PCs will be among the brave few to answer the Chroniclers call, to push against the stream of people fleeing the scene of the impact. If they do not, then try to prompt them to act by describing one of the trails of smoke crashing into a large building just down the road, followed by a blood-curdling scream that cuts short—The Voice of the People is under attack by strange creatures!

A. THE VOICE OF THE PEOPLE (CR 6)

The Voice of the People is a grand marble building overlooking the wide People's Road as it runs toward the Capitol Building. It is a national symbol of unity and justice, where laws are upheld and revised.

Sitting atop a set of grand marble steps, The Voice of the People flies flags of all forty-one nations of the empire: one atop each pillar that supports the roof of the massive structure.

When the PCs arrive, a terrified elderly man named Alan Smith is standing on the landing leading into the courthouse, clutching his bleeding arm. He calls weakly for the help of passersby, but nobody is paying enough attention to listen. If approached, he



will immediately tell the PCs that, right after the earthquake, ghosts started coming out of the walls of the courthouse. They sliced up his friend, and nearly himself, but he managed to get away as they went after the rest of the custodial staff. He will beg the PCs to help—maybe someone is still alive inside?

KNOWLEDGE ON THE VOICE OF THE PEOPLE

Local DC 15: Though it officially exists to uphold the empire's laws, in reality The Voice of the People is mostly focused on revising and updating laws. Typically, shortly after each Confederate Summit they release an updated constitution for the empire, including any major changes discussed over the prior year.

History DC 20: The Voice of the People was first established by one of the founders of the Confederate of Nations, Saul Silver. He firmly believed that laws exist to serve the people, so if they aren't reviewed and revised in the face of the people, they're little better than no laws at all.

INSIDE THE VOICE OF THE PEOPLE

The interior of The Voice of the People consists of an atrium, one large hearing room, two smaller courtrooms flanking it, and a mess of smaller rooms around and beneath them. In the early hours, only the overnight custodial staff is normally here, polishing the floors.

The atrium of The Voice of the People is eerily quiet, the noise outside smothered by the thick stone walls and something else that lends a chill to the air. In the middle of the room, two robed figures are crouched over a half-dozen corpses sprawled out on the marble floor. Everything about the pair is unsettling: their forms don't quite seem to be resting on the floor, and you think you can see through them, if only a little. Strangest of all is the way they bend—like beneath those cloaks isn't something that resembles a human in the slightest.

These figures, which are Entropy pods, will slowly turn to survey the party. They will not respond to any attempts to communicate, and any attempt to get within twenty feet of them will cause them to attack immediately.

Development: PCs who succeed on a DC 14 Perception check during the first round of battle will detect two more Entropy pods as they coalesce from out of the floor behind the party, attacking on the second round.

ENTROPY POD (4)

CR 2 — 600 XP

hp 19 (page 26)

Development: The people sprawled out on the floor are not all dead—four of the six are merely unconscious. Succeeding on a DC 10 Heal check reveals those who are still alive, and

each additional success on a DC 10 Heal check returns one of them to consciousness. All being members of the custodial staff, they cannot provide any additional details on their attackers. Further exploring the courthouse takes one hour, but uncovers 2d4 more injured staff members, who can be saved in the same way. For each civilian rescued in this way, award 150 XP to the party.

B. CARVER BRIDGE

The largest and most trafficked bridge in Shonawing, Carver Bridge is a huge arch of expertly engineered stone, some fifty feet up in the air, that crosses over both four-hundred-foot spans of the Thahumbe River.

You can hear the rush of the Thahumbe River as you arrive at Carver Bridge. Where you had expected to see a wide bridge teeming with people, you are met instead with a quarter of an arch that ends abruptly, and the powerful river is already reclaiming even that. Huge, jet black predatory birds fly above, swooping down to pick the dead from the water.

The birds are Entropy vultures; carrion-feeders brought by the Entropy from the Shadow Plane. Despite their origin, they are similar to mortal birds in nearly all ways, though extremely aggressive. The first time the PCs approach the edge of the bridge, one will fly down and attempt to grab one of them as a meal.

ENTROPY VULTURE

CR 3 — 800 XP

hp 26 (as giant eagle; *Pathfinder Roleplaying Game Bestiary*)

Development: It is a sheer twenty-foot cliff from the edge of the bridge down to the river below. Swimming in the powerful 400-foot-wide river requires a DC 20 Swim check on each round. Further, on every other round that at least one character remains in the water, they draw the attention of an entropy vulture looking for an easy meal, up to eight at once.

Any attempt to take to the air immediately draws the attention of four birds, a CR 7 encounter. Every other round, one more bird joins the combat. There are twenty entropy vultures in all.

Should the PCs cross the river despite the vultures, award the party a bonus of 3,200 XP, in addition to any experience gained fighting the vultures.

KNOWLEDGE ON CARVER BRIDGE

Geography DC 10: While it is the best bridge for crossing the Thahumbe River, it is not the only one. The next nearest bridge is the Liberty Bridge, a quarter mile to the south, on the other side of Fort Nero. There is also the Carter Bridge two miles north.

History DC 10: While this bridge is named after the first empress, Geraldine Carver, it was engineered by William Issac III. It was not built until nearly fifty years after the later of their deaths.

C. FORT NERO

A holdover from the foundation of the empire, Fort Nero is a squat, easily defensible building that now protects the south face of the Capitol Building.

The sound of ballista-fire and steel on steel is audible even from outside the heavy walls of the fort. Smoke rises from within, and the northern gate is wide open.

Fort Nero normally houses some two hundred of the capital's greatest soldiers, but the main barracks collapsed in Asa's strike. There are twenty surviving soldiers left in the fort, all manning four ballistae along the western edge of the fort, firing towards the Capitol Building.

Asa, in turn, has sent the Entropy here. Anything that moves, they tear down.

KNOWLEDGE ON FORT NERO

History DC 15: Fort Nero was built just before the founding of the empire, in anticipation of retaliation from a southern nation, which has since been subsumed by the empire.

Geography DC 10: Fort Nero protects the shortest separation of the banks of the Thahumbe River for nearly fifty miles, a mere two hundred feet. It used to protect the empire's only bridge over the river, but that was taken down after the Geraldine Carver and Liberty Bridges were built.

E1. ROYAL MEMORIAL GRAVEYARD (CR 5)

The actions of the Onyx Cabal have disturbed the dead in Royal Memorial Graveyard, and the Entropy's persistence has only riled them up further. Clad in ragged uniforms of the Confederate of Nations, they will attack anything nearby.

SKELETON (12)

CR 1/3 — 135 XP

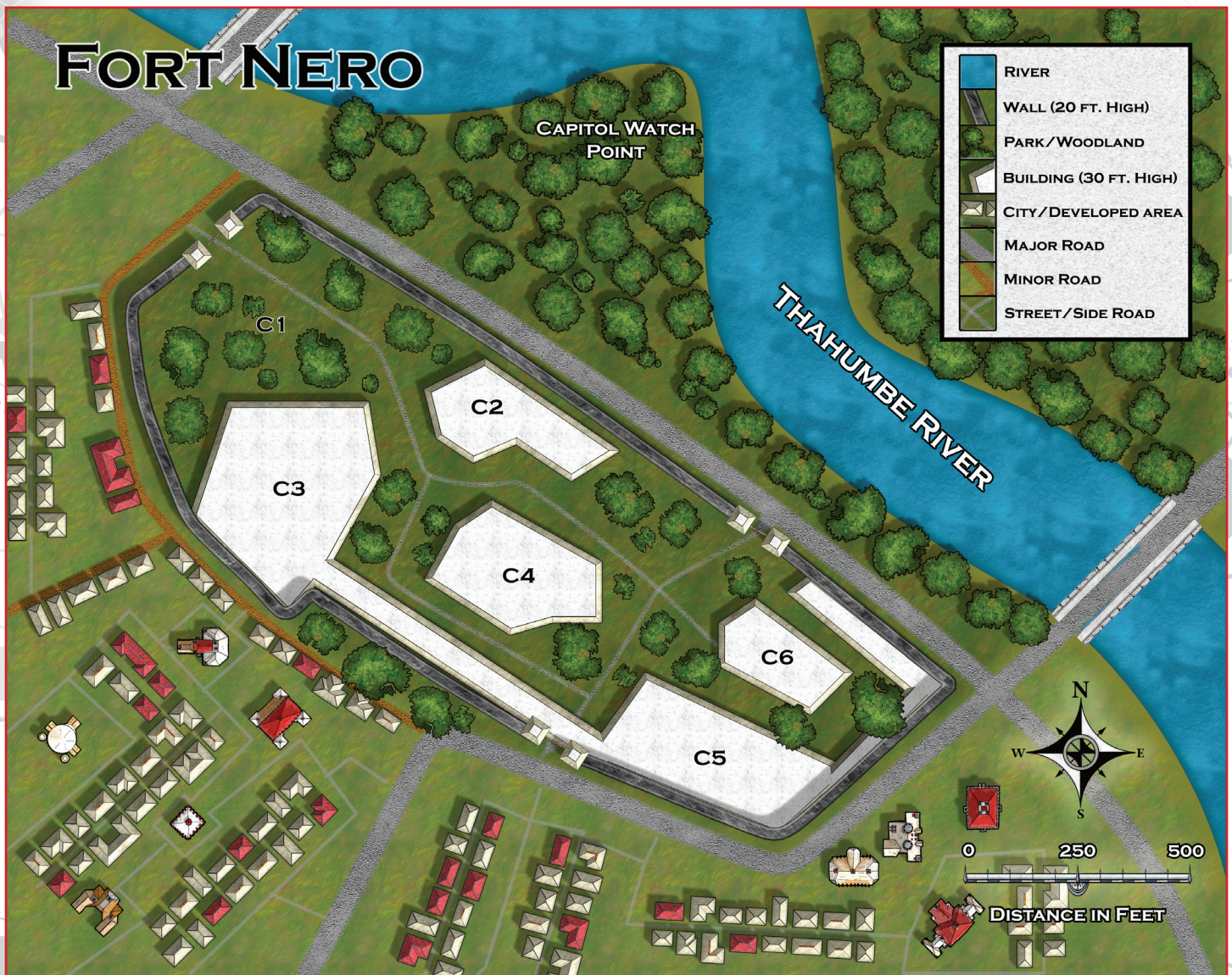
hp 4

Treasure: The skeletons were buried in uniforms with ceremonial weapons. While the weapons aren't fit for combat (imposing a -2 penalty if used), they are elaborate and worth 100 gp each.

Development: The skeletons will reform every 2d4 minutes unless both the Entropy and the Onyx Cabal have been banished from the Fort. PCs only gain XP from defeating the skeletons once.

E2. BARRACKS

The two-story barracks has mostly collapsed, though nearby buildings remain intact. A DC 18 Perception check reveals a large meteorite amongst the rubble: some four hundred pounds of iron. A DC 10 Knowledge (engineering) check confirms that the meteor strike was far too precise to be random.



C3. BATTLEMENTS (ER 5)

The battlements along the western end of the fort proper is a pitched battle between Confederate forces and the Entropy. Four ballistae are each manned by three soldiers, while eight more attempt to fend off the Entropy pods encroaching on them.

When the PCs arrive, three Entropy pods will split off from the main battle to attack them. The remaining pods will fight the soldiers one-on-one. Until the PCs engage, assume that in each round engaged in this combat, each soldier takes 6 damage, while each Entropy pod takes 3.

ENTROPY POD (11)

CR 2 — 600 XP

hp 19 (page @@)

NATIONS' SOLDIER (20)

CR 1 — 400 XP

Human warrior 3 (as guard)
hp 22

Development: If at least 10 soldiers survive the fight, award the PCs an additional 2,400 XP. If fewer than 10 but more than 5 soldiers survive, award the PCs an additional 1,200 XP.

Development: Once the Entropy pods have been defeated, the surviving soldiers explain what they know. They are the night watch, the only survivors in the fort from the unexplained meteor strike. They received a message (from forces at the Capitol Building) that the meteor itself was a hostile force and that they should open fire on it.

After a moment to breathe, the soldiers will ask the PCs to check into the fate of their commanding officer. Normally Captain Edwards isn't the sort to go missing, but when she didn't come to the defense of the fort, they suspected that something happened to her.

C4. ARMORY (ER 4)

The armory has supplies for two hundred soldiers—masterwork armor, longswords, and longbows. There are also two *wands of cure light wounds* and two *scrolls of lesser restoration*. If the PCs

have already saved the soldiers in C3, they will encourage the PCs to take at least one, if not both, of each as thanks—because none of them are magically capable.

E5. PANTRY

The fort's kitchen and pantry are well stocked, though currently deserted. Most of the food here is fresh, but there are enough preserved foodstuffs to create 50 trail rations.

E6. OFFICERS HALL (E6)

This small building is where the commanding officers of Fort Nero live, plan, and organize the activities of the fort's soldiers. Since the fort hasn't seen active use in a long time, however, only one officer is normally stationed here: Captain Natasha Edwards.

She lies dead on the floor of her bedroom, but not dead from the meteor strike, or even because of the Entropy. The Onyx Cabal jumped at the opportunity to go through the records kept here, and moments after the meteor struck, several operatives broke in here, killed the recently awoken Captain Edwards, and began searching the place.

These practiced covert operatives are still in the hall, disguised via *disguise self*, and they know they are being clearly suspicious. The three of them will order the PCs away, insisting they are not to be disturbed. Seeing through their thin bluff requires a DC 18 Sense Motive check, while identifying that they are in disguise requires a DC 25 Perception check.

ONYX OPERATIVE (3)

CR 3 — 800 XP

Human rogue 4 (as charlatan; *Pathfinder Roleplaying Game NPC Codex*)

hp 21

WHO IS THE ONYX CABAL?

The Onyx Cabal is a secret society that lies in the dark corners of the Confederate of Nations. They see the empire not as the great establishment that it claims to be, but as a device which the rich and powerful use to control the masses.

For nearly a century, they have worked to slowly undermine the power of the empire. In the last decade, since the Chronicler's scream, the group has steadily gained power in the shadows. They have been infiltrating higher and higher levels of the government, and have been seeking a way to disassemble the empire all at once, without having to resort to great violence.

For more details on the Onyx Cabal, see *Crisis of the World Eater: Inheritor of the Entropy Heart*.

D. LIBERTY BRIDGE (CR 7)

Liberty Bridge is smaller and narrower than Carver Bridge to the north, but also much newer. It being a more recent construction is all that saved it from completely collapsing like many other buildings closer to the impact site.

The railing on one side of this huge bridge has collapsed, but the majority of the structure remains intact. Dozens of people shuffle out of the heart of the capital, carefully guided by members of the Nations' Army.

The soldiers guiding civilians will stop the PCs and ask if they have come to help. If the PCs agree but are vague, they will be assigned points to direct traffic toward. Once the PCs are clear that they are trying to get to the crater, the soldier they are speaking with will pale, but then shout to clear a way for them to pass.

Should the PCs attempt to cross the bridge without a path being cleared, they must succeed a DC 20 Diplomacy check or DC 15 Strength check to move against the crowd coming from the other direction.

Once the party is about halfway across the three-hundred-foot-long bridge, the entire structure will suddenly tilt as one of the bridge's supports gives away. Dozens of civilians will be thrown to the ground, and each PC must make a DC 13 Reflex save or be knocked prone.

Moments later, the cause of the collapsed support comes twisting over the edge of the structure: a hundred-foot-long tentacle of inky black smoke. The tentacle will wrap itself around the length of the bridge, pulling itself up—and the bridge into the water.

These tentacles belong to one of the most enormous manifestations of the Entropy, a colossus pod. Fortunately, as it is occupied with tearing down the bridge, it isn't currently concerned with the PCs.

Avoiding the initial grasp requires a DC 12 Reflex save (made with a –5 penalty if already prone). Anyone failing this save takes 4d6 damage and becomes grappled (CMD 22 to escape). Six civilians are trapped by the pseudopods, unconscious but not dead.

COLOSSUS POD PSEUDOPOD

hp 40; DR 10/slashing

After the first round, four tentacles begin to work up through cracks in the bridge. They actively fight to keep creatures away from the otherwise defenseless pseudopod.

COLOSSUS POD TENTACLE (4) CR 3 — 800 XP

hp 30 (as medium water elemental)

Development: After 5 rounds, if the colossus pod's pseudopod is not detached, the middle 40-foot section of the bridge will collapse into the river below. The fall is 30 feet, and the damage is sufficient to kill any NPCs who are still trapped. Further details on the river are discussed along with the Carver Bridge (page 8). With the bridge collapsed, the colossus pod will move on, looking for more easy targets.

If the colossus pod's pseudopod is destroyed, the colossus pod falls back into the river below, and will swim away looking for easier targets.

Every civilian the PCs save before the end of combat grants an additional 150 XP.

KNOWLEDGE ON LIBERTY BRIDGE

History DC 10: Liberty Bridge is a relatively new construction in Shonawing. It had eased congestion over the Carver Bridge greatly.

E. MEMORIAL HILL

Memorial Hill is a gentle, grassy hill covered in memorials to those lost in the many wars the Confederate of Nations has fought since its inception.

The hill is eerily quiet. You can hear the sounds of combat in the distance, but here the air is still. The statues and monuments are undamaged by the attack—unscathed even by the debris.

Memorial Hill represents perfection as far as the Entropy is concerned: no movement, no change, just silent and still memories forever. Dozens of sated Entropy pods drift listlessly around the hill in groups of twos and threes.

When they encounter the PCs, they will move to prevent the PCs from advancing on the monuments, but will not immediately attack. They would prefer to preserve this place rather than defeat their enemies.

ENTROPY POD (3)

CR 2 — 600 XP

hp 19 (page 26)

KNOWLEDGE ON MEMORIAL HILL

History DC 10: Memorial Hill has a monument for every major battle fought by the empire, inscribed with the names of every soldier who fell in the battle.

History DC 20: One of the hill's largest memorials, the Tomb of Forgotten Heroes is said to house a complex graveyard beneath it, with a grave for every warrior of the empire who didn't return after a war—or whose names were forgotten.

A QUICK BREATHER

The following sections assume that the PCs are at least close to fighting shape when they reach Asa. If the party is beginning to flag, when they arrive at Confederate Park the army will assure them that the creature in the crater is already dead, and insist that they rest.

In this case, give the party time to rest and recover, after which Asa's Omega Resurrection kicks in. He will erupt from the crater, kill the nearest dozen soldiers, and begin to dig. After that, you can continue with the adventure as written.

F. CONFEDERATE PARK

This large, idyllic park surrounds the Capitol Building, giving it a sense of tranquility despite the increasingly busy city that surrounds it.

Carefully trimmed grass and manicured bushes have been trampled by hundreds of booted feet. Soldiers of the Nations' Army rushes about, preparing weapons and tending wounded. You can see from here that where the Capitol Building once stood is nothing more than a smoking crater, surrounded by Confederate soldiers firing at something within.

Characters attempting to approach the crater will be stopped by one many soldiers in the area. They will claim that the Nations' Army has the matter well in hand, but anyone who makes a DC 15 Sense Motive check knows that the soldier is merely trying to put on a brave face. The PCs must succeed on a DC 18 Diplomacy check to convince the soldier that the party is capable of helping. PCs with the Nations' Elite trait grant a +4 circumstance bonus on this check.

Succeeding on the check by 5 or more will get another piece of information out of the soldier as she waves the characters past:

- Emperor Boam, the heads of the Forty Families, and the marshals of the Nations' Army were all inside the Capitol Building at the time of the attack. So far, they have all proven impossible to resurrect. Without leadership, the army—and the empire—is in chaos.
- Not only did the creature in the crater survive a fall from the heavens, but it is healing as fast as the army can harm it. Nobody is willing to get in close and engage it directly.

The PCs will be stopped three times by three different soldiers, all with the same concerns and knowledge. Anyone they had talked to previously is lost in the crowd. Each stop prompts another Diplomacy check.

Development: Once the party has passed the three checks, they arrive at the ruins of the Capitol Building. For each passed check, award the PCs 1200 XP.

If the PCs have not passed three checks after attempting six, Asa will fire another pulse of energy at the massed soldiers, sending them scattering. Whomever the PCs are talking to at the time tells them they can risk their lives if they want, then runs off to tend to the wounded.

CHAPTER 2: BATTLE FOR THE CAPITAL

By the time the party arrives at what remains of the Capitol Building, the Nations' Army is already in a pitched battle against the fallen angel Asa. He is generally unimpressed with the constant fire he is under; arrows and bolts alike shatter harmlessly against his dark form. Every now and then, he turns to the soldiers assembled on the lip of the crater and fires a pulse of energy at them to keep them from coming too close.

Asa is almost casually picking through the debris of the crater, looking for the Seed of Change. The Seed is the reason he chose to strike here, assuming that it would be within the Capitol Building. He will soon realize that the Seed is instead beneath the building, but for now he simply sifts through the debris.

KNOWLEDGE ON THE CAPITOL BUILDING

History DC 15: The current Capitol Building is only a few decades old. Before that, a larger and more defensible fort stood here, the northern counterpart to Fort Nero. After nearly a century of alliance with Raccan to the immediate north, the fortress was dismantled and ultimately replaced with the building that has stood until today.

G. THE RUINS OF THE CAPITOL BUILDING

Once, the Capitol Building was a grand structure. Two stories tall and capped with a gleaming dome, the sprawling building was open to the public and served as a reminder of everything the Confederate of Nations represents: freedom, justice and (albeit unintentionally) wealth. Now, however, it is a smoldering crater hundreds of feet across.

No trace of the gleaming white Capitol Building remains: it is all dust and splinters in the wind. Where the pinnacle of the empire stood only hours ago, there is now nothing more than an enormous smoking crater. Around it, hundreds of soldiers stand, periodically firing into it with all manner of weapons; more rarely, something within fires back, with bright flashes of violet energy.

Within the crater is a ten-foot-tall humanoid shape, with enormous wings sprouting from just below his shoulders. He is shrouded in darkness except for the light he emits from hundreds of tiny flecks throughout his form. He makes grand gestures, crumbling stones and debris into dust with a flick of his wrist, digging the crater he stands within ever deeper. Arrows, bullets, and even ballista bolts lie discarded around him, though he seems undamaged and thrums with heat and energy.

As the PCs approach the lip of the crater, another man comes up calmly just behind them. A sandy-haired human of average height and build, he wears the uniform of an officer of the Nations' Army. But the uniform is a disguise—unknown to everyone around him, the man is actually the Onyx Commander, disguised in his anonymity. A keen judge of character, he could immediately tell that the PCs would be useful pawns in his plans.

If the party hesitates in entering the crater, he will clear his throat politely and introduce himself as Colonel Korric. He will explain the situation plainly: the “angel” within the crater appears to be all but immune to ranged fire. The army needs someone willing to go into the crater to face it toe-to-toe—but more importantly they need someone able. Most of the soldiers here, he explains, wouldn't last six seconds in such a confrontation. As the PCs appear to be relatively powerful warriors, he hopes they might lead the charge. With the creature distracted, the army should be able to defend the perimeter from the “fog creatures” and otherwise provide assistance.

Only a few elements of “Korric's” story are fabrications, so a DC 30 Sense Motive check is required to sense that something is off about Korric or his instructions. If called out, he will claim to be exaggerating for purpose of effect, then shrug and go off to find some “actual heroes.”

When the PCs descend into the crater, read or paraphrase the following:

The figure stops its digging and turns to face you, towering nearly ten feet tall. Your ears begin to ring, then fill with static as if a thousand voices were talking over one another, until finally a rich baritone rings out above them all. “Someone finally willing to stand up to me? I was beginning to think this planet wouldn't serve the master's needs after all.” Though as rich as butter, the voice is calm and full of malice. “I can prepare the Seed for her arrival after I deal with you.”

ASA THE SEEKER

CR 10 — 9,600 XP

hp 136 (page 31)

Much like “Colonel Korric” said (though not because he said so), the Confederate forces will continue a steady stream of ultimately useless fire upon Asa as the PCs fight. There will also be clerics along the edge of the confrontation, capable of casting cure spells on injured PCs, though none will come within fifty feet of the fight.

Development: When the PCs defeat Asa, a thunderous cheer will rise from the assembled crowd, and dozens of soldiers will descend upon the party, cheering them as heroes.

There will be time for a brief rest, but after only two hours Asa will return to life in an explosion of violet energy. Now the Armageddon Angel is in a much worse mood, having been slain at the hands of mortals. Immediately his sword, the Omega Blade, is back in his hands.

It will take him two rounds to cut a swath through the assembled soldiers to reach the PCs. As he raises the Omega Blade to strike, he will be countered by a blast of green fire from the sky. The source of the shot is a large, silver disk floating a hundred feet in the sky—and until Asa is again defeated, it will not come any closer, flitting about in total silence with eerie grace. Each round, it will fire another lance of plasma at Asa (plasma lance +16 touch; 6d6 plasma damage).

Asa will shout furiously about at the orb that Saitan is already on her way, alternating between attacking the floating disk and the nearest PC. If the disk is able to hear Asa, it doesn't acknowledge him.

ASA THE SEEKER

CR 10 — 9,600 XP

hp 136 (page @@)

After Asa's second defeat, the silver disc will touch down, revealing a small dome atop it. The dome unfolds like a lotus flower as a ramp stretches down to the ground, allowing the tall feminine creature within to emerge and survey the area with her own eyes.

The woman is ten feet tall, and her lithe but featureless body is made almost entirely of a golden orange metal. The exceptions are her left arm, made of pale green light, and her eyes, which seem



almost human. She doesn't introduce herself, and instead begins explaining that, like before, Asa isn't dead. He is protected from true death by the power of the Omega Seed.

Worse, she continues, Asa isn't the true threat. Soon, the world will be visited by the source of the Omega Force itself—Saitan. (This isn't entirely true, but she doesn't know that Omega itself is a separate and deific entity.) Saitan visits planets that teem with life, devours their vital essence, and then shatters the broken husks that remain in her wake.

She had been hoping that stopping Asa would mean Saitan might bypass this world, but this does not seem to be the case. In weeks or even days, the Deliverer of Omega will arrive, and without having prepared the defense she recommended a decade before, the world is all but forfeit.

The only thing with the power to save the world now is the Seed of Change—the very thing whose energy Saitan is coming to devour, the source of life energy on this world. The Seed puts the power to reshape entire worlds in the hands of its wielder to make even Saitan hesitate, enough power to utterly destroy anyone who might channel that power carelessly.

At this point, Major Marco DePompa, one of the commanders of the Nations' Army to overhear this exchange, explains that the Force is known. It was harnessed long ago by the Confederate of Nations, and currently lies in Vault II, beneath the very ground where they stand. He votes that a capable group—such as the PCs—breach what remains of the vault to collect the Seed. And with the Seed, do whatever it takes to save the world.

Marco would sacrifice anything to protect his nation, even his own life. But, he would sacrifice even that nation if it means saving the world. The surrounding soldiers are divided over his plan, but with the Chronicler supporting the Major, there are no substantial objections.

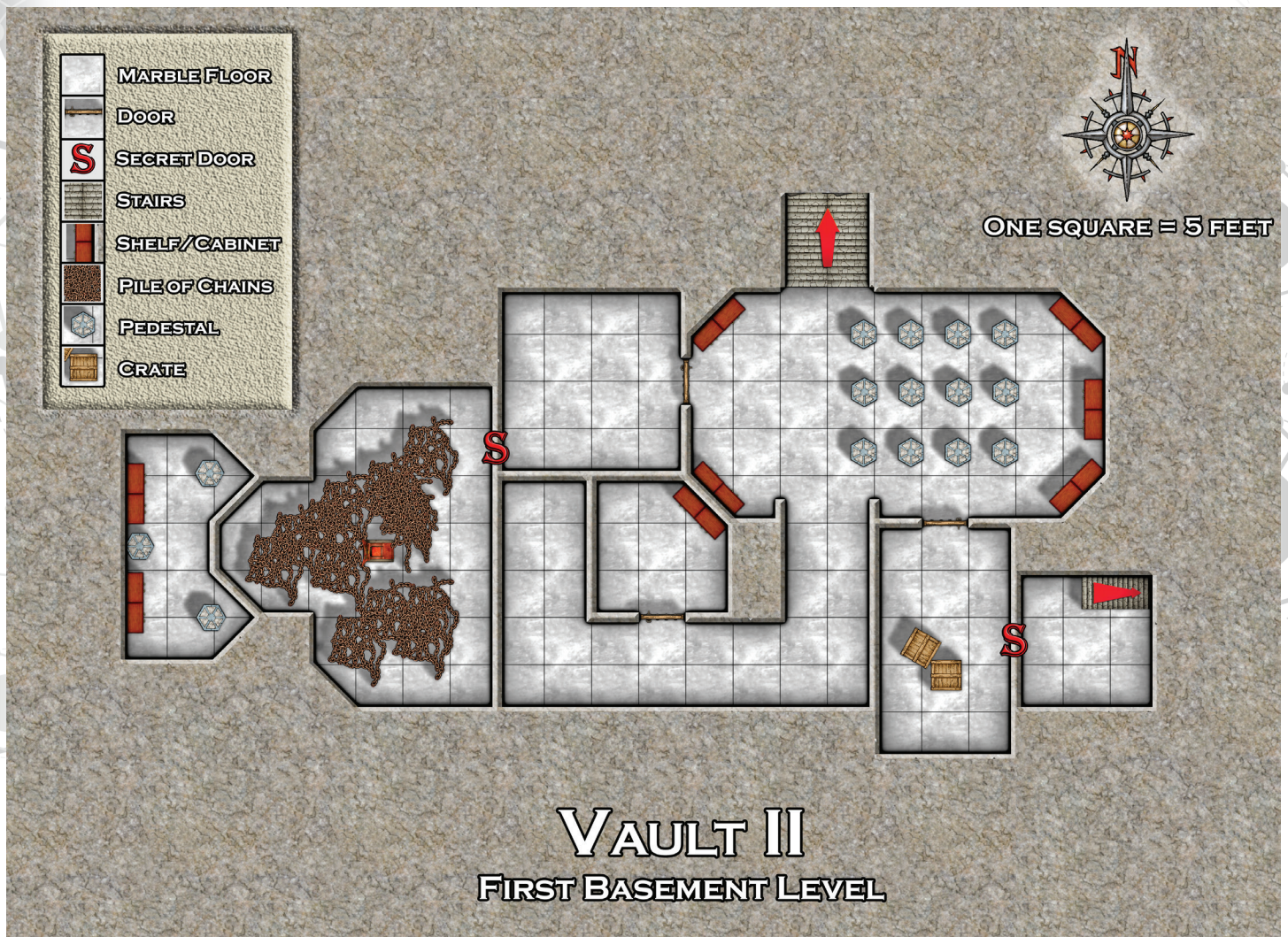
Having spent a great deal of time here over the last year, Major DePompa knows exactly where the entrance to the vault is—only a few hundred feet from where Asa had been excavating. Mere minutes after the decision is made, the stairwell leading down into Vault II is open.

Development: Any mention of Colonel Korric will be met with only confusion—nobody has heard of him. A PC who succeeds on a DC 20 Diplomacy check on the matter, will discover that while nobody knows who he is, others did see someone of that description during the commotion. Succeeding the check by 5 or more also discovers that some also recall seeing him around the Capitol Building for several months prior, though not in uniform.

CHAPTER 3: VAULT II

As the party prepares to descend into the vault, the Chronicler warns them that she does not have the power to hold the immortal Asa at bay forever. She will do what she can, but the party should make haste into the vault—Asa could awaken and be after them at any moment.

Though not the most senior officer present, Major Marco DePompa quickly takes charge of the Nations' Army. His confidence, decisive action, and the support of the Chronicler cause the remainder of the army to fall in line behind him. He authorizes the PCs to take anything within the vault they might



VAULT II

FIRST BASEMENT LEVEL

need, and do anything required to get hold of the Seed. This is not the time to be frugal when the empire, and the very world, hangs in the balance.

He will establish a perimeter here, and keep the surrounding area as secure as possible. The Entropy, however, are already inside the vault. They are not interested in destroying it, but in preserving it like the unchanging monument it is.

KNOWLEDGE ON VAULT II

Geography DC 20: While Vault III is a publically known fortress, said to be overflowing with the wealth of the Confederate of Nations. The locations of Vaults I and II, however, are unknown to the public. Most suspect that both lie somewhere beneath Shonawing.

History DC 25: Vault II is said to have been constructed by William Issac III, a genius but somewhat eccentric man. Anything secured within will likely be hidden in a maze of secret passages and secured with nefarious traps. Just as likely is that there will be ways around them.

ASA RISING

After being defeated, Asa returns to life 2d12 hours later. Immediately he summons the Omega Blade to his side, and then clashes with the Chronicler to try to win his way into the vault. There is a 50% chance he will be able to push his way past, taking 50 damage in the process, and begins to track down the party, and then the Seed.

ASA THE SEEKER, INJURED

CR 8 — 4,800 XP

hp 86 (page 31)

H. THE FIRST FLOOR OF THE VAULT

The first floor of the vault is the oldest, though only by a few decades. The ceilings are fifteen feet high, and the floor is made of impressive granite tile. Throughout it is lit by sterile, flameless blue lights mounted in the ceiling every twenty feet.

The walls are all smooth stone, three feet thick. The doors are good wooden doors (hardness 5, 30 hp, break DC 18) and are all locked (DC 20 Disable Device to unlock).

H1. VAULT ENTRANCE (CR 6)

The vault's entrance looks like a museum lobby: clean and sterile. Lining the walls are windows through which you can see small historical artifacts.

Small shelves with glass doors are placed about every two feet along the walls of the atrium. These items are of small historical significance—such as the bullet that was used to kill Saul Silver, and a single scale from a dragon who attacked the empire on the first anniversary of its formation—but have little monetary value and no practical use.

If the PCs begin open any of the shelves, they will draw the ire of four Entropy pods, which have already begun seeping into the more museum-like rooms of the vault. They will emerge from the floor in the center of the room and immediately attack.

ENTROPY POD (4)

CR 2 — 600 XP

hp 19 (page 26)

H2. VAULT OF THE CONSTITUTION

Sitting in the center of this room is a single short shelf, with hundreds of tiny shelves. In each one there are a few slips of paper, and nothing more.

The empire of the Confederate of Nations was officially founded when the founding nations signed a constitution, naming Geraldine Carver as their first empress and agreeing to stand together against all odds. It has been revised dozens of times since, and the original copies of each revision are stored here.

While the original copies of the constitution are of great historical significance to the empire, they would only be worth money to a collector on the black market, as there are thousands of copies of each revision all across the empire.

Treasure: In a drawer at the base of the shelf is the Xoric Replicor, which has been used to protect every page of every iteration of the Constitution.

Development: A character who succeeds on a DC 25 Perception check can discover a secret door in the back of the room, leading to area H6.

H3. TREASURE VAULT

Two crates of gold bars sit in the center of this otherwise empty room.

The empire of the Confederate of Nations has incredible wealth, but most of what isn't reinvested into the empire is stored in Vault III. There are 80 gold bars sit in this room, split between two wooden crates on the floor. Each bar weighs 1 pound and is worth 50 gp, for a total of 4,000 gp.

The gold occupies only a small fraction of the space in this room, because the original construction didn't account for the creation of Vault III. There are no signs that anything has been added to or removed from the room in a long time.

Development: Anyone who succeeds on a DC 28 Perception check will discover a sealed door along the back wall that leads to area H4. It can be opened with a DC 30 Disable Device check. Discovering and opening the secret door is worth 2,400 XP.

H4. SECRET STAIR

This tall spiral stairwell is used to quickly access the deeper parts of the complex from the upper levels. Not only is it secret, but also protected by a powerful trap. Anyone descending to the middle of the stairwell without the empire's scepter (which was destroyed alongside Emperor Boam in Asa's strike) triggers the trap, causing flames to cascade up the entire length of the stairwell.

FLAMING STAIRWAY TRAP

CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger descending stairwell; **Reset** automatic (1 minute)

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in stairwell)

H5. EMPTY ROOM

This room has several empty shelves along the walls.

H6. SAUL SILVER'S GRAVE

This room is the final resting place of one of the Confederate of Nations' founders: Saul Silver. His body sits comfortably in a tall chair, surrounded by broken chain links. When the PCs enter the room, he will turn to observe them. Read or paraphrase the following:

The floor of this room is littered with thousands of torn and broken chains, manacles, and locks. At the center of it all is a tall wooden throne, on which sits an even taller man, with a tall hat as rail-thin as he is. Though he's obviously dead—his eyes are glassy and his skin is pale and drooping—his head turns to observe you, and his mouth opens to speak.

"I know why you are here, and you are not permitted to pass. Taking the Seed will destroy all that we have worked so hard to establish. We will fall once more into the barbarism and slavery I gave my life to defeat. The empire can stand against any threat without sacrificing itself. Abandon your plan, or die by my hand."

Not only does Saul firmly believe that taking the Seed from its position beneath the empire will result in the empire's collapse, but he also fully believes that it will make no difference in the empire's ability to defend itself from any threat, no matter how dire.

Chain Floor Hazard: The floor of the room is covered with millions of broken chain links. It is considered difficult terrain for anyone who doesn't succeed a DC 17 Strength check when

attempting to move. In addition, moving here imposes a –10 circumstance penalty on all Stealth checks made to move quietly.

SAUL SILVER

CR 8 — 4,800 XP

Male vampire inquisitor 7

LE Medium undead (augmented, human)

Init +11; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 13, flat-footed 22 (+6 armor, +2 Dex, +1 dodge, +6 natural)

hp 52 (7d8+14); fast healing 5

Fort +6, **Ref** +8, **Will** +8

Defensive Abilities channel resistance +4, undead traits; DR 10/silver; Resist cold 10, electricity 10

Weakness vampire weaknesses

OFFENSE

Spd 30 ft.

Melee Saul's axe +15 (1d6+6+1d6), slam +14 (1d4+5 and energy drain)

Ranged Saul's axe +11 (1d6+6)

Special Attacks bane, blood drain, children of the night, create spawn, energy drain (2 levels, DC 14), judgment (3/day), smoke strike, solo tactics

Inquisitor Spells Known (concentration +9)

3rd (1/day)—*invisibility purge, speak with dead*

2nd (3/day)—*calm emotions, hold person, inflict moderate wounds, lesser restoration*

1st (4/day)—*bane, command, inflict light wounds, shield of faith, true strike*

0th (at will)—*acid splash, bleed, detect magic, detect poison, guidance, virtue*

Domain Liberation

TACTICS

During Combat Saul fights in close quarters, using his axe at range against spellcasters and clerics.

Morale Saul Silver fights to the death.

STATISTICS

Str 20, **Dex** 19, **Con** —, **Int** 15, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 19

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (throwing axe), Toughness, Outflank,^B Point Blank Shot, Power Attack, Precise Strike,^B Quick Draw

Skills Bluff +23, Diplomacy +11, Intimidate +14, Knowledge (history) +9, Knowledge (nature) +14, Perception +20, Sense Motive +23, Stealth +22

Languages Common, Sylvan

SQ change shape, detect alignment, discern lies (7 rounds/day), gaseous form, liberation (7 rounds/day), shadowless, spider climb, monster lore

Gear Saul's axe, scale mail

Smoke Strike: As a full-round action, Saul can transform into gaseous form to move up to 10 feet through an opponent's space, enveloping it in his dark, smoky form. That creature must make a DC 14 Fortitude save or be sickened until the end of Saul's next turn. After moving, Saul returns to physical form and makes a single melee attack against that same target.

KNOWLEDGE ON SAUL

History DC 10: The man on the throne is Saul Silver, one of the founders of the Confederate of Nations. He advocated freedom and honesty in all things, and fought in particular against slavery of all kinds.

History DC 15: Saul was assassinated relatively early in the empire's history by slavers. Rather than toppling his cause, however, it made him a martyr, and slavery has been outlawed in the empire ever since.

Religion DC 20: Saul is said to have run a covert operation against a coven of vampires who supported the slave trade. Despite this, there were also rumors that he was at least partially a vampire himself. Either way, he is a vampire now.

Development: When Saul is defeated, he will reform on his throne, which functions as his coffin, though he will remain dormant for 24 hours before reawakening. The throne itself sits atop a large trap door, which leads to a ladder descending into area I1. Discovering this requires a DC 20 Perception check and 1 hour to clear away enough chain links to open it.

H7. SAUL SILVER'S MEMORIAL (CR 5)

A large portrait of Saul Silver is mounted on the wall, flanked by smaller paintings, books, and curios.

This room is a memorial to Saul's life. It contains several thick biographies and detailed paintings of him. It also contains the preserved body of a small child; a DC 20 Knowledge (history) check will reveal that Saul had a son who was killed by slavers when he was only six. People suspect this is why Saul hated them such. The room also contains a number of Saul's letters to his wife. They discuss all manner of things, but often focus on the early days of founding the empire. Finally, there is Saul's wife's wedding ring. It appears to be a plain silver band, but it functions as a *ring of protection* +1.

Development: If the PCs attempt to take anything from this long-sterile room, three Entropy pods emerge from the walls and attack.

ENTROPY POD (3)

CR 2 — 600 XP

hp 19 (page 26)

I. THE SECOND FLOOR OF THE VAULT

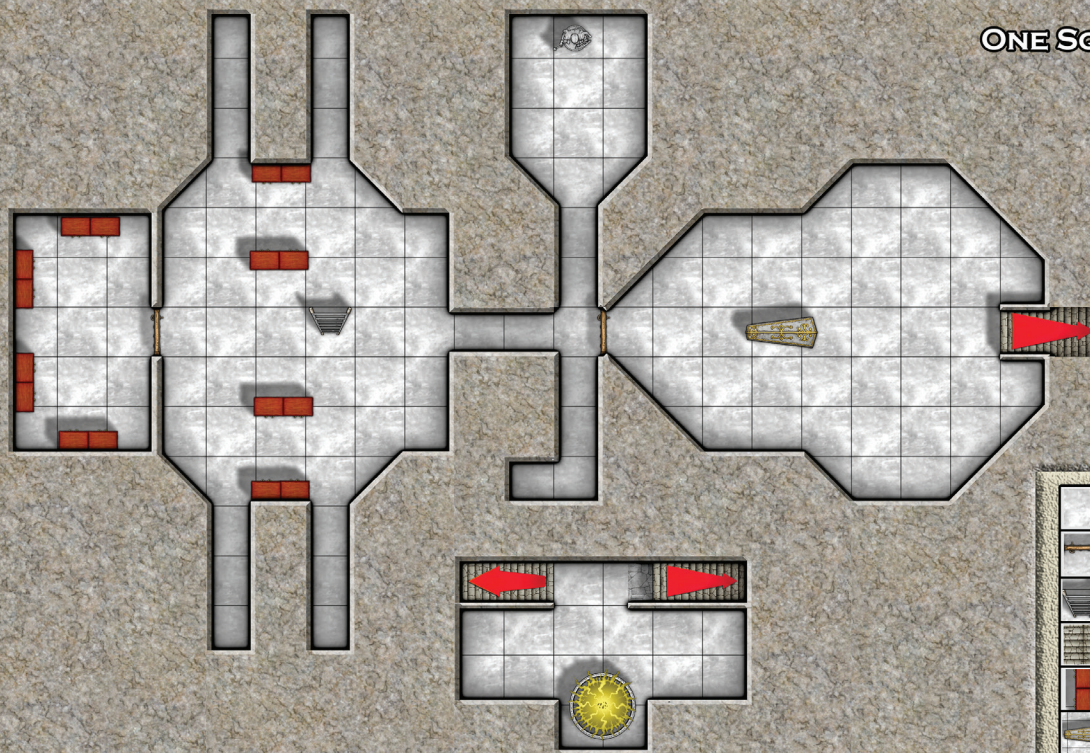
The second floor of the vault is newer than the first, but only by a few years. The ceilings are somewhat shorter—only ten feet in most places—but the construction on this floor is otherwise of the same high quality as on the first floor.

VAULT II

SECOND BASEMENT LEVEL



ONE SQUARE = 5 FEET



	MARBLE FLOOR
	DOOR
	LADDER (Up)
	STAIRS
	SHELF/CABINET
	SARCOPHAGUS
	STATUE
	MAGIC CIRCLE

11. THE HISTORY OF THE EMPIRE (CR 5)

Tall wooden shelves run in long rows, filled to the brim with thousands of color-coded leather-bound books. Glass doors close off each shelf so no dust settles within.

Though holding only a few long rows of texts, this library contains a detailed history of the empire, as well as its conquests and alliances, and those of its constituent countries. This library gives a +4 circumstance bonus to any Knowledge (history, geography, or local) checks made regarding the empire.

A DC 18 Perception check made while referencing these books to make a Knowledge check will reveal a number of deviations from the commonly taught and accepted path of history. These are places where the Confederate of Nations' "adjusted" history to make themselves look better to the eyes of the future: Downplaying their losses, upselling their victories. Attributing old war crimes to known turncoats instead of men who would otherwise be heroes.

Development: Like elsewhere throughout the vault, the Entropy has come to relax in the stillness of the library and drift listlessly through the books. They won't attack anyone who browses, but if anyone takes any of the books, Entropy pods will burst from out of the shelves to attack.

ENTROPY POD (3)

CR 2 — 600 XP

hp 19 (page 26)

Treasure: The books, which collectively weigh 150 pounds, would be worth 2,000 gp as a historical reference. If someone calls out the "deviations" in their contents, the set triples in value to 6,000 gp—though the Empire would clearly be upset if this information found its way into the wrong hands.

12. WAR MEMORIAL

Racks of weapons line the walls, each weapon carefully labeled with a name and date. In the center of it all is a polished suit of plate armor in a glass case.

These weapons are memorials to important warriors who fell in battle in service of the empire. The warrior to which a weapon belonged and the battle in which they fell can be identified with a DC 15 Knowledge (history) check.

The suit of armor was most recently worn by one of the empire's great war heroes: John Amas. John died of old age forty years ago after serving on the front lines of countless battles.

Treasure: The armor is a suit of +1 *adamantine full plate*. In addition to its typical properties, John's armor automatically fits itself to any Medium character. The weapons include 50 mundane weapons and 12 masterwork weapons of various types.

13. THE SHRINE

Here the granite walls of the vault are replaced with white marble, surrounding an alabaster statue of a young woman holding a jeweled bowl filled with red wine.

While the Confederate of Nations isn't a monotheistic entity, all of the founders worshipped the same deity: an ascended human and goddess of humanity and law, Maroen. Her divine tenets of justice, equality, and personal growth have been worked into the every law of the nation.

After her ascent, many items to which she was closely connected became artifacts. The most eagerly sought of these artifacts is the Deities' Chalice. This golden bowl was the last thing she drank and ate from before her ascension. The Chalice is the bowl held by the statue, which is recognizable as Maroen with a DC 10 Knowledge (religion) check. Any attempt to touch or take it summons the bowl's guardian in a flash of smoke and lightning.

DIVINE GUARDIAN TRAP

CR 7

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touching the Deities' Chalice; **Reset** none

Effect spell effect (*summon monster VI*, summons a lillend azata)

THE FAITH OF MAROEN

Though nearly every aspect her divinity has been argued over by dissidents, she unquestionably was a powerful miracle worker during her lifetime. For more details on her faith, see page 34.

14. THE TOMB OF GERALDINE CARVER (CR 8)

This tomb is the final resting place of the first empress of the Confederate of Nations, Geraldine Carver. She was mummified and interred here in a chamber covered in elaborate memorials detailing her great achievements. When the PCs enter, read or paraphrase the following:

Each wall of this huge hexagonal room contains an elaborate floor-to-ceiling mural of a powerful and proud woman, leading armies and a nation to greatness. The only furniture is a huge

stone sarcophagus standing at the room's center, emblazoned with her likeness: Geraldine Carver, the First Empress of the Confederate of Nations.

Slowly at first, the stone lid of the sarcophagus lifts itself, and is shifted aside by a single powerful arm. The woman who steps out is unquestionably Geraldine Carver, her skin shriveled and dried, and her eyes wrapped in layers of white bandages.

"Stop your quest," she rasps as she steps over the edge of her sarcophagus. In one hand she still carries the slab of stone like it were nothing. "It is pointless. Your fears that anything could threaten our world, let alone our nation—they are unfounded. We are unstoppable, save for one thing: the Seed. If the Seed is stolen from us, so too is our strength. Your very quest will destroy what you wish to save."

Geraldine Carver hears the Chronicler's messages, but feels them to be nothing more than doomsaying. She is completely convinced that, despite the weakness of Emperor Boam, the empire is strong enough to stand against any threat. She cannot be convinced otherwise.

Anyone who attempts to pass her or continues to push the subject is immediately attacked.

THE MUMMY OF GERALDINE CARVER CR 9 — 6,400 XP

Female mummy fighter 4

LN Medium undead (augmented human)

Init +2; **Senses** darkvision 60 ft.; **Perception** +13

Aura despair (30 ft., DC 17)

DEFENSE

AC 27, touch 12, flat-footed 25 (+2 Dex, +10 natural, +5 shield)

hp 100 (8d8 +4d10 +48)

Fort +8, **Ref** +5, **Will** +9; +1 vs. fear

DR 5/—; Immune undead traits

Weakness vulnerable to fire

OFFENSE

Spd 30 ft.

Melee Unbreakable Geraldine Carver +20/+15 (1d4+8) or Unbreakable Geraldine Carver +20 (1d4+8), slam +20 (1d8+4 plus mummy rot)

TACTICS

During Combat Geraldine Carver will rely on her high defenses and DR to weather attacks, even if surrounded. If anyone attacks her with fire, she will overrun nearby opponents to close with them.

Morale Geraldine Carver believes herself to be as unbeatable a combatant now as she was in life, and fights until destroyed.

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 8, **Wis** 16, **Cha** 18

Base Atk +10; **CMB** +17 (+19 for overrun) **CMD** 27 (29 vs. overrun)

Feats Fleet (2), Power Attack, Improved Overrun, Improved Shield Bash, Toughness, Weapon Focus (shield bash, slam), Missile Shield

Skills Perception +13, Intimidate +14

Languages Common

Gear Unbreakable Geraldine Carver (page @@), embedded into the top of her sarcophagus.

SPECIAL ABILITIES

Despair (Su): All creatures within a 30-foot radius that see Geraldine Carver must make a DC 17 Will save or be paralyzed by fear for 1d4 rounds. Any creature who makes this save, whether successful or not, cannot be affected again by Geraldine Carver's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot (Su): Curse and disease—slam; save Fort DC 17; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 21 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

Shield Sweep (Ex): As a standard action, Geraldine Carver can sweep her shield through up to three consecutive squares within her reach. She rolls a single attack and applies it to each creature within range; a successful hit deals shield bash damage and sends the targets flying 30 feet directly away from her. Characters who strike a solid object take damage as though falling and fall prone. Characters who don't strike something can land on their feet if they succeed on a DC 17 Reflex save or DC 15 Acrobatics check.

KNOWLEDGE ON GERALDINE CARVER

History DC 15: Geraldine Carver was one of the founding members of the Confederate of Nations. She advocated for both physical and spiritual strength. She was not only the first empress, but also the leader of its armies.

Local DC 20: Geraldine Carver had a fondness for building monuments, and as a result there are hundreds of them in and around Shonawing. Some people suspect that the monuments had some meaning beyond celebrating the greatness of the empire, but none have discovered what it might be.

History DC 25: Geraldine Carver was a devout follower of Maroen. Though a great deal of the goddess's teachings remain in legislature, Geraldine Carver pushed for worship of the goddess to be mandatory. Only Saul's insistence on allowing religious freedom stopped that from being made law.

15. GERALDINE CARVER'S MEMORIAL

A ship's figurehead is prominently displayed here, alongside dozens of broken oars, rusty anchors, and tricorn hats.

One of Geraldine Carver's greatest achievements was the conquest of the island nation Waihai. It is said that she stood upon the figurehead of her ship and blasted her opponents with fire and lightning, allowing her fleet to make landfall. That very figurehead is enshrined here, along with the very wands that Geraldine Carver used.

Treasure: The *wand of lightning bolt* has 3 charges, and the *wand of fireball* has 4 charges. In addition, the figurehead is an emboldening mermaid.

16. SECRET LANDING

Halfway down the secret passage through the vault is a large landing. Carved into the floor and ceiling are elaborate runes. Anyone who makes a DC 20 Spellcraft check will recognize that these runes are focusing runes that help channel a great deal of indistinct energy upwards. One character can stand in the circle at a time; any who stand within regenerate, healing 1d4 hit points each minute.

J. THIRD FLOOR

The third floor is much newer than the first two floors. Constructed nearly fifty years after the rest of the vault, and heavily modified since, it feels like a totally different structure. The walls and floors are made of hammered sheets of metal, and the ceiling, only seven feet overhead, is rough-cut stone. Unlike the floors above it, this floor is unlit.

All doors on this floor are secret doors; discovering any of them requires a DC 20 Perception check unless otherwise noted. All unlabeled rooms on this floor are empty.

J1. HALL OF INVENTION (CR 6)

Evenly spaced throughout the room are display pedestals, showing small items carefully mounted within glass cases. Behind the rows stands a six-foot-tall clockwork construction that resembles a man.

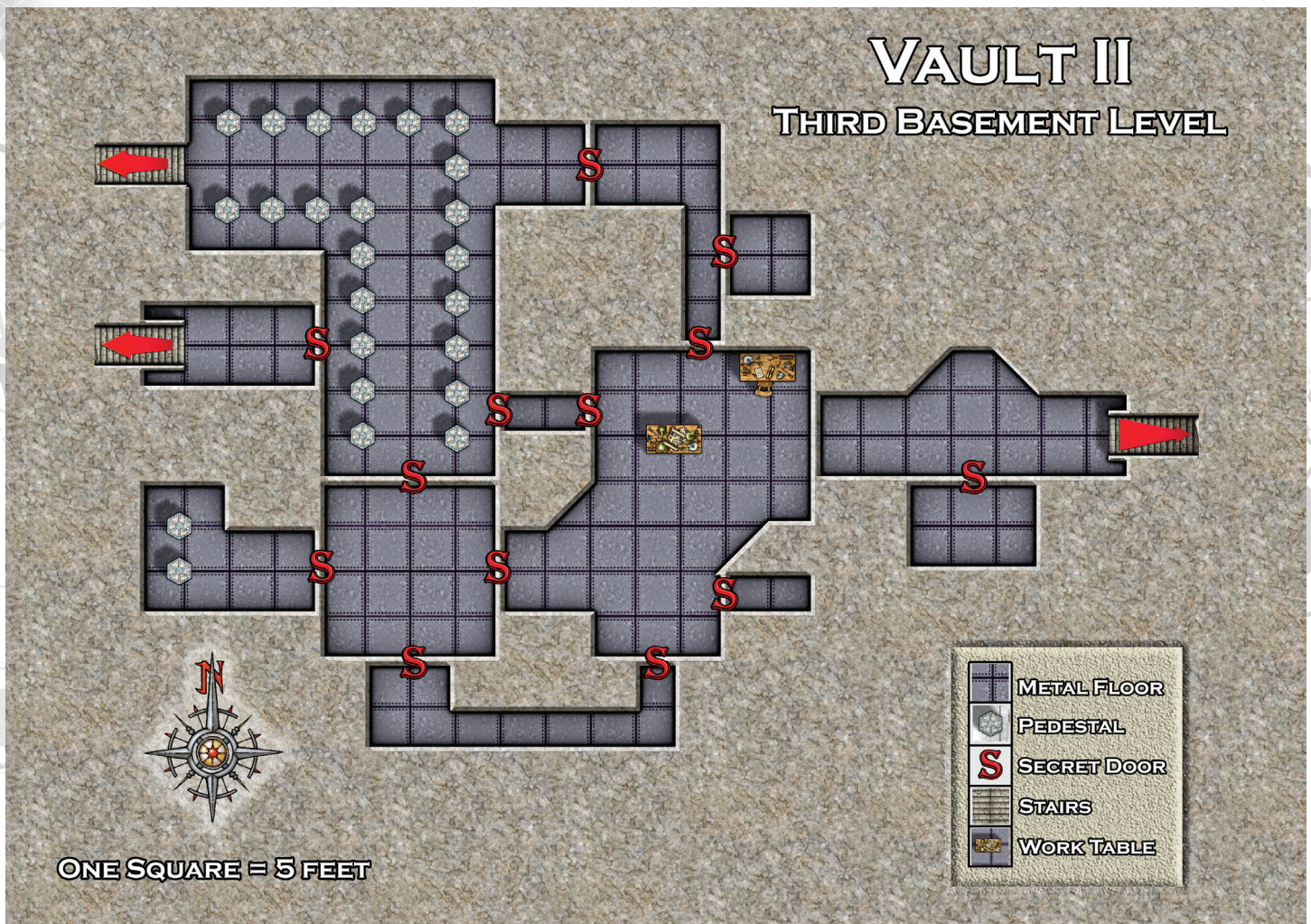
The items in the display cases are the originals of the greatest inventions discovered in the Confederate of Nations. They include the first composite longbow, blueprints for the first double-hulled ship, the original recipe for alchemist's fire, and detailed blueprints for the now-destroyed Capitol Building.

The mechanical man is a clockwork soldier. Having been built by William Issac III after his internment here in the vault, it doesn't fit into the decor of the room, but protects it all the same. When the PCs enter the room, it will observe them without the slightest movement, but it won't attack unless the party opens the door, touches it, or tries to take an item from its case.

CLOCKWORK SOLDIER CR 6 — 2,400 XP

hp 64 (*Pathfinder Roleplaying Game Bestiary 3*)

Treasure: An active search of the room reveals that while most of the items interred here aren't inherently valuable, one is: the first handheld firearm. Ben has tinkered with and upgraded it over the years, and it now functions as a +1 *pistol*.



Development: Anyone who succeeds on a DC 25 Perception check will discover a secret door leading to area J2.

J2. SECRET STAIR

This stair leads up near the entrance of the vault, through area H4 without having to pass through its other guardians and wards. Though the trap remains active, it doesn't trigger if characters are climbing up the stairwell.

J3. WILLIAM ISSAC III'S WORKSHOP (ER 9)

Fifty years after founding the empire, William Issac III was old and dying. He insisted on being interred here with the other founders of the Empire before actually passing away. In a stroke of mad genius, in his last days he transferred his mind into a clockwork construct so he could live forever. While he succeeded, he didn't manage to capture the spark that made him a brilliant inventor, and he hasn't been able to concentrate long enough to finish a project since.

When the PCs enter the room, read or paraphrase the following:

Fragmented clockwork constructions are piled on every available surface of this large workroom. Ranging from incomplete timepieces to large headless automatons, everything

is in a state of disarray. In the center of it all, a mechanical man scurries about, haphazardly moving pieces from one device to another.

"Who are you?" It demands, adjusting a pair of spectacles that have been welded to his nose. "What are you doing here, and why are you doing it?" He pauses. "Are you here for the Change? Because you can't come up with a better solution? How stagnant your minds must be. Go away and do some brainstorming, talk to me tomorrow."

Asking the construct who he is results in him replying "William Issac III, father of innovation. And also very busy, thank you very much". Alternately, he can be recognized with a DC 10 Knowledge (history) check.

Though he requests for the PCs to come back the next day, William Issac III instantly forgets them as he returns to his work. He will make similar requests, for ideas and prototypes that might solve their problem without the Seed of Change being moved.

If the PCs can hold his attention, he refuses to agree that the Seed is the only way, or even the best one, to save the world. He believes that given time—which he won't believe the empire doesn't have—someone will come up with a better solution.

No matter how many times the PCs present Ben with a possible solution, he will request additional research, more ideas, or elaborate prototypes, never actually allowing the party to pass.

WILLIAM ISSAC III

CR 9 — 6,400 XP

hp 102 (As clockwork mage [evocation], *Pathfinder Roleplaying Game Bestiary* 4)

SPECIAL ATTACKS

Innovation (Ex): William Issac III has regeneration 10 while within his workroom, as his body constantly absorbs the scrap projects around him, changing his form as it does. At the beginning of each round, roll 1d4 to determine his advantage for the round.

1: William Issac III's arms combine into one massive limb. He loses his slam attacks and gains one that does 2d12+12 damage instead.

2: Each of William Issac III's arms is replaced by firearm, whose attack does 1d6+1 damage with no misfire chance.

3: William Issac III pulls a huge scrap of metal into his body, increasing his natural armor by 10.

4: William Issac III grabs only tiny devices, which grant him no additional benefit.

Development: On the first round of combat, William Issac III will spend a standard action to activate two clockwork servants lying in the debris around him.

CLOCKWORK SERVANT (2)

CR 2 — 600 XP

hp 31 (*Pathfinder Roleplaying Game Bestiary* 3)

Treasure: Even incomplete, the clockwork constructions in the workshop might be worth tens of thousands of gold pieces, though collectively they weigh over ten thousand pounds. A DC 15 Appraise check can pick out the smallest and most complete devices: a pair of nearly complete clockwork spies (*Pathfinder Roleplaying Game Bestiary* 3). Completing the construction of either requires a successful DC 20 Craft (clockwork) check and an hour of work.

KNOWLEDGE ON WILLIAM ISSAC III

History DC 10: William Issac III was one of the original founders of the empire, and an icon of innovation. He ensured that the empire would always encourage up-and-coming innovators by establishing large funds and grants in many fields.

History DC 20: William Issac III's true fate is unknown to the public. Officially, he retired away from public eye, but rumors of defection or madness are popular. Less popular is a story that, out of the blue one day, he decided one day to be buried alive with his inventions.

Engineering DC 15: William Issac III was an innovative genius responsible for thousands of inventions, many of which are still used today. He also wrote countless scholarly papers, some of which are still not fully understood despite decades of study.

J4. THE DAWN OF THE ELECTRICAL AGE

The only item in this room is a small golden key, hanging from the ceiling by a single string of twine. Even when you look at it, every hair on your bodies begins to stand on end.

The *lightning key*, which hangs from the string here, was intended to be the literal key to a new age of the Confederate of Nations. By harnessing a lightning elemental to a metal key, it could provide magical and electrical power in whatever way it was needed. Unfortunately, while the elemental was bound to the key, it couldn't provide enough power for a long-enough time. The project was abandoned, and the key locked in the vault here.

Treasure: The key is the *lightning key* (page 25).

J5. LONG-DISTANCE COMMUNICATION

Two pedestals stand in this room; atop each sits a matching silver mirror.

Though they appear to be two distinct items, the two mirrors are halves of the very first set of *whispering mirrors* (page 25), the empire's first foray into reliable long-distance communication.

J6. THE FINAL DESCENT

These wide marble steps, leading deep into the vault, are covered in dust of long disuse.

Ten feet down the fifty-foot descent is a loose step, which causes a boulder to drop from the ceiling at the top of the stairwell. It will crash down the stairs and eventually come to rest in the doorway at the bottom.

CRASHING BOULDER TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger a step, ten feet down the stairs; **Reset** none
Effect Atk +15 melee (5d6); multiple targets (all targets in stairwell)

In addition to bowling down any characters on the stairs, when it hits the bottom of the stairs it will fit perfectly into the doorframe there. To pass, a DC 23 Strength check is required to move the boulder aside or destroy it (hardness 8, 150 hp).

J7. CONSTRUCTION HOLDOVER

Near the top of the final descent is a hidden door, which can be discovered by a DC 22 Perception check. Within are a collection of mundane excavation tools originally used to construct the very vault below.

Treasure: Amongst the pickaxes, shovels, and hammers is an elaborate scroll case worth 100 gp. Inside the case is a *scroll of transmute rock to mud*.

K. THE INNER VAULT

The lowest level of the vault is truly a vault. The walls are made of foot-thick lead-iron alloy, carefully engraved with tiny magical runes that block any sort of magical sight or even knowledge of the chamber. A PC who makes a DC 25 Spellcraft check can determine that the vault is intended to channel great amounts of energy upwards and outwards. The entire floor is brightly lit by a sourceless ambient light.

There are three final doors protecting the Change, each designed by one of the founders of the empire: Geraldine Carver, Saul Silver, and William Issac III.

K1. THE FIRST DOOR

The innermost sanctum of the vault is chilly and impersonal. Despite the obvious care put into its construction, every aspect of the cold, hard walls tells you that you aren't supposed to be here. Twenty feet in front of the base of the stairs is a massive lead door, blank except for a set of equally massive tumblers.

The first door was designed by Geraldine Carver, though after her death it was further secured by the eight-digit tumbler currently visible. The combination lock on the door can be deciphered with a DC 28 Disable Device check. A DC 20 Knowledge (history) check grants a +5 circumstance bonus to this check by providing a number of famous dates significant to the empire. Passing the Knowledge (history) check by 5 or more provides the exact combination: the date of Geraldine Carver's death.

With the correct code entered, the lock mechanism swings open to reveal two small indentations. The keys for this are Geraldine Carver's wands, interred in area I4. This lock can be tricked with a DC 25 Use Magic Device check. Even unlocked, though, the door weighs hundreds of pounds, and swinging it open requires a DC 26 Strength check.

Development: Upon opening the first door, award 2,400 XP to the PCs.

K2. THE SECOND DOOR

The second vault door is encircled by thousands of half-inch-thick iron rods, each tightly wedged into place to keep the door firmly closed.

The second door was designed by Saul Silver. It is held in place not by a typical lock, but by thousands of iron rods along its perimeter. Removing each pin manually takes eight hours (divided by the number of characters working), but allows the locking mechanism within to be revealed. Spells like *knock* reduce the time required by four minutes per caster level per casting (at the PCs' current level, each casting reduces it by roughly 30 minutes).

Inside is an eight-inch-tall keyhole. It isn't designed for a key, but for Saul's axe, from area H5. Alternately, it can be opened by succeeding on a DC 30 Disable Device check.

Development: Upon opening the second door, award 2,400 XP to the PCs.

K3. THE THIRD DOOR

The third vault door is covered with thousands of complex dials, levers, and switches. At the center of it all is a brass wheel.

The final door was designed by William Issac III, who wanted the Seed to never be removed from the vault. A DC 20 Intelligence check or a DC 28 Disable Device check over the course of an hour will reveal that none of the many dials and levers is connected to the door's locking mechanism. Only magic can open this door from this side. Encourage the PCs to be creative: for example, someone in gaseous form or a summoned elemental (such as from the lightning key) can squeeze through the gaps in the door and unlock it from the other side. Alternately, the knock spell will automatically open the door.

Development: Upon opening the third door, award 2,400 XP to the PCs.

K4. THE INNER VAULT

When the PCs open the door to the inner vault, read or paraphrase the following:

The energy in the room washes over you like a spring breeze, warm and refreshing. In the center of the room is a small pedestal, on which sits a fist-sized silver orb. Though it is not impressive to behold, you know instantly that it is the Seed of Change: the very life force of your world and the empire.

The excess energy within the vault is almost overwhelming. Upon entering, the party is immediately refreshed as if they had just rested. Afterwards, nothing happens until someone picks up the Seed.

IT WAS IN MY POCKET

The Seed of Change is a powerful magical artifact, which resists any attempt to remove it from the Material Plane. If anyone attempts to put the Seed into any sort of extraplanar space, like a handy haversack, the Seed suppresses the magic of the container for the duration, allowing it to be stored, though on the Material Plane. Removing the Seed from the container safely restores it.

When someone picks up the stone, the room shakes violently. Omega can sense that the Seed has fallen into the hands of someone other than Asa, and so it immediately fills the fallen angel with power, resurrecting him. He tears down into the vault, intent on catching the PCs, arriving after only 1d6 rounds. When he does, read or paraphrase the following:



Like a man possessed, Asa's chest heaves and his eyes glow with violet energy. He looks like he is coming apart at the seams and he nearly growls as he talks: "That is mine! You cannot have it!" As he staggers closer, you see the aura around him come up against an invisible barrier and begin to peel away. "This world was doomed long ago. Do not doom further worlds as well. If you give me the Seed now, your world will die so that others might live!"

Asa is delirious with the power of the Omega Force surging through him more intensely than ever before. And yet, the Omega Force has never been able to directly touch the Seed of Change. Within reach of the Seed, Asa is mortal, no matter how much power Omega pushes into him.

Asa understands this, and furthermore he knows he doesn't truly have a chance to win against the PCs this time. So he tries a different tactic: he tries to trick the party into simply handing him the Seed.

He will claim that Saitan is unstoppable, and that only by giving him the Seeds of other worlds can he save his own. By taking the Seed to use against Saitan, the PCs will doom both his world and theirs—and surely others as well.

While his argument holds truth, it is only half. Just as he knows he is mortal in the presence of the Seed, so too does he know Saitan is as well. Or at least as mortal as the titan could possibly be.

Anyone who succeeds on a DC 24 Sense Motive check will identify that Asa is twisting the truth. Asa's world is safe no matter what; only the world of the PCs hangs in the balance of these events.

ASA THE SEEKER

CR 10 — 9,600 XP

hp 136 (page 31)

During Combat Asa's Omega Force aura and Omega Resurrection are suppressed while he is within 50 feet of the Seed. During the first round of combat, Asa will attempt to sunder the Seed of Change with the Omega Blade. This will shatter the blade but leave the Seed unharmed.

Development: When Asa is defeated, all the energy from Omega is released in a planar ripple. It draws the PCs, and much of the vault, briefly into the Shadow Plane.

L. OMEGA'S SHADOW

When the PCs are pulled into the Shadow Plane, read or paraphrase the following:

All color has drained from your surroundings, and even from your own skin. In stark black and white around you, you can see vague shapes of interlocking shadows, circling slowly.

One of these shapes, a tall rectangle of black and grey, drifts toward you. It reaches out almost languidly toward you, an arm forming from nothing, stretching towards the Seed of Change in

your hands. Despite your desire to fight, or even to run, you are frozen in place. Even the dust in the air waits patiently for the eternity until a single finger reaches out and touches the Seed.

And then, as suddenly as it began, it stops. You are back in the vault, though it has been blackened by a great explosion. The Seed in your hands is intact...except for a smoldering black dot where it was touched.

Whichever PC is holding the Seed can tell that, whatever happened, the Seed has lost a great deal of power. The entity that touched the Seed was, in fact, Omega itself. As powerful as it is, it cannot destroy the Seed entirely, though it can disable the Seed for long enough for Saitan to arrive and devour its energies.

KNOWLEDGE ON WHAT HAPPENED

Planes DC 15: You were transported, briefly, to the Shadow Plane, where space and time flow differently and color doesn't exist.

Planes DC 20: Creatures of the Shadow Plane do not always follow the same rules as those on the Material Plane; the black rectangle was some sort of extremely powerful outsider.

Religion DC 20: The entity you saw in your vision had the same aura as Asa did. You suspect that it is whatever possessed him when you fought.

Arcana DC 15: The entity you saw was as opposite to the Seed as possible. Their touching seems to have shorted both of them out. Since it didn't outright destroy the Seed of Change, you suspect the damage only temporary. Though that could take days or even years you do not have.

CONCLUDING THE ADVENTURE

Once the PCs have the Seed and Asa has been defeated, the adventure is over. The defenses of the vault go dormant, the Entropy flee entirely, and Asa will not resurrect again without outside influence.

Returning to the surface is a somber affair. Despite the PCs' aid, the city has taken incalculable damage. Most critically, Emperor Boam and the leaders of the Forty Families were inside the Capitol Building when Asa struck. None survived, and their souls cannot be contacted so they might be resurrected.

Worse, the Seed of Change has been damaged by the touch of Omega. The Chronicler is at a loss. Her barely capable ship was again damaged by Asa's unexpected resurrection, trapping her here on Neyth for good. With the Seed damaged and Asa claiming that Saitan is already on her way, she doesn't know what can be done.

Major Marco DePompa refuses to abandon home. He asks if, perhaps, the Seed can be restored. Perhaps by Seeds on other worlds that the Chronicler has visited or will visit. The Chronicler has never considered having worlds join forces, or even bringing a Seed from one world to another, but if there's time to try something extreme, it is now.

Over the next few days, while the party recovers, the Chronicler partially dismantles the engine of her ship. What she produces is a square gateway, ten feet across, made of stone and metal and covered with runes and dials. She explains that it was originally an artifact known as a Nexus Gateway, and it holds the power to leap across the galaxy in an instant. Her people had long ago learned to harness its power in a limited way, using it to create faster-than-light engines for their ships. With the power of the Seed, it might be possible to reconnect to the long-forgotten network between distant stars.

Indeed, it is—though it is not the power of the Seed that makes such travel possible. In the last few years, the creators of the Nexus Gateways, the Gatekeepers, have rekindled the network, allowing for travel in a way that's been impossible for thousands of years. The Chronicler is able to quickly establish connections to many other worlds she knows of whose Seeds might be powerful enough to be of aid the PCs.

The adventures the PCs might have on these worlds are detailed in the first set of side quests for this adventure serial. Once the PCs are level 12, or should they simply wish to proceed to the next adventure, they should proceed to the Delta Adventure, Crisis of the World Eater: Devourer of a Thousand Worlds.

TREASURES OF THE CONFEDERATE OF NATIONS

The Confederate of Nations is the largest and most powerful empire on Neyth, and also one of the wealthiest. Ever since it was established, it has made a point of constructing great and powerful items for its constituents to rally around. Below are a number of such items that appear throughout this adventure.

SAUL'S AXE

Aura faint transmutation; **CL** 6th

Slot —; **Price** 10,308 gp; **Weight** 2 lbs.

DESCRIPTION

This long-hafted throwing axe has a head made of mithral, carved into which is an elaborate sunburst.

This +1 returning mithral throwing axe burns with Saul's long-burning hatred of the undead, and vampires in particular. Despite his access to more-powerful weaponry, Saul Silver used this weapon exclusively during his lifelong campaign against vampires of all kinds.

Whenever it damages a vampire, it burns deeply into the vampire's flesh. Saul's axe continues to do damage to the vampire each round until removed, which requires a DC 14 Strength check. As a swift action, the character who threw the axe can take to return it to their hand.

CONSTRUCTION

Requirements Craft Wondrous Arms and Armor, *disrupt undead, telekinesis*; **Cost** 5,308 gp

EMBOLDENING MERMAID

Aura moderate evocation; **CL** 3rd
Slot —; **Price** 6,000 gp; **Weight** 125 lbs.

DESCRIPTION

Carved from dark hardwood, this life-size mermaid figurehead depicts a beautiful yet ferocious woman pointing onwards as though leading a charge.

Designed to be mounted on a sailing vessel or warship, this large mermaid emboldens its vessel's crew, granting them a +1 morale bonus to attack and damage rolls for the first minute after they board another ship or are boarded by a hostile target. In addition, its magic reinforces the ship it is mounted to, increasing the ship's hardness by 5, and reducing the damage it takes while performing a ramming maneuver to only 1/4 of the damage it deals to the other ship.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*, ironwood; **Cost** 3,000 gp

LIGHTNING KEY

Aura faint evocation and conjuration; **CL** 3rd
Slot —; **Price** 8,400 gp; **Weight** —

DESCRIPTION

This small golden key has a large hoop on one end, on which is tied a simple loop of twine. Touching it makes skin tingle and hair stand on end.

The key is constantly charged with static electricity, and it can be swung as a one-handed simple melee weapon that does 2d6 electricity damage on a successful touch attack. Alternately, it can be bound to a metallic weapon to increase the damage that weapon does by 3 electricity damage.

Once per day as a standard action, the elemental bound to the key can be summoned forth (a small lightning elemental). For three rounds the elemental obeys the command of whoever holds the key, and then for three more rounds the elemental does whatever it likes (typically attacking whatever is nearest) before vanishing as it returns to the key. While the elemental is summoned, the key no longer does electricity damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *shocking grasp*, *summon monster II*; **Cost** 4,200 gp

UNBREAKABLE GERALDINE CARVER

Aura faint transmutation; **CL** 7th
Slot —; **Price** 7,680 gp; **Weight** 8 lbs.

DESCRIPTION

Taller and wider than a man, this shield's face is emblazoned with the image of Geraldine Carver at the height of the empire's power. In the image, she has her arms crossed over her chest, standing proud and tall.

This +1 *adamantine tower shield* was Geraldine Carver's in life. From behind it she led armies, directed sieges, and even stood toe-to-toe against assassins and beasts of terrible power. Unlike with normal tower shields, the bearer of the shield can see through Unbreakable Geraldine Carver entirely unobscured—and even cast spells through it, so long as they don't require line of effect.

After bearing the shield for 24 hours, your appearance takes the place of Geraldine Carver's on the shield. When you take cover behind the shield, onlookers more than 10 feet away must succeed on a DC 15 Sense Motive check or else not realize the presence of the shield and that you have taken cover behind it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *invisibility*; **Cost** 5,180 gp

WHISPERING MIRRORS

Aura faint transmutation; **CL** 3rd
Slot —; **Price** 8,000 gp; **Weight** 8 lbs

DESCRIPTION

These handheld mirrors are inlaid with amethysts around the mirrors' edges in a pattern that resembles a whirling maelstrom.

First created to coordinate troop movements throughout the Nations' Army, the whispering mirrors were ultimately abandoned in favor of more traditional long-distance communication magic. Upon activating a whispering mirror, its bearer can whisper a message to its surface. The bearer's reflection then disperses into a wisp of smoke and travels up to five miles to its partner mirror. Regardless of distance, this travel always takes exactly one minute. Whoever holds the other whispering mirror can then listen to the message, which is spoken aloud by the sender's reflection in the mirror. After ten minutes, or once the message has been relayed, the smoke instantly returns to its original mirror. A whispering mirror can be used any number of times per day, but not before the smoke has returned from the other mirror.

CONSTRUCTION

Requirements Craft Wondrous Item, *whispering wind*; **Cost** 4,000 gp

XORIC REPLICOR

Aura moderate transmutation; **CL** 7th
Slot —; **Price** 10,000 gp; **Weight** 4 lbs.

DESCRIPTION

Only a few inches long and wide, this flat plate is coated with a resin of some kind on one side, with a handle on the other.

When the Xoric Replicor is run over the surface of paper or parchment, it coats that page in a clear yet flexible resin. This increases the page's hardness by 5 and protects it from water and other minor environmental effects. The Xoric Replicor can coat up to 50 pages per day in this way.

Once per day, when the Xoric Replicor used to protect a magical scroll of 3rd level or less, the user can choose to bind the magic to the page as well. The first time that scroll would be cast in the next 24 hours, the scroll is not expended and can be cast again. A scroll can be protected by a Xoric Replicor any number of times, but no more than once per day.

CREATION

Requirements Craft Wondrous Item, Scribe Scroll, *mnemonic enhancer*; **cost** 5,000 gp

DEITIES' CHALICE, MINOR ARTIFACT

Aura moderate conjuration; **CL** 15th
Slot —; **Weight** 1 lb.

DESCRIPTION

This golden bowl is roughly beaten into shape, with a small stand at the bottom. It is warm to the touch, and smells faintly of incense at all times.

Any liquid poured into this chalice is immediately transformed into a rich, dark-red wine. This wine functions as holy water and is always safe to drink. Once per day, by asking Maroen for a blessing and drinking wine from the Deities' Chalice, the drinker gains the benefits of *lesser restoration*.

DESTRUCTION

The Deities' Chalice transforms into a simple wooden dish if submerged in unholy water for a year and a day.

OMEGA BLADE, MINOR ARTIFACT

Aura moderate evocation; **CL** 20th
Slot —; **Weight** 3 lbs.

DESCRIPTION

The blade of this huge sword doesn't look like it would be tangible—within the blue-black space that it should occupy, stars and galaxies slowly spin.

Forged by Saitan as a tool for his herald, this +6 longsword adjusts itself in the blink of an eye to the size of its wielder, transforming into a shortsword, longsword, or greatsword depending on the bearer's whim. On command, it can also shift its energy to phase into a number of different planes, becoming a +4 *ghost touch sword*, a +1 *brilliant energy sword*, or back to its "dormant" +6 longsword state.

DESTRUCTION

Requirements The Omega Blade is destroyed instantly if it is touched by a Seed of Change.

ENTROPY

Shrouded in a tattered grey shawl, this creature's black form is difficult to discern. The way it sways and floats just above the floor suggest that despite its somewhat bipedal form, the creature within doesn't resemble a man at all.

ENTROPY POD

CR 2 — 600 XP

LN Medium aberration (incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +3

Aura entropy (DC 13, 10 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex)

hp 19 (3d8+6)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities limited incorporeality

OFFENSE

Spd 30 ft., fly 10 ft. (good)

Melee 2 slams +3 (1d4+1)

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 9, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 14

Feats Power Attack, Skill Focus (Perception)

Skills Escape Artist +7, Intimidate +6, Knowledge (planes) +5, Perception +3

Languages none; telepathy 30 ft.

SQ compression

ECOLOGY

Environment Shadow Plane

Organization solitary, shoal (2–8), or squad (16–32)

Treasure half

SPECIAL ABILITIES

Aura of Entropy (Su): The manifestation of the Entropy makes every motion harder. All attacks within 10 feet of the aura take a –1 penalty, and all movement within that area requires twice as much movement. A character who succeeds on a DC 13 Will save as a swift action is immune to the effects of that Entropy pod's aura for 24 hours. A character who fails this save can make a new one as a free action at the end of their turn. The effects of multiple auras of entropy do not stack.

Limited Incorporeality (Ex): When Entropy presses itself into the material world, its forms aren't entirely solid. Entropy pods are in most ways considered incorporeal, but are not immune to nonmagical attacks. Instead, they take half damage from sources of nonmagical damage.

The Entropy isn't a race that is easy for mortal minds to comprehend. They don't have true physical forms, and they don't have the same needs or desires as mortal creatures do. Rarely do they act on the Material Plane, and when they do it is usually at times of great loss and destruction, when great chapters of history are coming to a close. When things are ending.

For that is truly what the Entropy are: a race whose only want is for things to end, and for those endings to persist for all time. They care little for how this happens; they seem equally content with ends caused by dramatic war or agonizing decay.

Lacking a physical form even on their home plane, the Entropy do not manifest or act in ways typical to outsiders. Rather, they shape the stuff of the Shadow Plane into whatever form they need.

When the need arises to act on another plane, the Entropy press these shadowforms into the very planar fabric between worlds, manifesting in any plane they desire with relative ease, bringing along any tools they need made from the same shadow.

These manifestations on other worlds are not indestructible, but their deaths mean little to the Entropy. To them, the destruction of a manifestation is akin to a light dispersing one's shadow. It does not harm them any more than it startles them, and they will reform as new Entropy pods in due time.

Yet, all this pushing of the Shadow Plane against the material weakens planar space, often dramatically. In places where the Entropy travel in great numbers, the walls between planes grow thin and easy to cross. After their visits, it sometimes becomes possible to even step between the Material Plane and Shadow Plane in the dark corners of these places, making the long-term effects of their visits exceptionally dangerous for the unprepared.

ECOLOGY

When the Entropy do manifest, they do so by guiding half-real shadow material from their home onto the new plane, coalescing it into a form of their choosing. They often appear as churning, cloud-like entities, neither entirely solid nor entirely incorporeal, which feel like cold and slightly sticky mist.

As clouds are inefficient for acting on any plane, the Entropy most often shape their manifestations into something that roughly resembles a bipedal creature. These "pods" often have an orb-shaped body with two long tentacle arms and seven shorter legs that trail behind almost like wisps of smoke. Others more closely resemble humanoids, but are no less supernaturally flexible than their counterparts. These pods are wrapped in swaths of web-like grey fabric that

clings to their cloud bodies like shawls or robes, giving even the most inhuman among them a less monstrous appearance. A typical Entropy pod is four to five feet tall, but weightless.

It is unclear what, if anything, the Entropy draw sustenance from. The most common theory is that they derive their energy from the still spaces of the universe, as befits their role as creatures of pure law. However, the fervor with which they act has led many to believe that they are instead guided, created, and sustained by some higher power.

HABITAT AND SOCIETY

While their actions on the Material Plane are typically limited to near-mindless destruction, in reality they are merely single-minded. Some manifestations of the Entropy—or, some argue, other similar species that we do not have the capacity to distinguish—are incredibly intelligent and powerful. They slip into material worlds and guide kings and sometimes even gods to terrific catastrophes in the name of their cause, guided by the abstract power known as Continuation. Only when all is still, never again to change, will they be satisfied.

The Entropy have few allies, even amongst outsiders who are focused on pure law or destruction. Angels and devils alike attempt to guide the Entropy toward aiding their own ends and destroying their opposite, while agathions and aeons strive constantly for their destruction. Demons and daemons prefer to avoid the Entropy's path, not because they are afraid of what the relatively weak entities might accomplish, but simply because their own goals differ so widely.

Inevitably, despite their relatively similar goal of an ordered universe, typically oppose the Entropy when they come into contact, seeing the means by which the Entropy go about fulfilling their ends as needlessly destructive and chaotic.

On the Material Plane, the Entropy are almost universally despised.

They tear down nearly everything that mortal races attempt to establish, and strike out against groups of every size and kind.

Rarely, conjurers will attempt to contact the Entropy, seeking to make use of their ability to weaken the planar fabric around them. While occasionally a summoner does get the better end of this deal,

Entropy's very presence often leads even the best-laid plan astray.

OTHER TYPES OF ENTROPY

While Entropy pods are the Entropy's most common manifestation, they are far from the only one. Below are some additional forms Entropy is known to regularly take.

Dark Hound (CR 3): These roughly wolf-like shapes have too many legs and two long sinuous tails. Unlike Entropy pods, which often exist in small squads of three or four, dark hounds often run in larger packs of ten or twenty.



Nightmare Spider (CR 5): These Large ten-legged creatures have no obvious torso—only a joining of many long limbs. They leave traces of shadowstuff behind them wherever they go, fusing objects together with a cement-like tar.

Colossus Pod (CR 16): These Colossal creatures are similar in appearance to Entropy pods, but enormous, with each of their tentacles able to stretch nearly a hundred feet out from the main body. When injured, colossus pods draw nearby creatures and objects into their wounds, using material essence to mend their semi-physical bodies.

MAJOR MARCO DEPOMPA

This man is tall, strongly built, and incredibly handsome with dark, flowing locks—even with the scars across both his eyes. While his right survived the ordeal intact, his left is covered by a heavy satin eyepatch.

MAJOR MARCO DEPOMPA CR 9 — 6,400 XP

Male human aristocrat 5 / paladin 6

LG Medium humanoid (human)

Init +0; **Senses** Perception +15

Aura courage (10 ft.)

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 92 (5d8+6d10+33)

Fort +10, **Ref** +5, **Will** +12

Immune disease, fear

OFFENSE

Spd 20 ft.

Melee +1 longsword +13/+8 (1d8+3/19–20)

Ranged mwk longbow +9/+4 (1d8+1/x3)

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

Special Attacks channel positive energy (DC 15, 3d6),

smite evil 2/day (+2 attack and AC, +6 damage)

Paladin Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect evil*

Paladin Spells Prepared (CL 3rd; concentration +5)

1st—*bless weapon, cure light wounds*

TACTICS

During Combat He typically directs forces from the sidelines, using his *wand of cure light wounds* to support his troops. When engaged in direct combat, Marco smites evil and then charges in to cover his allies, saving his lay on hands for an emergency.

Morale Marco begins a tactical retreat if reduced to 50 hp, and surrenders if reduced to 20 hp.

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +9; **CMB** +11; **CMD** 21

Feats Cleave, Great Fortitude, Iron Will, Lightning Reflexes, Toughness, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +16, Ride +9, Perception +15, Sense Motive +11

Languages Common

SQ aura, code of conduct, divine bond (weapon +1, 1/day), lay on hands (3d6, 5/day), mercies (fatigued, staggered)



Combat Gear *wand of cure light wounds*; **Other Gear** +1 longsword, +1 full plate, masterwork longbow with 40 arrows, *all-seeing eyepatch*, 200 gp

Marco has been in the Nations' Army for the majority of his forty-seven years, and has proven himself time and again. Ten years ago, for his many successes he was selected to lead a group into the Kray Wasteland in search of the worldwide psychic scream.

While the operatives under his command discovered the truth of the scream, they also unintentionally uncovered the conspiracy protecting it. He and his operatives were shipped off to remote "punishment" details across the empire in an attempt to stop them from talking.

But Marco would have none of it. He had always implicitly trusted the empire. He saw the corruption he had experienced as an example of people using the noble empire for their own ends, and not as representative of the empire itself.

He doubled his efforts, working his way up and out of what seemed to be an endless string of dead-end assignments. He banished evils where he was meant to guard their wards. He expanded borders where he was meant to oversee meaningless expanses of desert. He forged alliances with some of the empire's fiercest foes.

It was Emperor Boam himself who saw Marco's pattern of exemplary work and summoned him to Shonawing. With the ear of the utmost power in the empire, Marco began to unravel the conspiracies of the upper echelons of the Nations' Army. Over the past year, Marco and Emperor Boam worked together tirelessly to disassemble the very groups who sought to cover up their activities in the Kray Wasteland, rooting out corruption within the empire which had hidden it for so long.

Despite the personal loss they have caused him, Marco does not feel those who punished him were truly evil. In his years in the army as a paladin of Maroen, Marco has come to accept many things about human nature. He accepts that people will work toward what they think is best, though they may disagree on what that is. He accepts that the greatest evils are perpetrated when the few see themselves as more important than the many. And, most of all, he accepts that even those with the best intentions can make mistakes.

Marco was unaware, but the emperor had a deep and growing respect for him, and he intended to name Marco the General of the Nations' Army at this year's summit. Boam cleared the names of the operatives who had worked with him during the Psychic Scream Incident, and invited them to the summit to witness Marco's promotion and to hear his own public apology to them all.

Marco is a strong, handsome man who's aging quite gracefully. His dark hair is flecked with white, and his uniform is always pressed and polished. He is always polite, sometimes to a fault, though slightly less so to men than to women.

Despite his eyepatch, Marco isn't actually missing an eye. He took the scar during a mission, but got ahold of an enchanted eyepatch that allowed him to see, even in the dark or, in the rare case, through solid walls. Even once his eye was regenerated he kept the patch, which he wears nearly all the time.

ALL-SEEING EYEPATCH

School strong divination; **CL** 12th
Slot —; **Price** 30,000 gp; **Weight** —

DESCRIPTION

This heavy satin eyepatch is embroidered on the inside with a gold and silver eye.

The all-seeing eyepatch fits firmly over one eye, no matter how big or small the wearer is. It allows the wearer to see out of the covered eye, making them immune to the blinded condition. After 24 hours, it attunes itself to the wearer, granting them the ability to see invisible or glammered creatures in their true forms within 90 feet. It also grants them the ability to see through up to 30 feet of supernatural darkness. Finally, once per day for one minute, the wearer can see through up to 50 feet of solid matter, regardless of lighting conditions.

CREATION

Requirements Craft Wondrous Item, true seeing; cost 15,000 gp

ASA THE SEEKER

Ten feet tall and clad in silver armor, this angelic figure gives no appearance of being any sort of angel. Not only does he not have a face, only a blank faceplate, but his right arm is wrapped in a black and almost liquid malevolence.

ASA THE SEEKER

CR 10 — 9,600 XP

LE Large outsider (lawful, omega)

Init +6; **Senses** darkvision 60 ft.; Perception +21

Aura Omega Force (15 ft., DC 19)

DEFENSE

AC 24, touch 12, flat-footed 21 (+2 Dex, +1 dodge, +11 natural, -1 size)

hp 136 (13d10+65)

Fort +9, **Ref** +10, **Will** +13

Defensive Abilities omega resurrection

Weakness soulless

OFFENSE

Spd 30 ft., fly 60 ft. (perfect)

Melee Omega Blade +20/+15/+10 (2d6+7, 19–20/x2), 2 wings +10 (1d6+2)

Ranged 3 astral wing feathers +14 (6d6, range 120 ft.)

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

Special Attacks astral wings, omega blade

SPELL-LIKE ABILITIES

constant—*protection from arrows*



TACTICS

Morale Asa knows he is immortal, and always fights to the death.

STATISTICS

Str 14, **Dex** 15, **Con** 21, **Int** 13, **Wis** 20, **Cha** 16
Base Atk +13; **CMB** +18; **CMD** 30

Feats Combat Expertise, Critical Focus, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Skills Fly +26, Knowledge (astrology, planes) +17, Perception +21, Sense Motive +21, Stealth +17, Use Magic Device +19;
Racial Modifiers +8 Fly while in space
Languages telepathy 100 ft.
SQ interstellar flight
Gear Omega Blade

SPECIAL ABILITIES

Astral Wings (Ex): Made of pure force, Asa's wings can fire bursts of energy in a 120-foot cone, doing 3d6 damage (DC 14 Reflex for half). Alternatively, they can fire more-concentrated blasts of energy at up to three targets in a 120-foot cone as a ranged attack for 6d6 damage.

Interstellar Flight (Ex): While between worlds, Asa can reach incredible speeds. Travel between worlds in a system typically takes 1d6 hours; between star systems in a galaxy 1d6 weeks; and between galaxies 1d6 months. Travel to a location unknown or unfamiliar at the start of the journey takes twice as long.

Omega Blade (Su): As Saitan's current herald, Asa can call the Omega Blade to his hand from anywhere in the multiverse as a swift action.

Omega Force Aura (Ex): Asa radiates the power of the end of all things. Living creatures within 15 feet must make a DC 19 Will save each round or become fatigued. If already fatigued, the creature instead loses 2 charges of a daily ability or spell levels (or their one lowest-level spell). Any creature unable to lose daily charges or spell levels instead gains a temporary negative level that persists for 1 hour.

Omega Resurrection (Su): Rather than a soul, Asa's body is empowered by the Omega Force, which does not depart his body upon his death. Unless this ability is suppressed by the Seed of Change, when slain, Asa returns to life after 2d12 hours as though resurrected by true resurrection.

Soulless (Ex): Asa's life force is tied to the Omega Force. He is incapable of emotion, and he cannot receive any morale-based bonuses or penalties.

Centuries ago, Asa was a mortal. He lived upon the planet of Gruenweld, where he was an accomplished hero and warrior. Yet all that changed with the arrival of Saitan. The world began falling apart around him, and the greatest heroes of his world fell in battle against the titan.

So Asa took up his own arms and approached the titan. Yet he did not attack. He knew that hundreds more powerful than he had already fallen in this fight. Instead, he merely spoke. He offered his eternal, unwavering servitude in exchange for his world's life. He would travel the stars in search of other worlds for the titan, if only his own would be spared.

Intrigued, Saitan accepted the deal. He filled Asa with the Omega Force, burning away his soul in exchange for immortality and incredible power. What little morality Asa had, it burned away in

an instant. His noble intent vanished. He was left only with the same burning desire as that of Saitan himself: the want for the end of all things.

He betrayed his former self immediately, offering to Saitan the life force of the very planet he moments ago had desired to save. Saitan, however, upheld his deal: he would not destroy Gruenweld unless Asa ceased to serve him.

For the past several centuries, Asa has served Saitan well. He finds worlds with powerful Seeds for the titan to consume, and calls upon the titan to devour them. With every new world he visits, he grows more callous—and more careless. Rather than infiltrating the worlds he visits in seeking the Seeds, he begins an outright assault when he arrives.

When he is occasionally struck down in his duty, Saitan merely resurrects him upon her arrival. Lacking a soul, she can simply recreate Asa from the Omega Force on a whim. Each time she does, he comes to life larger, stronger, and more powerful: a more efficient servant.

Asa cannot even truly remember his original form, and recalls very little of his home world. He doesn't care for Gruenweld any longer, but he retains a faint memory of caring—just enough that he remembers who he is. Just enough to make those who strike him down hesitate when he tells them of the sacrifice he had to make. Just enough that he can use it as yet another weapon in his already powerful arsenal.

NON-VANCIAN WORK DAYS

Adventuring is a grueling, dangerous affair. Even so, adventurers make use of magic, luck, supernatural skills, and sheer fortitude to survive otherwise impossible odds.

On a perfectly average adventuring day, the PCs will face one or two encounters equal to their CR, four or five encounters two CRs lower, and sometimes one that's higher. As the day goes on, a party slowly uses up their resources: spells, abilities, magic items, and even hit points. When they start running low, they'll retreat to a safe place to rest and recover so they'll start the next day of adventuring refreshed and refilled.

Roughly speaking, this style of play is Vancian: styled after the works of Jack Vance. It assumes that characters (specifically spellcasters) can prepare a finite number of spells (or spell slots, or other abilities) and can call upon each preparation exactly once before it must be prepared again. Since characters have to rest eight hours to re-prepare these spells and other abilities, they're typically considered daily in nature.

While this functions reasonably well as a means of keeping your physics-defying wizards somewhat more in line with melee warriors, it's less good when it comes to letting players feel heroic for more than ten minutes into the day.

Changing how recovery works so that characters have non-daily allocations of their powers is, by extension, non-Vancian. Typically, this means that the characters have limitless uses of

their special abilities—or at least have limits that aren't based on preparing abilities once each day and then expending them as the day progresses.

The following optional rules give GMs and players ways to speed up their game by recovering much more quickly, whether by making magic recover faster or by simply allowing characters to recharge a few abilities without having to spend the whole day doing so.

THE BRIEF REST

A brief rest is a period of about ten minutes, which lets characters catch their breath, bind their wounds, and focus their minds, undertaking no action more strenuous than casual conversation.

After taking a brief rest, a character chooses one of the following benefits:

- Recover a number of uses of daily abilities equal to half their Hit Dice (rounded up)

- Recover a number of expended spells or spell slots whose total spell levels equal their caster level

- Recover a number of hit points equal to half their Hit Dice (rounded up) multiplied by their Constitution modifier

- Recover from the fatigued condition or reduce the exhausted condition to the fatigued condition (unless, of course, those conditions are caused by an ongoing effect like thirst or heat)

A character cannot gain the benefits from more than one brief rest per hour, and cannot benefit from more brief rests per day than they have Hit Dice.

HOW IT AFFECTS PLAY

If you're using the rules for brief rests, the PCs will almost always be in top form, at full hit points and using their most powerful abilities in nearly every fight. Characters can handle more challenging encounters more often than normal, increasing the party's effective level by one or two, depending on the types of characters in the party. Magical characters and those with many special abilities will find themselves with a greater advantage than more mundane characters.

HOW TO BALANCE IT

GMs, if you're using brief rests, you can keep the game roughly as challenging by making enemies slightly more powerful, without increasing the rewards for defeating them. The easiest way to do this is to apply the advanced template to all enemies, but to leave their XP values the same.

To prevent spellcasters from entirely overpowering non-spellcasters, you can also restrict each character's recovery of spells to only those of one level lower than the highest spell level that the character is able to cast. At 11th level and beyond, a character cannot recover the top two levels of spells they're able to cast in this way. So, during a brief rest, a 5th-level spellcaster could not recover their 3rd-level spells during a brief rest, even though they would recover enough spell levels to do so, but they could recover their spells of 1st or 2nd level.

Alternately, you could remove the limits on the number of brief rests a party can take per day, or per hour. In this variant, parties will likely always be at or above full strength, letting them reliably handle any number of encounters at their level or lower, or three or four encounters up to three levels higher than them.

RECHARGING MAGIC

Recharging magic allows spellcasters and other characters with supernatural abilities to recover them more often than daily. A character who's used their abilities can use them again in seconds or minutes rather than needing to wait until the next day. Rather than having a certain number of abilities available each day, a character must wait a number of rounds between using abilities.

Under these variant rules, when a character casts a prepared spell, they cannot use that spell slot again for a number of minutes equal to that spell's level. They also cannot cast another spell of the same level for a number of rounds equal to half the cast spell's level (rounded up). So, if a wizard casts the fireball spell they prepared earlier that day, they can cast fireball again after only three minutes, and they can cast another 3rd-level spell they prepared (even a second fireball, so long as they prepared it twice) in two rounds.

Characters with other limited-use abilities have faster recharge times as well. After a character uses an ability, it cannot be used again for a number of rounds equal to 10 minus the number of daily uses that the ability would have. For example, a paladin who could lay on hands 3 times per day could instead use it every 7 rounds; a bard who could use bardic music for 10 rounds per day could instead use it every round.

HOW IT AFFECTS PLAY

Recharging magic dramatically increases the PCs' power, increasing the level of the encounters they can easily handle by two or three, depending on the party makeup. After every encounter they'll always return to full resources nearly instantly, and encounters of their CR or lower will be extremely easy.

GMs, you'll need to be wary, though. Encounters with CRs that are four or more above the party's level typically make assumptions about party ability that even characters with recharging magic won't meet. Creatures in these encounters might inflict conditions that the party can't cure (like ability drain), have damage or spell resistance that the party can't bypass, or simply deal a great deal more damage overall.

HOW TO BALANCE IT

When using recharging magic, the line is thinner between an encounter that is easy and one that is overwhelming. The party is either at full power or dead. It results in a high-power, high-stakes, and fast-paced game.

GMs, to keep the challenge similar to before, you'll want to either double the number of creatures that the party encounters (if space permits), or double the number of hit points that each creature has and the number of actions it can take in a round. Either

approach would roughly increase the CR of each encounter by 2. Like with the brief rest rules, if you improve monsters in this way, don't increase the experience or treasure they grant.

If you wish to reduce the power of recharging magic somewhat, make it so spellcasters using recharging magic can only prepare half as many spell slots as they normally would, rounded down (minimum 1).

To allow fighters, and other characters without limited-use abilities, to keep up with spellcasters, you can give them similar benefits to monsters: double their maximum hit points and give them another standard action each round.

RECHARGING WARRIORS

No matter how you handle it, reducing the daily limits of special abilities will mean characters without limited powers begin to fall behind. While the alternate rules above for brief rests and recharging magic provide options to help warriors stay halfway competitive, they still lose out rather dramatically compared to their magical counterparts as they increase in level.

Rather than merely making such characters unplayable, GMs, you might consider offering them some enhanced and fantastic benefits of their own.

Hero Points (*Pathfinder Roleplaying Game: Advanced Players Guide*) are an excellent means for non-magical characters to do fantastic things. You can offer characters who normally have no limited abilities this powerful, versatile resource: 1 hero point plus 1 hero point per 5 Hit Dice. Then, by having 1 hero point recharge on a brief rest, or 1 hero point recharge per minute, these characters use their hero points roughly as often as magical characters recover their spells.

Enhanced Equipment will be very useful to equipment-heavy characters like fighters. You might simply make any gear that grants a numerical bonus give such characters a higher enhancement bonus than it would normally: +1 greater for brief rests, or +2 greater for recharging magic. This numerical increase isn't particularly glamorous, but you can also or instead grant these characters thematic bonuses, such as making all swords that a character picks up becoming flaming.

Faster XP Gain is a dramatic change back to older versions of the game, but no more so than giving spellcasters the ability to cast any spell at any time they'd like. If you move magical characters to the slow experience track or non-magical characters to the fast experience track—but not both—the most powerful characters will gain new abilities more slowly than their less powerful counterparts.

THE CONFEDERATE OF NATIONS

The Confederate of Nations is a bountiful empire, unlike any seen in Neyth before. Founded 239 years ago by the alliance of Shonawing, Vestar, and Naal, it exploded in size, power, and wealth for close to a century before reaching the size at which it remains today, hemmed in by the frosty Raccan to the north and the narrow strait of Xomoci to the south. With outward expansion halted, the empire focused on infrastructure and

internal growth to great success. In the past twenty years alone, the total population of the empire has nearly doubled, to the 58 million it is today.

Yet while life is good for citizens of the empire, nothing is perfect. The nation's rich have incomparably more sway in the governance of each nation, a fact which seems obvious to all but those same people and Emperor Boam. The Nations' Army allows all citizens to carry weapons of many sorts for protection against lawlessness and monsters, but it turns a blind eye to the great violence perpetrated by their own people as a result.

The leaders of the forty-one nations are collectively known as the Forty Families. Wahai is an archipelago of islands fifty miles off the western coast of the Confederate of Nations. Unlike most nations in the empire, it was conquered rather than subsumed, and remains under military occupation to this day. The natives, who live more in tune with nature, refuse to worship Maroen. Instead, they sacrifice to nature spirits, dominant among them Ohao, spirit of the volcano at the heart of their nation.

Shonawing, the heart of the empire and its northern peak, has become the center of administration and military force for the entire Confederate of Nations. The emperor lives within the Capitol Building, a palace that more resembles a modern estate than a stuffy castle. The Capital of Shonawing, which shares the nation's name, straddles the Thahumbe River, facilitating trade and travel for nearly a thousand miles south.

THE FAITH OF MAROEN

Two thousand years ago, a new prophet rose: Maroen, born from divine conception to an invalid mother; even as Maroen came into this world, her first divine act was to return her crippled mother from death's door.

Once she was old enough to travel, merely eight years old, she did. She claimed to channel the powers of all gods in equal measure—that no single deity was right or wrong, only aspects of greater divine sources beyond true mortal understanding.

Most established religions took great offense to her radical ideals. They fought against the concept that the gods they knew and from which they drew powers were no more than reflections of greater entities. They persecuted her, hunted her, and tried to have her shamed and assassinated. Yet despite her radical claims, her divine power was unquestionable. She healed the sick, provided for the poor, and even raised the dead. And never did she force her beliefs upon others, always stating that kindness and inner strength were the true way.

As her life continued, she became the center of a holy war. Some entire faiths, and smaller sects of others, agreed in whole or in part with her teachings. They rose to her defense against the churches of deities whose teachings opposed hers. But she was persecuted by members of faiths who valued personal gain or strict order, as they conflicted directly with her teachings of generosity and equality. Throughout it all, she maintained her calm, cool demeanor. She insisted that any way—so long as it guided toward the betterment and happiness of the people—was a good way.

Before she was thirty, she had gathered a large following that spanned a dozen small nations. Foremost among them were the Nine Apprentices, the leaders and shepherds of her growing faith. Yet one night she stunned the Nine when she declared that she would be dead before sunset the following day.

The events of the next day have been interpreted and retold in countless ways in the years since. Most say that one of her apprentices, Jacob, struck her down in the streets, though his motives remain a mystery even to this day. He is commonly vilified amongst Maroen's faithful, who see him as representing everything selfish and wrong in the world. More radical sects believe that she was alone with Jacob when her mortal form suddenly gave away like a cocoon, giving birth to her current deific form.

Regardless of how that day is interpreted, on the next she returned to the Nine as an angel. She told them not to give up faith, for she was still with them in spirit. In the years since, her followers have only continued to grow in number.

RELATIONSHIPS

Unsurprisingly, Maroen has good relationships with most deities, especially those with good and lawful alignments. She actively supports them and their agendas, and encourages her followers to do likewise. While she doesn't actively support evil deities, demon lords, or similar evil powers, she does accept them for what they are—much to the frustration of her allies that oppose them.

APPEARANCE

Maroen appears similar to how she did in life—as a plain woman in her early thirties, with olive-brown skin and shoulder-length black hair. Since her ascension, she also bears enormous white wings resembling those of a dove, a golden aura, and a large halo behind her that depicts scenes of the miracles she performed and prophecies she made during her life.

PROVIDENCE

Maroen shows her blessing by granting her followers halos of light, or by transforming their food and drink into more bountiful, richer fare. She tends to allow many minor digressions before invoking her wrath, but once her disfavor is warranted she delivers dramatic retribution. Those who suffer her wrath find themselves unable to slake their thirst or hunger, while the worst offenders are blasted to dust by pillars of fire and lightning.

THE CHURCH OF MAROEN

Maroen accepts any and all into her church, which often leads to disorganization, miscommunication, and disagreement among her faithful. The leaders of the church are kind, generous, and faithful people, but often must spend more time and energy organizing the faithful and their efforts than they do actively practicing.

Unusually, the Church of Maroen does not shun or forbid the worship of other deities, and even encourages prayers made to any and all deities or powers. However, a key factor in the worship must be that all deities, including Maroen herself, are but reflections of a higher power.

Hers is the national religion of the Confederate of Nations, but she is also worshipped to a greater or lesser extent in nearly every nation on Neyth.

CLERGY

Maroen's priests are almost entirely human, and all of her clerics are female. Male followers are allowed, but are relegated to non-clergy positions such as paladin or inquisitor. Commonly, the priests of a shrine subsist on donations from their own congregation, but as the faith has spread to include many wealthy patrons they have become able to encourage sizable donations outside of their own parishes, aiming to establish some level of equality throughout the Church.

For convenience, worship of Maroen is common at dawn, but lesser services are held at all hours of the day. Large masses and announcements are held immediately following the evening meal.

While Maroen's faithful are not forbidden from carrying arms or armor, her message of peace and understanding encourages faithful in active duties to wear plain robes and travel unarmed. When provoked into combat, they use magic to invoke the wrath of Maroen—and other gods besides.

TEMPLES AND SHRINES

Most temples of Maroen are spacious affairs, often with multiple floors and dozens of multipurpose rooms around a circular main worship hall. Depending on the needs of its congregation, Maroen's churches use these rooms as shelters for the homeless, hospitals for the sick, and donation centers for the poor.

HOLY TEXT

The Nine Scrolls are the holy texts of Maroen, each written by one of her Nine Apprentices. The original Nine Scrolls have long since been lost, replaced by a bound version entitled Maroen's Word, which features the writings of eight of the Nine Apprentices (seeing the writings of Jacob as heretical and blasphemous). Each scroll discusses the events of Maroen's life, interpreted differently in importance and meaning by each of her apprentices.

HOLIDAYS

Maroen's church has two holidays. On the winter equinox, the Church celebrates the Mass of the Dawn, which celebrates her birth. On the summer equinox, they celebrate the End of Life, which celebrates her mortal death and ascension to the divine.

Titles: The mother, the firstborn goddess, the prophet of all

Adjective: Maroite

Home: Heaven

Alignment: Lawful good

Portfolio: Humanity, women, equality, peace

Followers: Humans, layfolk, the poor

Domains: Community, Good, Protection, Strength

Subdomains: Freedom, honor, purity, resurrection

Favored Weapon: None—clerics of Maroen instead gain Diplomacy as a class skill.

Symbol: A golden circle inlaid by a simple halo

Sacred Animal: The lamb

Sacred Colors: White, gold

DEVOURER OF A THOUSAND WORLDS

A Pathfinder-compatible adventure for a party of four 12th-level characters.

ADVENTURE BACKGROUND

When the universe was young, the gods were alone within it—at least, as far as they understood, for they did not yet understand the four great powers that overshadowed even them. Amongst their first creations were the titans; the Thanadoic and Elysian were greatest in number, but there were others, more powerful yet vastly fewer. Among them were the astral titans, created to forge the stars and planets of the Material Plane. The astral titans labored for eons, and served in the war against the Thanadoic titans when they first rebelled. But when, in the fallout of the war, the titans were abandoned in favor of the growing mortal races, the astral titans rebelled as well.

Like the Thanadoic titans before them, the astral titans lost their war. Yet they weren't given the same mercy as their predecessors; for their betrayal, they were purged almost to the last in a great and wrathful genocide. There were few survivors, who found themselves crippled and barren, incapable of repopulating their race or fighting back any more.

One of these survivors was Saitan. As she grieved and raged for the loss of her entire race, one of the great powers sent to her a messenger: Omega, the greatest among the Entropy. Omega offered her salvation in revenge, an opportunity she seized. Retribution quickly consumed her thoughts, and she became Omega's greatest weapon on the Material Plane. Planet after planet she destroyed, for tens of thousands of years. She began to consider herself above the deities she strove to impress—she began to consider herself a fundamental truth of the universe.

She took a herald of her own, Asa the Seeker. He rode forth into the vastness of space, seeking out new planets to sate Saitan's thirst for revenge, and served as a surrogate child for her to care for and shape.

Her warpath left thousands of survivors—one of them the Chronicler—littered across the galaxy. Some would perish, and others would rebuild, but all spread word of her existence, her wrath, and her unbridled power. Except for the Chronicler.

Instead of teaching the universe to fear the Deliverer of Omega, she taught them to fight. Some worlds even managed to drive her away.



So Asa took up a vendetta against the Chronicler and, above the surface of Neyth, struck her with a meteor. With Neyth harboring a powerful Seed of Change, and one of her few enemies disabled upon its surface, Saitan began her slow yet inevitable approach, intent on devouring the Seed and smashing the planet to dust.

The Chronicler did her best to warn Neyth of the impending disaster, but what message she was able to broadcast did more to disorient and destroy than to gather and unite. Some few mortals did hear and heed her message, but it wasn't until the arrival of Asa that the populace of Neyth finally awoke to the reality of what was coming.

And so the Confederate of Nations, Neyth's most powerful empire, took up arms. They used the power of the Seed to banish Asa in the false hope that this would save them from Saitan. But the titan had long since begun on her way to Neyth, and Asa's death gave her only momentary pause.

As Saitan approached, Omega itself struck out at the Seed, scorching it and sapping its power. Yet even Omega could not fully destroy the artifact, allowing the heroes of the empire time to travel to distant worlds, seeking help from powers afar to restore the Seed before Saitan's arrival.

The Seed is restored, but still scorched. The heroes are outclassed, but not defeated. Saitan is here.

ADVENTURE SUMMARY

With the Seed of Change empowered by the energies of other worlds, the adventure begins with the arrival of Saitan's massive ship, the Final Moon, in the skies above Neyth. With Asa destroyed, however, Saitan holds her attack. She is unsure whether she has power enough to devour the Seed.

The Chronicler offers the PCs her ship, the Chariot, to travel up to the Final Moon, where they can confront Saitan. With the Seed of Change, she hopes the PCs can dissuade the titan's approach—or perhaps even defeat her for good.

The party takes to the skies, directly into the defenses of the Final Moon, forcing the party to defend the ship, and themselves, as best they can. And in the middle of the flight, several stowaways reveal themselves: members of the Onyx Cabal seeking to claim the glory for Saitan's defeat.

With Saitan not responding to the Chariot's communication, the PCs are left with little choice but to bring their message to her personally by boarding the Final Moon, a ship larger than their very world!

After the party navigates the planet-sized ship, Saitan scoffs at the idea that she might be defeated by mortals, even ones carrying a Seed of Change. Saitan snaps her fingers, resurrecting Asa to battle the party once more—but he is no more than a distraction. As they fight, Saitan gathers the power of the Omega Force and uses it to rip them apart, atom from atom.

Yet in the instant before their total obliteration, the party finds themselves in a surreal landscape. They have been drawn inside the Seed of Change itself, protected from the Omega Force by the great power Change.

Change meets the party personally, seeking to use them as its tools to fight back against Continuation's pawns. If it doesn't act now, Saitan's actions will in time bring about Continuation's ultimate victory: the universe will end and never again be reborn.

With this warning impressed in the party's minds, Change returns them to the Final Moon, imbued with incredible power. This power allows them to stand toe-to-toe with Saitan and bring the seemingly immortal titan to her end.

As they return to their home world, the power from Change leaves them. Without Saitan to power it, the Final Moon implodes and at once it is swarmed by the entire world's worth of Entropy. The sudden closeness of the Shadow Plane and the extreme power of the Moon's collapse causes space itself to warp as well, drawing in dozens of other planets, each with powerful Seeds of Change that Saitan had desired to consume.

Without intervention, the worlds will surely collide, destroying more than just Neyth!

PROGRESSION

The party begins this adventure at 12th level.

By the time the party first encounters Saitan, they should be 13th level.

When the party confronts Saitan for the second time, at the end of the adventure, they should be 14th level.

CONTINUING THE ADVENTURE

This adventure begins at 12th level, a full four levels above the party's expected level at the end of *Immortal Wrath of the Armageddon Angel*. Ideally, the party will have completed four or more side quests between then and now, restoring a measure of power to the damaged Seed of Change.

If they haven't completed enough side quests to reach 12th level, they may find this adventure difficult. To make up the difference, you'll want to give the PCs some opportunities to quickly gain the required levels. Here are some suggestions.

The Powers Collide: With the arrival of Saitan, the Seed of Change flares to life once more, imbuing the party with incredible power as it senses the approach of its counterpart, Omega. The party immediately ascends to 12th level, and their equipment increases in power accordingly. Each PC's equipment increases in value by about 75,000 gp, which is roughly equal in value to increasing the numerical bonus of any item by +2. This option is ideal if you wish to quickly proceed to this adventure.

The Invasion: With the heart of the Confederate of Nations crippled and recovering, the empire's enemies have taken notice. While the empire's largest opposition, the Onyx Cabal, won't be

fully felt until Crisis of the World Eater: Inheritor of the Entropy Heart, other factions will take action. Enemies likely to take action against the Confederate of Nations include the following.

The Xomoci Armada and their fleet of black ships begin raiding the empire's coast from their position on the empire's southern border.

The frozen lands of Raccan, north of the empire, are willing to throw their alliance with the empire out the window for a chance to reclaim long-lost land.

A squadron of ninja come flying over the western sea on the wings of rocs, their origins and motives a mystery.

The underground society of doppelgangers, who have long since lived in fear and oppression, take this opportunity to surge up throughout the empire.

Award the PCs with approximately 30,000 XP for each invasion the party preempt, until they reach 12th level.

CHAPTER 1: THE FINAL ECLIPSE

When the adventure begins, read or paraphrase the following:

In the span of a breath, the skies go dark. Where moments ago the sun had been floats a dark, ominous halo instead. In the sudden darkness, everything around you goes quiet, waiting. Twice you've been warned this day was coming, but no warning could have prepared you for the sheer scale of what you would face.

As your eyes adjust to the fresh darkness that surrounds you, you can hear the voice of the Chronicler calling to your minds, "The Deliverer has arrived—and so has the moment of truth. Steel yourselves, for if we do not strike quickly, you can be sure Saitan will!"

The Chronicler awaits the PCs on Memorial Hill in Shonawing, where she has landed her ship. Around her, soldiers, politicians, wizards, and scientists work feverishly to learn everything they can from her in the short time they have, while doing their best to run the empire besides. The sudden destruction of the Capitol Building and loss of Emperor Boam and the leaders of the Forty Families has plunged the Confederate of Nations into a chaos like the empire has never before seen.

The Chronicler and Major Marco DePompa are the calm in the center of this storm. While everyone around them is worried about the survival of the empire, the pair is concerned with bigger things: the fate of the world itself. Having met each other briefly in the Complex (during *A Warning Too Late*), the Chronicler singled Marco out from the crowd and appointed him spokesperson for the people of Neyth—a stand-in for the emperor, who has proven impossible to resurrect.

As the PCs arrive, the Chronicler is focused only on one thing: her ship, the Chariot. The ship resembles a silver disk, twenty feet in diameter, floating three feet above the ground. An elegant

silver ramp leads from the ship's upper lip to the ground, and on the top is a small dome, which unfolds like a flower to reveal a room that is far larger than the dome could possibly hold.

The Chronicler greets the PCs warmly. She considers every event that has unfolded so far to be a stroke of divine luck, perhaps even a gift from one of the gods of her dead world. Indeed, she sees the party as divine messengers, doubly so if they were the same ones who met her when she first reawakened in *A Warning Too Late*.

She isn't preparing the Chariot for her own escape, but for the PCs to fly up to the Final Moon to confront Saitan. It must be the PCs who confront the titan—and defeat her, if it comes to that—because the Chronicler, for all her knowledge, cannot activate the Seed of Change herself; only a living creature can. And without the Seed in the party's hands, the Chronicler knows the titan is both fearless and unstoppable.

So far the titan has refused to acknowledge any attempt to contact her from a distance, so the party will have to approach or board her ship to even speak to her. Confronting her here on the ground is possible, but would likely lead to much devastation that could be otherwise avoided.

The Chronicler warns the PCs that, despite appearances, the Chariot remains heavily damaged, as the highly advanced technology inside cannot be replaced or repaired as easily as the ship's hull. Still, everything within should be working well enough to manage the trip, and the ship even has a recently reinstalled life-support system capable of supporting the PCs.

The party will have some final moments to prepare as the Chronicler clears out the last of the workers and researchers from her ship and makes the final preparations. Major Marco DePompa will come to wish the party luck and offer them what help he can. Specifically, he offers each PC about 10,000 gp worth of whatever resources they need, as well as two bags of dust of instant repair, just in case. He won't be able to offer more, though—he knows the PCs are Neyth's best hope, but he can't put all his eggs in one basket. In case the PCs fail, he'll need to set aside the rest of the empire's remaining resources, so they can hold off the titan for long enough so as many people as possible can escape on the Ark.

With the final adjustments done, the Chronicler will bring the PCs aboard her ship. Here, she shows the PCs the control stations, which have been quickly rigged together from panels and wires extending from one huge chair. She will explain that she won't be coming with them, even to pilot the ship. Instead, she will be staying here to assist with the construction of an Ark—a ship that might save even a tiny fraction of the people of Neyth just in case Saitan bests the PCs.

DUST OF INSTANT REPAIR

Aura faint transmutation; **CL** 5th

Slot —; **Price** 1,000 gp; **Weight** 1 lb.

DESCRIPTION

This small velvet bag feels like it contains a tiny firm ball. Inside, however, is clearly a fine metallic dust.

A bag of dust of instant repair contains five pinches of dust. Applying one pinch of dust to a damaged object or construct creature immediately repairs 1d6 damage on it. Alternately, all five pinches can be applied at once, repairing 100 damage on an object or 25 damage on a construct.

CREATION

Requirements Craft Wondrous Item, Quicken Spell, *make whole*; Cost 500 gp

THE CHARIOT

The exterior of the Chariot is a silvery disk, twenty feet in diameter, almost entirely smooth except for a dome off to one side on the top, which unfolds like a lotus flower to allow entry, and a single small spike emerging from the bottom near the center.

Inside the ship, it is immediately obvious that its outside is far smaller than the interior. The cockpit of the ship alone is a circular chamber, thirty feet in diameter, with several smaller offshoots besides.

This spatial compression, and nearly every other system on the ship, is made from a blend of magic and super-science that has long since been lost. Over centuries of use, the ship's systems have been worn down and repaired as best the Chronicler can, but with the crash they are on their last legs. Its critical systems, including the engine and life support, should last long enough to get up to the Final Moon and back, but only barely.

The Chronicler will explain how to control the ship's critical systems and where each is housed, in case one of them fails mid-flight. As she explains this, she apologizes for the state of the controls. Dismantling them to rig up a physical interface turned out to be a more reliable, and faster, option than safely installing a proper neural interface on a new pilot.

Finally, she wishes the PCs luck and disembarks, leaving them alone to take the Chariot to the skies.

MORE THAN FOUR PCs?

This section assumes that the party has four PCs. For smaller groups, you can combine the shields and auxiliary systems into one role, as well as weapons and engines. For larger groups, instead of increasing the danger of ship combat, increase the frequency of the saboteurs' strikes to every two rounds, and increase the number of saboteurs by the number of PCs beyond four.

A. LOW ORBIT OF NEYTH

As the PCs enter the lower atmosphere, they begin to see dark motes descending from the Final Moon. These motes are millions of Entropy pods, and the closer the party gets to the Moon, the more entropy the party will attract, even before they reach the defenses of the Moon itself.

CONTROLLING THE CHARIOT

The Chariot is a Huge space vessel designed to be flown by four pilots, each of whom controls the entirety of one major system: the engines, the weapons, the shields, or the auxiliary systems. Each system's controls are integrated into a large, comfortable chair in the ship's cockpit.

Each control chair has three integrated display panels, described more in the next section. If one panel is damaged, the character using the controls takes a -2 circumstance penalty on all checks made using those controls. If two panels are damaged, the character must roll twice and take the lower check. If all three panels are damaged, the controls—and thus the system it controls—become inoperable.

The Chariot's hull has hardness 10 and can take a total of 300 damage before it fails and the force of movement tears it apart. In addition to the ship's maintenance drones (controlled by the auxiliary systems), the hull can be repaired by magic or by using some dust of instant repair. The hull of the ship is considered a single object for the purposes of make whole or similar effects.

The engines allow the Chariot to move. Each round, the character controlling the engines may move the ship up to 150 feet. If this movement would pass the ship through the square of another creature, the character may attempt to move through that space, requiring a Fly check (DC 20 + opponent's CR), or may ram the target, ending their movement adjacent to that space and dealing 2d8+10 damage to the target, while dealing half as much damage to the Chariot. Rather than moving the ship, they may take evasive maneuvers, increasing the ship's defense by 5, but imposing a -2 penalty on attack rolls for the rest of the round.

If the engines are disabled or unmanned, anyone rolling to control the ship's weapons or shields must roll twice and take the worse roll.

The weapons control the Chariot's plasma lance, the ship's only offensive system. Each round, the character controlling the weapons may make a ranged attack against any target within 1,000 feet of the ship with the plasma lance, using their base attack bonus plus their Intelligence or Wisdom modifier, that does 6d6 plasma damage on a hit. If the controlling character can make multiple attacks with any other weapon, they may do so using the plasma lance.

If the weapons are disabled or unmanned, the Chariot cannot attack.

The shields control a nearly impenetrable disc-shaped force field that protects the ship, though only from a single direction at once. Redirecting the shields is easy, but doing so quickly enough to protect the ship during combat requires a great deal of training and muscle memory, like using any shield does. Each round, the character manning the shields must make a Constitution or Strength check; the result of this check becomes the ship's AC against all attacks for the rest of the round. If the character is proficient with shields, they gain a +2 bonus on this check.

If the shields are disabled or unmanned, the Chariot has an AC of 10.

The auxiliary systems control most systems on the ship not already discussed, including automated hull repair and the life-support systems. Each round, the character controlling the auxiliary systems may direct the ship's repairs or cycle the air.

Direct the ship's repairs: By manually directing the ship's repairs, a character can repair damage done to the Chariot's hull equal to 2d8 plus their Charisma modifier in hit points, up to its maximum hit points. Without manual repairs, the ship repairs only 2 damage at the end of each round.

Cycle the air: As the life-support system is unstable at best, at the end of every third round the ship's air drops in quality by one step. Cycling the air improves its quality by one step. The air qualities are normal (no penalty), poor (all breathing characters are fatigued), thin (all breathing characters are exhausted), and unbreathable (all breathing characters must hold their breath or begin to suffocate).

If the auxiliary systems are disabled or unmanned, neither action can be taken.

THE CHARIOT'S CONSTRUCTION

The Chariot is a marvel of alien construction, the likes of which is rarely seen on worlds not yet capable of exploring the stars themselves. The walls and hull are a paper-thin carbon nanoweave (hardness 10, 30 hp), with six to eight inches of empty space for structure and wiring between most rooms. All ceilings are fifteen feet high, and all areas are brightly lit by electric lights running along the floor and ceiling.

The ship's walls are littered with displays and controls of all kinds; every 5-foot section of wall has one or more display panels on it. These glass panels (hardness 5, 2 hp, 1-ft. square) are especially vulnerable to electricity damage. If dealt 2 electricity damage in one round or otherwise broken, a panel erupts in a shower of sparks that does 1d6 electricity damage to all adjacent creatures and 5 damage to the Chariot itself.

A1. ENTROPY PROBE (CR 10)

Thousands, if not millions, of Entropy pods fall from the sky like black rain, blotting out what little light remains from the eclipse. As you rise up to meet the descending cloud, it swirls downward toward you in a vortex, aiming to knock you from the sky.

Entropy follows Saitan wherever she travels, effortlessly keeping pace with the Final Moon even when the ship jumps through space. As the titan descends onto the world to devour it, so too does Entropy.

As the PCs begin their ascent, the nearest concentration of Entropy will coalesce into over a dozen bird-like creatures around the Chariot and begin harassing it.

ENTROPY BAT (16)

CR 2 — 600 XP

Touch AC 13

hp 19

Ranged slam +6 (1d6+10)

Development: Four rounds after combat starts, the engines of the Chariot will cut out. This isn't because the stress of combat is too much for them, but because a pair of saboteurs, stowed away aboard the ship, have cut the power! For more details on the progression of the saboteurs, see (page 8).

Development: Eight rounds after the party begins combat, proceed to The Very Explosive Array. If the players say that they're stalling or moving away from the Moon, they can delay for up to 5 rounds, but their enemies are still descending toward them!

A2. THE VERY EXPLOSIVE ARRAY (CR 10)

You break away from the maelstrom, and can see the inky void of space ahead, punctuated by stars. For a moment, you are worried you somehow overshot Saitan's ship in the chaos, until the stars begin to move and you realize they are actually thousands of tiny triangular vessels.

Immediately beyond the stormcloud of Entropy is that sensory array surrounding the Final Moon: the Very Explosive Array. The array doesn't consist of mere sensors, however, but tens of thousands of low-yield warheads, each with a small collection of sensors and thrusters. Together, they function as a massively high-resolution and independently mobile telescope. The probes that make up the VEA also double as a first line of defense for the Final Moon—if they're damaged or stranded, they detonate.

VEA PROBE (4)

CR 6 — 2,400 XP

Touch AC 18

hp 20; hardness 5

Ranged welding laser +8 (4d6 laser)

Welding Laser (Ex): Though a VEA probe's welding laser does laser damage, it is specially designed to cut through hulls, so it ignores hardness of less than 30.

Self-Destruct (Ex): If damaged but not destroyed, or if there are hostile creatures but no other VEA probes within 100 feet, a VEA probe will self-destruct. The explosion does 12d6 force damage (Reflex DC 18 for half; a character manning the engines or the shields can make this save) to everything within 100 feet.

Development: Three rounds after all VEA probes are destroyed, proceed to Drawing Fire.

A3. DRAWING FIRE (CR 12)

Shrapnel surrounds you like a cloud, but you can finally see Saitan's ship, the Final Moon, clearly. Faint lines run along the surface of the massive structure, and from here you can tell they are not merely pencil-thin slivers of light, but gaping openings leading further inside. You realize this in part because from one opening emerges a pair of vessels, now heading toward you.

The moment the PCs came into contact with the VEA, Saitan knew they were coming, though she can only make assumptions as to their intent. The two security drones she sends out intend on disabling and capturing the PCs and the Chariot mostly intact so that she can investigate them after she deals with the planet below.

CAPTURE DRONE (2)

CR 10 — 9,600 XP

Touch AC 21

hp 120

Ranged long-range missile +10 (4d6 plus 4d6 fire)

Long-Range Missile (Ex): The missile deals a combination of bludgeoning and energy damage. As such, when it strikes an object (such as a ship's hull), subtract 1-1/2 times the object's hardness from the missile's total damage, rather than normal value.

SABOTAGE! (CR 13)

Before the party boarded the Chariot, the Chronicler allowed researchers from the Confederate of Nations aboard to learn what they could. Most who boarded did just that, but there were others with a more malicious intent: members of the Onyx Cabal, who hope to overtake the PCs, steal the Seed of Change, and take credit for ridding Neyth of Saitan. They used magic to stow away, and not long after the ship takes flight, they emerge, intent on disabling the ship and forcing the party to surrender.

Immediately after they emerge (four rounds after the PCs first enter combat), they disable the engines by cutting the power. After that, they use stealth and magic to move about the ship, disabling another system every third round afterwards. A disabled system is considered unmanned.

After sabotaging the engines, they move to the auxiliary systems in engineering, then the plasma lance, before hiding out alongside the shield generator to ambush the PCs. If nobody comes searching for them, they will emerge into the cockpit three rounds later and demand that the PCs surrender.

This lithe man has heavily tattooed skin, to the point where it's hard to tell that the blue is his natural skin color. His hair and eyes are jet black, and branded on his forehead is a golden symbol: a wide eye in the center of a circle.

ONYX SABOTEUR (2)

CR 11 — 9,600 XP

Tiefling investigator (empiricist) 12 (Pathfinder Reference Document)

CN Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 15, flat-footed 18 (+7 armor, +4 Dex, +1 dodge, +1 natural)

hp 81 (12d8+24)

Fort +7, **Ref** +12, **Will** +8; +4 vs. illusions

Defensive Abilities trap sense +3; Resist cold 5, electricity 5, fire 5; Immune magic missile, scorching ray, dispel magic

OFFENSE

Spd 30 ft.

Melee +1 short swords +13/+13/+7 (1d6+1, 19–20)

Special Attacks inspiration (10/day), studied combat +6, studied strike +5d6

Investigator Extracts Prepared (CL 12th; concentration +16)

4th—*freedom of movement, greater invisibility, spell immunity*

3rd—*cure serious wounds, haste, nondetection, tongues*

2nd—*aid, invisibility, detect thoughts, see invisibility, undetectable alignment*

1st—*disguise self, negate aroma, reduce person, shield, true strike*

Spell-Like Abilities

1/day—*darkness*

TACTICS

Before Combat Before hiding aboard the Chariot, the onyx saboteur drank *extracts of nondetection* and *spell immunity* (choosing magic missile, scorching ray, and dispel magic). Before emerging, they drink extracts of freedom of movement, invisibility, tongues, and negate aroma.

During Combat The onyx saboteur chooses one combatant and flanks them, using studied strike to try to cripple them as quickly as possible.

Morale If reduced to 30 hp, the onyx saboteur uses to shadow leap to move toward the cockpit, intent on smashing any unattended controls and then fighting to the death. If captured, they reveal only their current mission and the name of the cabal, even under magical compulsion. Any further details are suppressed by powerful magic.

Base Statistics Without spell immunity, the onyx saboteur has no immunities.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 18, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +13; **CMD** 22

Feats Agile Maneuvers, Dodge, Great Fortitude, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +19, Bluff +17, Disable Device +19, Disguise +15, Escape Artist +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +21 (+41 while invisible), Use Magic Device +19

Languages Abyssal, Common

SQ alchemy, ceaseless observation, investigator talent (combat inspiration, hidden agendas, inspired alertness, quick study, sapping offensive), keen recollection, shadow leap, swift alchemy, trapfinding +6

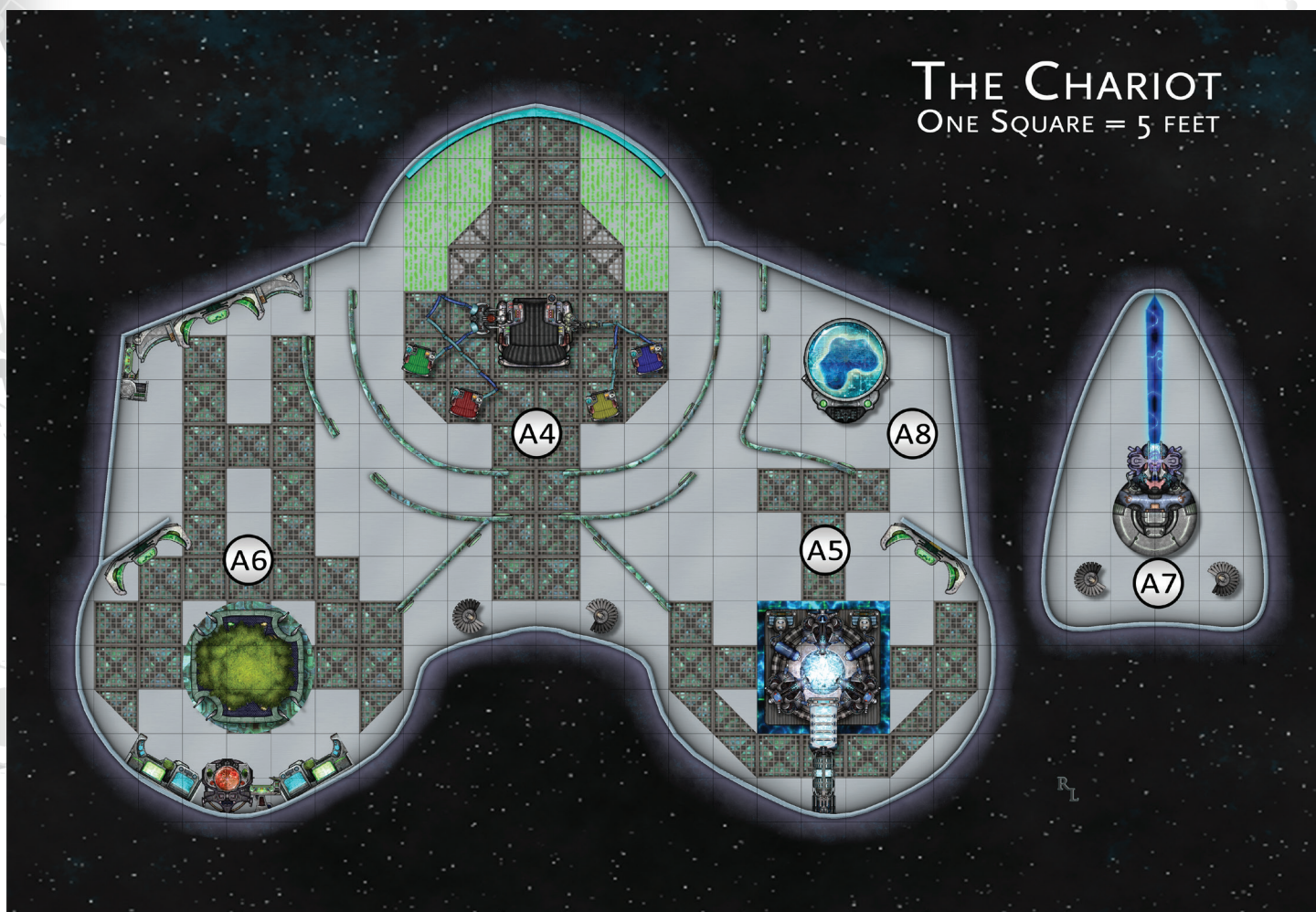
Gear +1 *short sword* (2), +3 *chain shirt*, masterwork thieves' tools, *belt of giant strength* +2, *amulet of natural armor* +1, 1,800 gp

SPECIAL ABILITIES

Shadow Leap (Su): Three times per day as a standard action, an onyx saboteur can leap through the Shadow Plane to any point within 100 feet, similar to dimension door though

THE CHARIOT

ONE SQUARE = 5 FEET



without provoking an attack of opportunity. Using shadow leap, the saboteur disappears and reappears in a cloud of black smoke that disperses at the end of the next round. These clouds provide complete concealment within both the starting and ending squares.

A4. THE COCKPIT

This wide room holds a huge prominent chair. Several human-sized chairs, dwarfed by their larger counterpart, have been added facing the front display, jury-rigged to panels of blinking lights.

Each chair is linked to the controls for one of the ship's systems, while the front display shows what is going on around the ship. The larger chair, normally the Chronicler's, has been halfway dismantled and connected to the others chairs in the cockpit.

A5. THE ENGINES

A gleaming silver device, roughly cylindrical in shape and large enough to fit a grown stallion, occupies the center of the room. Around it, seemingly unaffected by gravity, is a square obsidian ring, rotating slowly. Hundreds of cables, some as thick as your

arm, run from one end of the device into the walls, ceiling, and floor, while at the other end a glass sphere is filled with bubbling blue liquid.

The engine of the Chariot is wonder of technology. Not only does it provide power to the entirety of the ship, but it also allows the Chariot to move or rotate in any direction, even accelerating it beyond the speed of light all without affecting the momentum of anything inside.

Sabotage: A PC making a DC 20 Perception check will note that several cables running out of the engine have been disconnected. These cables carry power to the impulse engines, those which allow the ship to move at speeds lower than the speed of light. Anyone who passes the check by 5 or more recognizes that this disconnection is not an accident: these cables had been bolted into place, and the bolts are missing.

Undoing the sabotage requires two standard actions to reconnect the cable (a DC 30 Disable Device check reduces this to one standard action). Once the cables are reconnected, the engine shudders back to life.

Development: A character searching the room with a DC 25 Perception check discovers a fifty-foot length of rope carefully

hidden beneath the engine. A DC 20 Spellcraft check confirms it was recently used for rope trick.

A6. ENGINEERING

Two walls of this room are covered in hundreds of displays, buttons, and dials. In the center of it all is a hodge-podge of wires, tubing, and branches: a huge tree in an equally huge pot all wired directly into the ship's systems.

The panels in this room control the majority of the ship's auxiliary systems—everything other than the weapons, shields, and engine. The oak tree in the center is the makeshift, and very delicate, life-support system that was recently installed to make the ship habitable by the PCs. The enhanced tree is capable of producing enough breathable air, distributed through nearby vents, for over a dozen creatures.

This room's air is always clean and breathable, regardless of the air quality elsewhere on the ship.

Sabotage: A character who makes a DC 20 Perception check will discover that a heavy plastic sheet has been nailed in place covering each of the room's two main vents. Tearing free a sheet of plastic is a free action, but the two vents are 30 feet apart. A DC 15 Wisdom check recognizes the sheeting as the sort used elsewhere in the ship to wrap large bunches of cabling. While the system is sabotaged, attempting to cycle the air results only in a loud "foomp" noise.

A7. THE PLASMA LANCE

A huge mechanical arm descends from the ceiling of the room, supporting an equally huge needle-like spire of crystal and metal. The entire assembly thrums with power, and the tip of the needle pierces through the perfectly smooth floor of the room like it wasn't there.

The plasma lance, the Chariot's only real weapon, creates a beam of superheated plasma and channels it through the crystal spike. The spike exists only partially in the physical plane, and easily phases through the floor of the ship, allowing it to fire outside with incredible maneuverability.

Sabotage: The sabotage in this room is obvious—a large piece of debris has been jammed into the mechanism of the arm, preventing it from moving and thus aiming. Reaching the debris requires a DC 12 Climb check, and freeing it requires a DC 18 Strength check. If the character manning the weapons knows of this problem, they can grant a +4 circumstance bonus to the Strength check as a standard action by flexing the arm.

A8. THE FORCE SHIELDS

In the center of the room stands a translucent display. Along each side of the display are glass panels displaying gluts of information, which scrolls past almost too quickly to process.

The force shields are one of the few systems that the Chronicler didn't explain to the Confederate of Nations. As such, the saboteurs don't know how to disable them without destroying them—so they don't. Instead, they wait in hiding on either side of the door, just inside the room, for one of the PCs to come investigate.

LOSING IN SPACE COMBAT?

While it's assumed your party will at worst scrape by on the Chariot, there's every possibility that a few poor decisions or rolls could result in catastrophic failure.

This doesn't have to be the end of the campaign, however. Rather than simply leaving the PCs (and the Seed of Change) to be shot out into the vacuum of space, Saitan's collector drones will catch the party in a stasis beam, scooping up the Chariot and PCs into one of its collection bays relatively intact.

But don't let the PCs get away scot-free if their failure wasn't just due to bad luck! The vacuum of space, Entropy, or the scavenger drones may have grabbed valuable items from them, and even a brief stay in the crushing cold of the void is bound to leave physical or mental scars (in the form of 1d4 drain to each attribute).

With the boarders repelled and the local defenses neutralized, the party can attempt to contact Saitan. The titan, however, won't respond to being hailed. Neither will the Chronicler. Major Marco DePompa will, though—and if the party seems stuck, he will contact them himself. He can tell the PCs that, obviously, the communication systems are working, so if Saitan isn't responding, then the PCs will have to find her and meet face-to-face.

There are millions of miles of docking bays around the Final Moon, all virtually identical. No matter where the PCs enter, the results are the same, detailed in the Collection Bay (page 11).

CHAPTER 2: ABOARD THE FINAL MOON

The Final Moon is Saitan's first construction, an exercise in using her power in ways other than to destroy. In shape and design, the Final Moon resembles the moonships of astral titans at the height of their power. Yet, like Saitan herself, this moonship is far larger, grander, and more dangerous than her now-dead race.

The original moonships were a few thousand miles across with a shell of stone, hundreds of miles thick, making the craft easily mistaken for a small planet. On the inner surface of the shell, several dozens of titans would carefully craft entire continents to be transported by magic to the world below.

The Final Moon is instead an artificial-looking construction more than five thousand miles across. Even with its mostly hollow interior, the base's interior has been built out with millions of chambers and passageways, in turn surrounded by nearly as many docking bays and drone silos.

The resulting ship is, by design, impossible for a mortal creature to traverse on foot. Even Saitan herself doesn't merely walk from place to place. Instead, she travels from one section of the ship to another using a network of portals. As she is only living inhabitant, though, vast stretches of the station remain more or less abandoned.

IT'S NOT ABOUT COMBAT

The Final Moon is a desolate place, home to only one creature: Saitan herself. There are a few opportunities for combat within the Final Moon, but most of the experience available here is for the exploration of this vast vessel, which few creatures have so much as seen and lived to tell the tale, let alone explored.

If your party isn't interested in exploring, don't just throw them behind the experience curve. Instead, insert a CR 12 combat for each area the PCs choose not to explore in detail. While two security drones (page 11) fit the bill, fighting the same monsters on repeat can get dull quickly. Other possible encounters aboard the Final Moon include a juvenile vortex dragon (CR 12; Pathfinder Reference Document, Bestiary 4), an elder lightning elemental (CR 12; Pathfinder Reference Document, Bestiary 2) or two imentesh proteans (CR 10; Pathfinder Reference Document, Additional Monster Index).

B. THE FINAL MOON

The Final Moon is larger than most planets, and littered with millions of rooms of all sorts—given enough time, a room suitable for any purpose could be found aboard. Most of these rooms are entirely unused, as Saitan only uses a few dozen chambers with any regularity.

FEATURES OF THE FINAL MOON

The walls and floors of the Final Moon appear to be made of a dark metal, but are actually solid force (hardness 50, 1 hp per 5-ft. section) manifested by Saitan's will. Unlike metal, they are entirely nonconductive (and thus feel warm to the touch), non-magnetic, and cannot be affected by spells that would normally affect metal objects.

Low Gravity: Though massive in size, the Final Moon has incredibly little mass. Instead, its gravitational pull is created by the Omega Force. On the Final Moon, objects weigh half as much as normal, and creatures receive a +8 circumstance bonus on Acrobatics, Fly, and Climb checks.

Starlit: Despite the apparent solidity of the walls, starlight still pierces through them, illuminating the ship's interior. Unless otherwise noted, the ship is dimly lit.

High Oxygen: Though Saitan does not need to breathe, the Final Moon does have its own atmosphere, like the moonships of Saitan's people. This atmosphere is similar to that of the PCs' world, but much higher in oxygen. It won't harm living creatures, but prolonged exposure will lead to lightheadedness and euphoria. Whenever a breathing creature would become fatigued, they instead become giddy: each round, they have a 20% chance of taking no actions,

instead laughing uncontrollably. If a giddy character would become fatigued, or a breathing character would become exhausted, they instead become confused for 2d4 rounds as they become delirious from over-oxygenation.

The high-oxygen atmosphere also happens to be extremely flammable. Any effect that does fire damage has both its area and damage doubled.

BI. COLLECTION BAY (CR 10)

The Final Moon is encircled by thousands of miles of landing bays, allowing probes of all sorts to travel in and out of the Moon.

The chamber outside of the ship pushes the limits of what you might call a room—it is miles long and wide, though only some fifty feet tall. Metal latticework pillars are spaced every hundred feet in a regular pattern, each one mounted on one end with a small white light. Amid them are huge pitted stones and the skeletal hulls of ships that look eerily like the Chariot.

The Chariot can be piloted inside the Final Moon though the narrow space, but maneuvering around the debris requires constant attention from the pilot.

Within the Chariot here, the PCs are safe—the sensors in this room simply assume that the Chariot is another piece of space debris to be broken down eventually. Only when the PCs disembark do they draw attention as possible invaders. If the PCs disembark and do not descend one of the shafts, after one minute they draw the attention of a security drone.

SECURITY DRONE

CR 10 — 9,600 XP

hp 120 (page 31)

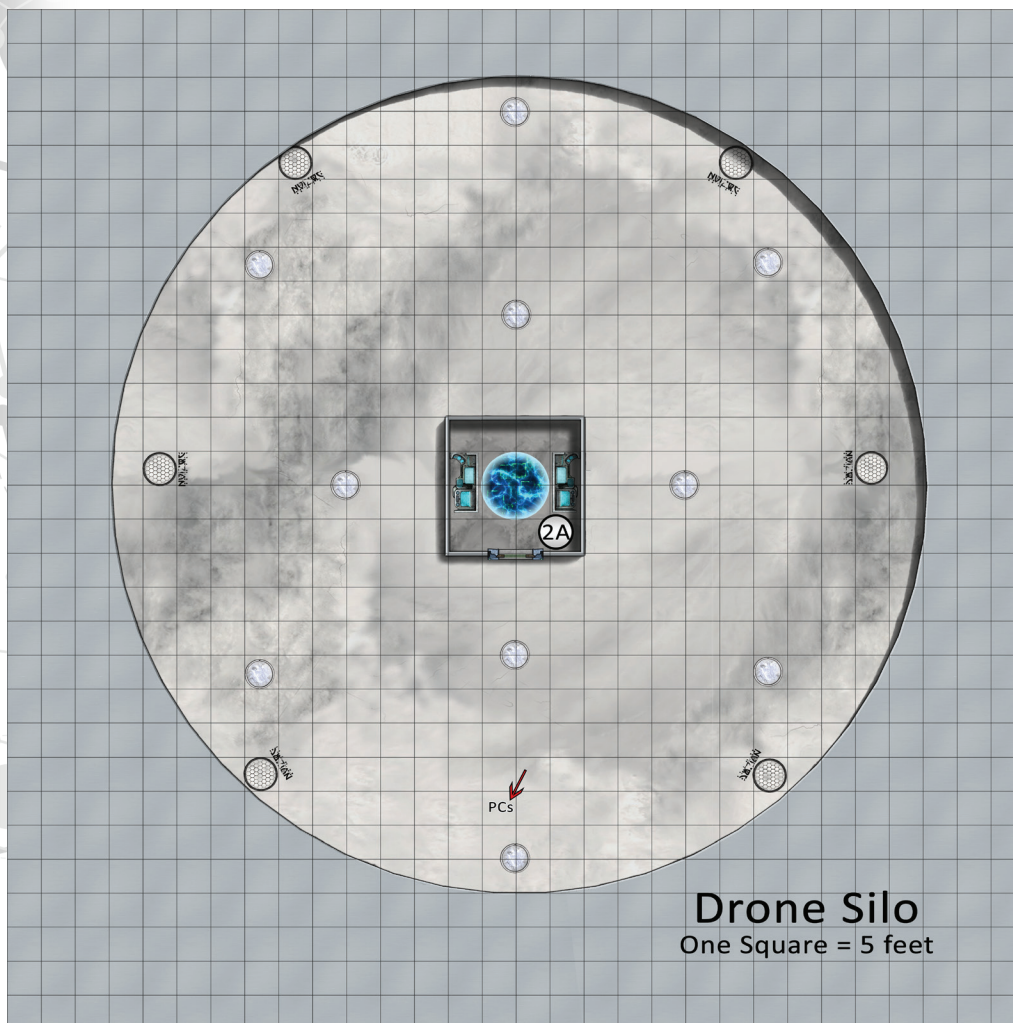
Once every mile, a long shaft—only thirty feet across and just barely too small for the Chariot—drops away into the ship's interior, toward one of the Final Moon's many drone silos a hundred feet below. There are no ladders, and the walls are smooth and require a DC 30 Climb check to navigate.

Treasure: The remains of the ships here are largely steel skeletons of varying shapes and sizes. There are thousands of them in all, slowly being picked apart by as many idle drones. A PC who succeeds on a DC 15 Perception check while searching the ruin of a ship for ten minutes or more can find valuable materials weighing 1d6 pounds and worth 4d20 gp. A PC who also succeeds on a DC 15 Disable Device check doubles the value of the materials they salvage.

B2. DRONE SILO (CR 12)

After dropping almost exactly a hundred feet, the shafts coming from the collection bay open only five feet off the floor of one of the Moon's many drone silos.

A nearly transparent platform cuts into this circular chamber, which is a little over a hundred feet across, built so tall that it vanishes above and below into a layer of cloud cover that cannot be less than a mile away. All around, the walls are



Drone Silo
One Square = 5 feet

There are millions of cubbies in each silo, each containing one of over a hundred different and highly specialized classes of drone. Unless they are needed, however, they remain dormant. If attacked, they respond appropriately, using either the statistics of a security drone (page 31) or an alchemical golem (Pathfinder Reference Document, Bestiary 2; fly 60 feet).

B2A. THE PLEXUS HUB

The building in the center of the drone silo is part of the transportation network stretching throughout the Final Moon, which allows Saitan and her drones to reach any place in the Moon nearly instantly. Every room in the Final Moon has a Plexus Hub exactly like this one—though elsewhere they don't dominate in the center of the room, but are rather left off to the side.

In the center of this mostly empty building, a pair of massive metal desks surround a circle made of blue glass. Motes of light rise from the circle to a matching circle on the ceiling, where they disappear.

covered with cave-like shelves on which huge alien devices rest: drones, some like those that attacked you before, others that are vastly different. In the center of the chamber stands a smaller building, speared through by a long silver rod.

The floor is nearly invisible, but a half-dozen large and clearly marked openings around the edges of the room allow passage of drones vertically through the chamber. Also clearly marked are the drone-cleansing stations—denoted by white and blue circles etched into the floor—which remove any and all loose dust and debris.

There are ten such stations in all. If the PCs proceed directly toward the structure in the center of the room, a random PC will stumble into a station without realizing their significance.

DRONE CLEANING STATION

CR 12

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger location; **Reset** automatic

Effect surrounds a 10-foot-radius area with a force field (as *forcecage*), then for 10 rounds all creatures within take 1 sonic damage and 1d6 acid damage; multiple targets (all targets in 10-foot cube)

While the drones can select their destination wirelessly, all Plexus Hubs throughout the Final Moon have manual controls around their perimeter. Though these systems are largely technological in nature, examining one with a DC 20 Spellcraft or Use Magic Device check can reveal its general purpose and component pieces.

To activate the Plexus, a character must make a DC 25 Disable Device or Use Magic Device check. Succeeding on this activates the Plexus, opening a link to its most recently linked location: the Museum of Dead Worlds. Passing the check by 5 or more allows the character to connect this Plexus hub to the Museum of Dead Worlds, the Astrolabe (page 14), the Incinerator (page 14), or the Biosphere (page 14). Passing the check by 10 or more allows the character to connect the Plexus hub to any listed location or any of the millions of empty rooms throughout the Final Moon.

Once the system is activated, the blue circle in the center of the room functions as a teleportation circle for 1 minute to the linked location.

Development: When the PCs activate the Plexus Hub, award them a bonus of 19,200 XP.

B3. MUSEUM OF DEAD WORLDS

Long, dusty hallways run out of sight in every direction. Every fifty feet or so, a pedestal interrupts the otherwise featureless hallway, holding a single item in a glass case roughly twenty feet tall.

While Saitan reviles mortals themselves, she occasionally discovers something of interest on their worlds. When she does, she takes it and stores it here. As such, most of the relics here are priceless, both because they are perfectly preserved remnants of otherwise lost worlds, and because Saitan chooses only the most incredible, ancient, or powerful items to add to her library.

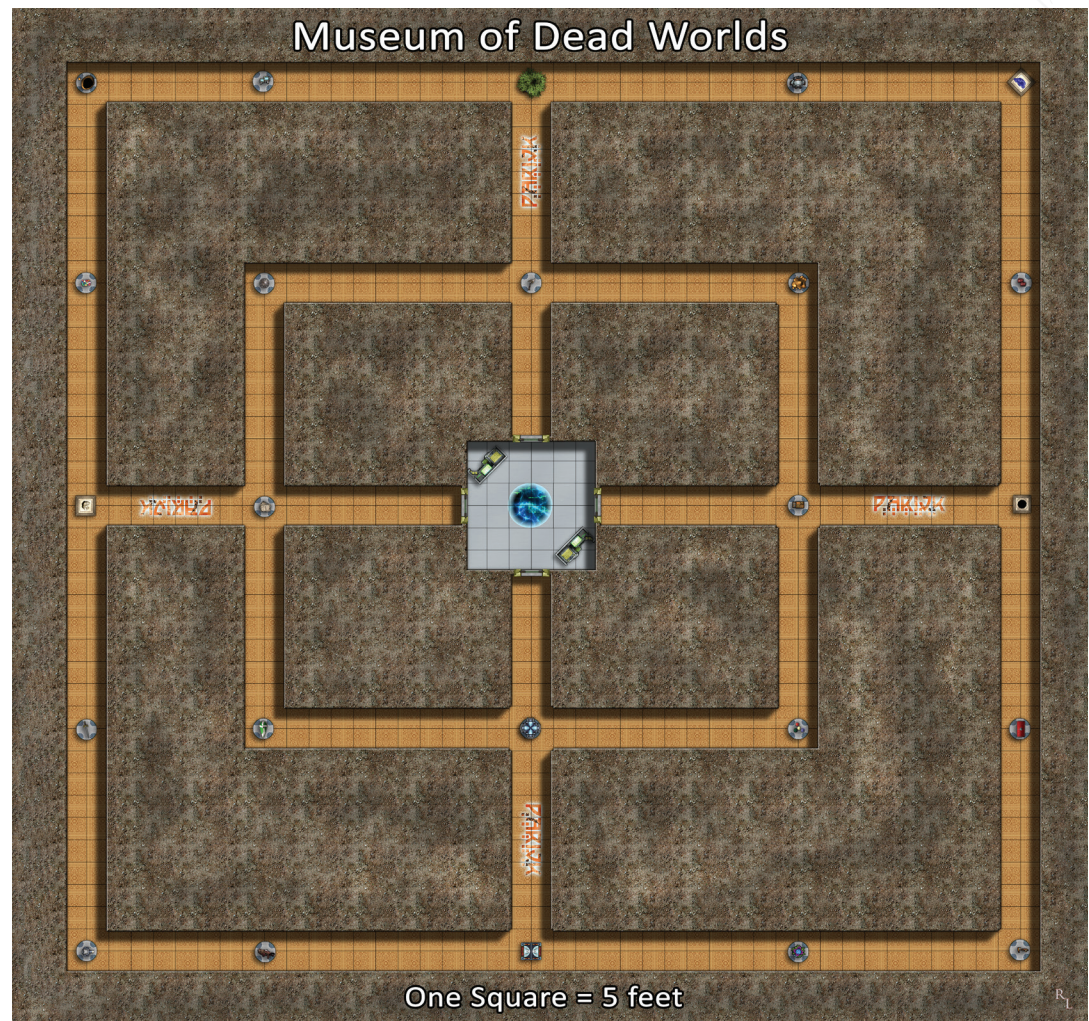
Despite their theoretical value, most of the items interred here are useless to the party. Many are bulky artistic works, such as statues or obelisks, that depict wholly alien races, often with vastly different physiology. Other pieces are designed for creatures no less strange: helmets for creatures with five eyes, gauntlets for creatures with two or seven fingers, or small handheld weapons that require the use of three hands at once. A smaller portion still may have once been useful to the party, but being surrounded by Entropy for thousands, or sometimes millions, of years has drained them of their power.

Treasure: For each hour the PCs spend searching the Museum of Dead Worlds, they find small, valuable items weighing only 2 pounds but worth $1d6 \times 100$ gp, as well as $1d3$ magic items. For each item, roll $1d10$ and refer to the appropriate table in the Pathfinder Reference Document (Ultimate Equipment). 1–2: greater medium weapon, 3: greater medium armor, 4–5: lesser medium ring, 6–9 greater medium wondrous item, 10: roll again, but use the lesser major table for the appropriate item (or greater medium ring), rerolling further results of 10.

The glass cases holding the items are impressive but fragile (hardness 1, 5 hp) and do not open.

Spending at least one hour searching the Museum of Dead Worlds is worth 19,200 XP.

Development: Breaking any case alerts the Final Moon's automated security system. After $2d4$ rounds, one security drone will arrive to investigate, plus another drone for each



case broken previously. No matter how many drones the PCs attract or defeat, award them XP for defeating no more than three.

SECURITY DRONE

CR 10 — 9,600 XP

hp 120 (page 31)

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to either Husks of a Galaxy or The Incinerator (page 14).

B4. HUSKS OF A GALAXY

Metallic stones, ranging from no larger than a grape to nearly twenty feet across, float listlessly about this room. Every one of them is cracked, scorched, and rough.

Like gravestones, these rocks are the nearly powerless husks of the Seeds of Change from worlds that Saitan has destroyed. Though their real power has been drained, they still refuse to obey the laws set by Saitan's Omega Force, and float here weightlessly.

Whatever character is carrying the Seed of Change knows immediately what these rocks are and that there are 1845 of them.

A character who makes a DC 20 Survival check will identify this room is rarely visited. The only times are when Saitan comes here to discard the husk of a new Seed of Change. If the PCs need to rest, they can do so here safely.

The room is roughly two miles long and wide, and two hundred feet tall.

Development: When the party discovers the husks of the Seeds, award them a bonus of 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to either the Astrolabe, the Drone Silo (page 11), or the Incinerator (page 14).

B5. ASTROLABE

Millions of spheres of light, most as large as a man's head, spin slowly all around the room, their collective shape resembling a bulbous disc. Some are blue or green, and strings of runes trail behind them; many more are yellow or red, but a disturbing number are an unnatural black. All are marked with the same rune, one which unsettles you to merely look upon. In the very center of the room, a single blinking white dot the size of a marble floats, around which the light show turns.

This room is an extremely detailed map of the galaxy, showing millions of stars and cataloguing what is known of them. Red stars are devoid of planets, yellow stars have planets without life, blue stars have mortal life but no Seeds of Change, and green stars—the fewest in number—are worlds with Seeds of Change, which typically have a great deal of advanced life upon them. The runes trailing these last two types of stars are words in the ancient language of the astral titans, unreadable by mortals without magic. Using magic reveals that these runes explain mundane details about the life-bearing planets of the associated star.

Black stars are stars that Saitan has visited—and destroyed. The rune is the same language as the others, but even without translation it almost telepathically conveys its meaning: an unnatural end. Counting reveals that there are 3057 of them.

The white dot marks the location of the Final Moon, almost directly overtop one of the map's few green stars. If characters use magic to read the runes marking this green light, they will recognize the proper name for their sun, Syderear, as well as Neyth. Beside their planet, it lists "primary occupants: humanoids, mostly harmless."

The lights, though showy, cannot be interacted with. Every 2d4 minutes, a small drone zips along the ceiling, delivering data it has recorded from the vast reaches of space. While they have hardness 20 and 50 hit points, these drones do not defend themselves. If attacked, they flee immediately.

Development: Upon identifying that the points of light represent stars and worlds, such as by magically reading the runes or by making a DC 30 Survival check, award the party 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Drone Silo (page 11).

B6. INCINERATOR

Above you, seemingly close enough to touch, is a sea of fire that engulfs everything, even swallowing the horizon in the far distance. The heat is painful, and the air smells of molten metal.

The incinerator, while it functions as a room, is actually the interior surface of the Final Moon. Thanks to the power of the Omega Force, the Moon functions like a Dyson sphere, holding within it a stolen star.

Lining the room are countless glassy panels that draw energy from the star, which is then used to charge drones, and nearly as many arrays of strange devices, which are used to keep the star's size, heat, and gravity at safe levels for the Final Moon and its inhabitants.

Despite these protections, any character in the incinerator takes 2d6 fire damage each round and must make a DC 18 Fortitude save or take an additional 2d6 nonlethal fire damage and become fatigued. Characters that fly above 200 feet pass through the protective shielding and begin taking an additional 100 damage each round (half fire, half force, no additional save) plus 10 damage for each increment of 5 feet closer to the star they fly.

Development: Upon viewing the star at the heart of the Final Moon, award the party 19,200 XP.

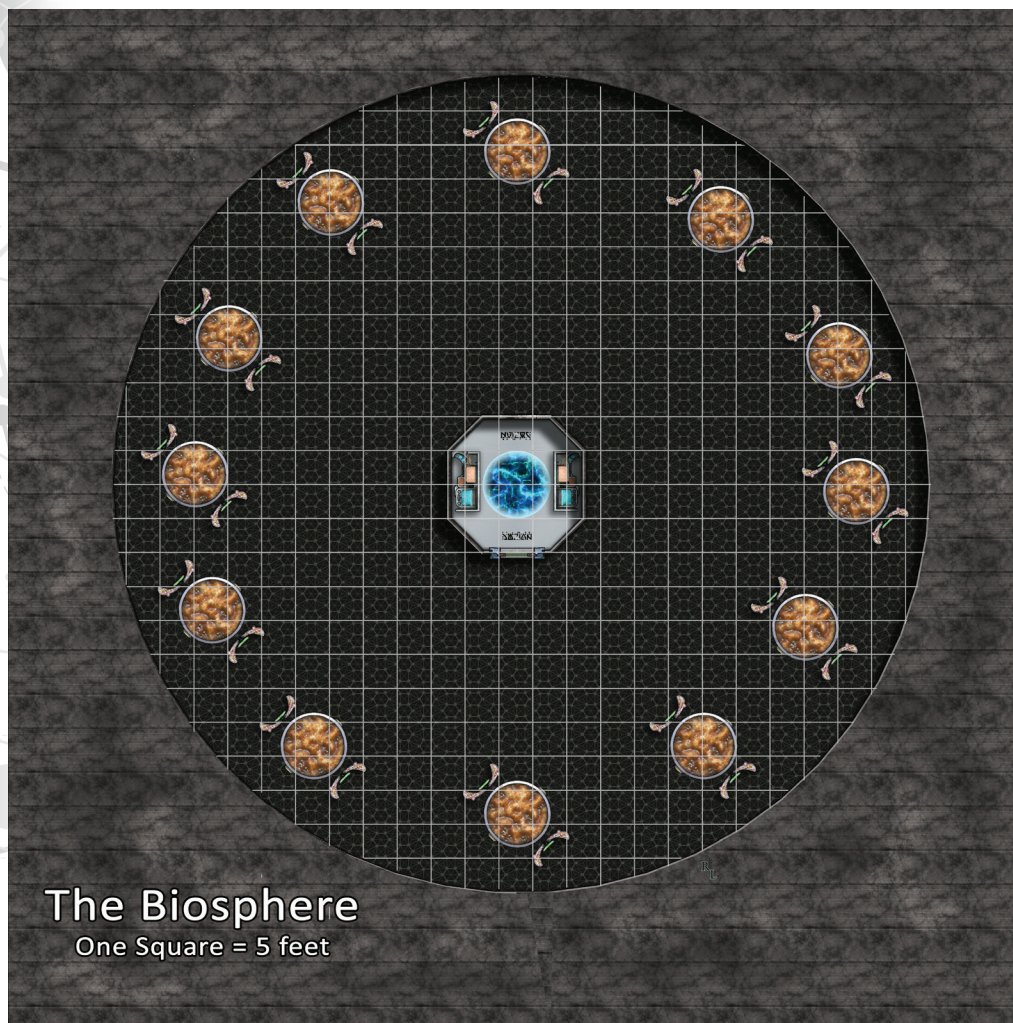
Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Drone Silo (page 11), the Museum of Dead Worlds (page 13), the Husks of a Galaxy (page 13), or the Biosphere.

B7. BIOSPHERE

Huge glass orbs emerge from the floor and ceiling of this room, each half-filled with murky fluids. Some of the orbs seem otherwise empty, but a disturbing number of them have halfway humanoid creatures floating inside them in varying states of dismemberment. Each one is surrounded by floating panels covered in scrolling strings of runes.

Despite being struck barren by the gods she rebelled against, Saitan has not entirely given up on her dreams of resurrecting her lost race. Here in the biosphere, she works toward that goal by means of advanced magic and science, aiming to finally create the children she cannot birth herself.

Saitan has had thousands of failed attempts, but draws closer to her goal with each passing day. Most recently, she has been striving to create a living mortal creature so she can more intimately understand the details of creating life. Her successes have been few and far between, but notable among them is the hulking Beast with No Name, a deformed humanoid she keeps around as much as a research subject as a reminder that she is growing closer to her goal.



The Biosphere

One Square = 5 feet

She cares for the wretch more like a favored pet than a child, but Beast with No Name views Saitan as a loving and caring mother—for his mind is as twisted as his body.

His face tiny and scrunched, this twisted humanoid has sickly green skin, four arms, and grotesquely bulging muscles.

BEAST WITH NO NAME CR 13 — 25,600 XP

Child of Saitan barbarian 12

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +1 deflection, +2 Dex, -2 rage, -1 size)

hp 155 (12d12+72); fast healing 1

Fort +16, **Ref** +8, **Will** +7

Defensive Abilities hard to kill, improved uncanny dodge, trap sense +4; DR 4/—

OFFENSE

Spd 50 ft.

Melee unarmed strike +19/+19/+19/+19/+14/+9 (1d6+10)

Ranged mwk dart +15/+15/+15/+15/+10/+5 (1d4+10)

Special Attacks greater rage (29 rounds/day), rage powers (increased damage reduction [2], intimidating glare, mighty swing, renewed vigor [3d8+6])

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

TACTICS

During Combat Beast with No Name charges into combat, using his four arms to fend off multiple opponents at once.

Morale Beast with No Name fights to the death—the first time he is “killed,” he uses his fast healing to slowly recover from the injuries and attack the party again.

Base Statistics without raging, Beast with No Name’s statistics are as follows

AC 19, touch 12, flat-footed 17; **hp** 119; **Fort** +13; **Melee** unarmed strike +16/+16/+16/+16/+11/+6 (1d6+7);

Ranged mwk dart (1d4+10); **Str** 21, **Con** 16; **CMB** +19; **CMD** 31

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +22; **CMD** 34

Feats Combat Reflexes, Double Slice, Improved Unarmed Strike, Multiweapon Fighting, Quick Draw

Skills Acrobatics +17, Intimidate

+15, Knowledge (genetic engineering) +12, Perception +16

Languages Astral Titan

SQ fast movement

Combat Gear *potions of cure serious wounds* (4); **Other Gear** 60 mwk darts, *amulet of mighty fists* +1, +2 *breastplate*, *cloak of resistance* +2, *ring of deflection* +1, *belt of incredible dexterity* +2

SPECIAL ABILITIES

Hard to Kill (Ex): Beast with No Name is incredibly durable. He won’t die until his hit points are reduced to -5 times his Constitution score (-80, normally).

SAITAN’S CHILDREN

While Beast with No Name is the only of Saitan’s children to be featured in this adventure, she’s been working to create creatures like him for millennia. There could be many other children upon the Final Moon, or even spread across the multiverse. A Child of Saitan has the following traits:

Large Monstrous Humanoid: Children of Saitan are similar to humanoids in many respects, but are much larger, with inhuman faces and too many limbs. They have a -1 size penalty to AC and to attacks, and a +1 size bonus to CMB and CMD. They occupy a 10-foot square space and have a 10-foot reach.

+4 Strength, +2 Constitution, +4 Wisdom, -2 Charisma: Children of Saitan are powerful mentally and physically, but their warped appearances and perception of the world around them make them hard to relate to.

Fast Speed: Children of Saitan have a base speed of 40 feet.

See in Darkness: Children of Saitan can see up to 60 feet in even supernatural darkness.

Fast Healing: Children of Saitan have fast healing 1.

Four Arms: Children of Saitan have four arms, which they can use to lift and manipulate objects and to attack. One of these arms is their primary arm; all others are secondary.

Languages: Children of Saitan begin play speaking only Astral Titan. Children of Saitan with high Intelligence scores can choose from any non-secret language.

Development: Realizing that the purpose of the biosphere is to create a new race of creatures is worth 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Throne Room.

88. THRONE ROOM

A huge circular window fills the distant wall of this chamber, which is no less than half a mile from side to side. Other than the window, the only feature is a massive throne, carved from a single amethyst over sixty feet high. Within the throne is a being even more massive, who draws herself up to her full height as you finish gathering your bearings. "Ah, the planet's last great hope is here. Good, I was worried I would have to scrape you from my floor without grinding you there myself."

Saitan is cool and confident, not at all afraid of the PCs or the Seed they carry. She believes that none of them have the capacity to activate the Seed, even if they were willing to burn themselves from the universe to try.

In truth, the Seed has not recovered sufficiently to make the reality-warping changes it normally could. A character attempting to trigger the Seed during this encounter can call upon its power, which requires both a DC 20 Will save and a DC 20 Fortitude save. If they pass both, they receive the effects equivalent to a wish. If they pass only one, they receive the effects of a limited wish but also take 2 permanent negative levels. If they fail both, they instead take 4 permanent negative levels and produce no effect.

Saitan will quietly observe the PCs and even answer questions posed to her regarding her race or history. Once she grows tired of them or they attack her, she snaps her fingers and resurrects Asa to battle them once more, this time with a thirst for vengeance.

SAITAN

CR 25 — 1,640,000 XP

hp 562 (page 28)

ASA THE SEEKER CR 10 — 9,600 XP

hp 136 (*Crisis of the World Eater: Immortal Wrath of the Armageddon Angel*)

Entropic Vortex Hazard: As combat begins, Entropy will begin flooding the throne room. Initially, this suffuses a dark mist of Entropy through everywhere outside of an 80-foot-radius column centered on Saitan. Every round, the column decreases in radius by 5 feet. The dark mist is impossible to see through, and anyone entering or touching it must make a DC 16 Fortitude save or immediately gain a temporary negative level.

Development: If the party tries to flee, they will discover the entire throne room to be covered by a dimensional anchor (CL 35th), and the Plexus deactivated.

Development: As the party battles Asa, Saitan prepares the Omega Force to rip them atom-from-atom through a mythic wish. After Asa is defeated, Saitan (page 28) will step in to finish the job. The PCs will likely not be able to stand against her at this time, even with the power of the Seed on their side. Even if they survive her wish, she will quickly defeat the party in single combat. But death does not await the PCs. Before the party is truly destroyed, a higher power than even the gods or Omega intervenes: Change.

CHAPTER 3: CHANGE

After, or shortly before, the party is defeated by Saitan, read or paraphrase the following:

You remember feeling the cold energy of Saitan's Omega Force washing over you, ripping you apart in ways you never even imagined. You had assumed that it was over, that you had lost. But rather than being greeted in the afterlife you were expecting, you and your allies instead find yourself standing together in a farmer's field. All around you smells of peat and grass, while above you the sky is a brilliant silver.

The party has been drawn into the Seed of Change itself, a strange metaphysical landscape that reflects every possible future, good or ill. Though many aspects of the landscapes within the Seed are familiar, it is overall a surreal location. The Infinite Fields of Growth, where the party has landed, appears to be no more than a typical farm—but instead of fruits and vegetables growing on the plants, there are tiny people.

Though the Seed of Change seems to be small, the space within it is infinite, as are many of the realms within. These infinite realms are each overseen by a Steward of Change, a powerful entity who creates and shapes the infinite possible futures that might be attained by mortals and their world.

Normally, the Stewards guide Neyth in relatively stable ways, with no regard toward either creation or destruction. With the damage Omega has done to the Seed, though, some of their guidance has grown more erratic, more dramatic, and often more destructive.

Even as Saitan threatens to destroy Neyth, anything and everything is possible, and even the mightiest of empires could be toppled or founded overnight.

THE INFINITE EXPANSES

Many of the locations within the Seed of Change are infinite expanses. Naturally, in whichever direction the party traverses, they'll never find an end.

Whenever the party moves through an infinite area, they will find themselves in a new portion of that area. It will be mostly the same as other visits there, but its creatures will be different and won't recognize them, and any ways in which party affected the area will be gone.

Each time the characters enter an infinite area, spend an hour traveling, or rest, roll a d10 to determine which sort of encounter they have: peaceful, uneventful, hazardous—or one with the Steward.

TRAVELING THE INFINITE EXPANSES

It is possible (expected, really) for the party to traverse and explore multiple of the infinite expanses within the Seed of Change. Doing so requires the party to be both willful and creative by succeeding at a DC 25 skill check. The type of check is unimportant (at first) so long as the character making the check can explain how the check might allow them to move between locations. Someone making a Perception check might see a subtle shimmer that represents a seam in the reality of the Seed, while someone making a Craft check might literally create a doorway between places.

With so much ground to cover within the Seed, PCs might choose to split up. But they'll have a hard time of it. The Seed recognizes them all as outsiders, and the terrain will twist, change, and even break the laws of physics to keep the outsiders together, especially because that's what Change wants.

This doesn't mean someone can't wander off. But if they do, they'll discover that no matter how far they try to run, they always run right back into the rest of their party, even if they'd jumped into a different infinite expanse.

For full details and restrictions on how to travel about the infinite expanses, read the Seeds of Change chapter (page 27).

CI. THE INFINITE FIELDS OF GROWTH

The Fields of Growth, an infinite expanse tended by the Body Farmer, represent gentle, gradual changes in people over time. Outwardly, the landscape resembles carefully tended fields of all sorts, but instead of fruits or vegetables growing on the plants that flourish here, each plant grows many miniature copies of a single person. Each copy represents a near-future version of that individual; the larger and healthier the copy, the more the person represented is already choosing that future. If a copy is picked, the plant immediately withers to dust, cementing the chosen future at the cost of all others. Once re-planted, the cycle begins anew.

When the PCs first arrive in the Seed of Change, they begin in the Fields of Growth.

Peaceful (1): The party comes across an enormous tree. High up in its branches hang many copies of one of the PCs! Unlike with most plants in the Fields of Growth, the party is unable to affect the tree at all. Characters who examine themselves in detail can identify three versions of themselves that are particularly vibrant: one who is dead, one who is covered in soot, and one who is wearing a resplendent crown.

Peaceful (2–6): The party comes to a group of figures carefully pruning leaves from a cluster of large bushes on which tiny people grow. If the party catches their attention, they will all turn to face the PCs, revealing themselves to be scarecrows with uncarved pumpkins for heads. Despite this, they are friendly and have no trouble conversing with the party. They can explain to the PCs the purpose of the Fields of Growth, but they cannot grasp the idea of leaving. Instead, they suggest the party seek out the Steward, who should be able to help.

If attacked, the scarecrows will not defend themselves.

Uneventful (7–9): The party wanders into a recently tilled field that smells of dirt and fresh rain. Small plants grow in neat lines, and flowers are already beginning to blossom. Examining the plants reveals each flower has a person's face.

Steward (10): The Steward of Change in the Fields of Growth is the Body Farmer. This thirty-foot-tall scarecrow creature moves about in perfect silence, with several full-size humans dangling from its belt and a half-dozen more in the basket on its back. It has no face, or even a head, only a massive straw hat that covers the post that is its neck.

When the PCs first encounter it, the Body Farmer will amble toward them carefully, ignoring any attacks the party might launch, and pick up one character to examine. After a few moments of poking and prodding, it will place them back on their feet, and in a rustling whisper claim, "Good seed, yes. Lots of potential, unless the bugs get to you. Change is in your future, if you can find it. The pathways here are oblique; one must try one's hardest to traverse them, for they cannot be merely walked. You are young and fresh—I sense that you can do it."

With that, the Body Farmer reaches into his sleeve, breaks off a long stick from its arm, and hands it to one of the PCs. This stick functions as a *staff of the woodlands*, and so long as it is within the Fields of Growth, it allows the bearer to cast heroes' feast once a day without expending any charges.

Should the PCs encounter the Body Farmer again, it will approach them and answer any questions similarly to its initial advice, but not much further—it will encourage the party to work things out for themselves.

C2. THE LENS OF CHANGE

There is no gravity in this hundred-foot-wide bubble-like space, with only darkness outside the nearly invisible walls. In the center, a five-foot-wide multifaceted crystal reflects light around it with brilliant intensity. Through it, every sort of scene imaginable flickers briefly, and vanishes seemingly on a whim.

Though the walls of this chamber appear to be made of a paper-thin layer of soap film, they are flexible and durable enough to survive simple contact and even attacks. A single attack of any kind that does 30 damage or more causes the entire chamber to shatter, dumping everything in it into the Fields of Growth.

Characters who look into the huge crystal, the Lens of Change, can catch glimpses of the present state of Neyth as well as the other realms of the Seed, which change from one to another entirely at random. When someone looking into the lens focuses on a scene, the scene remains for as long as the observer focuses on it. Once their attention drifts, the images will once again begin to change.

Anyone who spends more than a few minutes looking through the lens will realize that while the surreal landscapes within the Seed remain active, the rest of the world appears to be frozen in time.

C3. THE IMPOSSIBLE GRINDER (CR 15)

In the center of this huge octagonal chamber, the floor and ceiling curve away from you gently, then dramatically, to make way for a pillar of dark energy at the very center. Along the entire vertical height of the pillar, millions of shards churn in and out, drawing anything that might touch them into the vortex and tearing it apart. Every few seconds, a fragment of something recognizable surfaces amongst the vortex, only to vanish just as quickly.

The Impossible Grinder is where, within the Seed of Change, the least probable changes are destroyed, removing them from possibility. Normally, the Stewards of Change use the Impossible Grinder to dispose of undesirable worlds, but with the touch of Omega, the Impossible Grinder now destroys worlds of all sorts indiscriminately, pulling them from all of the infinite realms without rhyme or reason.

Entropy is doing everything it can to accelerate the grinder, spinning around it in a churning maelstrom of shadowstuff. When the PCs first enter this room, Entropy pods begin breaking away from the vortex to engage the PCs.

The octagonal chamber in which the Impossible Grinder resides is 120 feet across.

ENTROPY POD (16)

CR 2 — 600 XP

hp 19 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

Impossible Grinder Hazard: The narrow pillar in the center of the room is the Impossible Grinder, a churning vortex capable of devouring entire possible realities. Thirty feet away from the center of the room, the floor begins to slope downwards, spilling into the vortex. Twenty feet away from the center, the ground is too angled to stand easily, and characters must make a DC 15 Acrobatics check to avoid tumbling down into the vortex. Ten feet away, the DC increases to 20. Five feet away, the ground is so sheer it can only be climbed, requiring a DC 25 Climb check. Falling into the bottomless vortex is exceptionally dangerous; every round, it does 10d6 slashing damage that bypasses all forms of hardness and damage reduction.

Entropy Vortex Hazard: Entropy whorls around the Impossible Grinder, drawing everything toward the center of the room—and into the vortex itself. Every round, the Entropy Vortex makes a single CMB check against everything in the room with a +10 modifier and a +1 bonus for each Entropy pod not yet defeated.

C4. THE INFINITE CLIFFS OF SHAPE

The Cliffs of Shape are an infinite expanse, watched over by Escher, that represents bold and dramatic changes of all kinds. They appear as bottomless rifts running along cliffs and spires made of limestone and obsidian. Yet the cliffs are unnaturally square and frequently interrupted by hundred-foot-tall canvases where the stone has formed into elaborate dioramas depicting momentous events.

The cliffs zig and zag, creating a maze-like series of walkways rarely more than twenty feet wide throughout the Cliffs of Shape and off into infinity. Climbing one of the hundred-foot-tall cliffs requires a DC 15 Climb check, and PCs who fall are invariably caught on the cliff below. Should a PC somehow fall into the bottomless rifts, they will fall for several minutes before landing on a cliff above the party, taking 20d6 falling damage.

Uneventful (1–3): A thunderous crack sends a sheet of stone cascading from a distant cliff. The sound leaves your ears ringing, and once the distant dust clears, the cliff reveals a scene of the party battling with Saitan in the throne room of the Final Moon.

Hazardous, CR 12 (4–6): The ground beneath the party suddenly gives away, spilling them downward onto a lower level of the cliffs. Each character must make a DC 17 Reflex save or take 10d6 falling damage from the incident. Characters who pass the save take only 5d6 damage, while characters who fail the save by 5 or more are thrown down a second level and take an additional 5d6 falling damage.

Examining the cliff after the collapse reveals it to have collapsed into a perfectly smooth square of limestone.

Hazardous, CR 12 (7–8): A squeaky voice shouts “look out below” before the cliff above the party shatters into a million pieces. Each character must make a DC 21 Reflex save or take 5d6 crushing damage. Characters who fail their save by 5 or more are also buried (Cave-Ins and Collapses, Environment, Pathfinder Reference Document).



Once the smoke clears, the cliff reveals a scene of Shonawing, but with a titanic pyramidal structure where the Capitol Building normally stands.

Steward (9–10): The Steward of the Cliffs of Shape is Escher, a short, rotund figure carrying a golden hammer more than twice as large as he is. Though he appears humanoid, he is actually just a large bearded head, with small spindly legs where his neck should be, and arms emerging just below his ears.

When the PCs first encounter him, he stands at the edge of one of the countless cliffs, contemplating it, sensing the shape of the stone and what possibilities it might hold.

He will greet the PCs like they are celebrities, telling them that their choices have been his honor to depict. He will tell them that they have portentous futures ahead of them, and that the time will come when they will literally have to determine the fate of their world—the single most dramatic change ever to be made on Neyth.

Then, with a single strike of his hammer, he shatters the cliff face below him, transforming it into a new scene in which nature has overtaken Shonawing. When the dust clears, he is gone.

CS. THE HOUSE OF MORTAL WILL

Sitting in the middle of a small green field is a simple white house. Smoke rises in merry wisps from the chimney, and the building itself seems in pristine shape—despite the carnage that

surrounds it. Starting about a hundred feet out from the house, the ground is pitted and scorched with the signs of a great battle, though not so much as a drop of blood betrays who may have been fighting or why.

This small building is known as the House of Mortal Will. The green plains around it function like an infinite expanse, though the house itself is the only feature beyond the flat grassland stretching to the horizon in every direction. The house itself and the rest of the infinite expanse around it is watched over by the Steward, Enso, who represents mortal agency. Despite being a single entity, Enso is by nature a duality: male and female, good and evil, active and passive.

This duality comes across in two simultaneous forms. The first is a young woman with a relaxed and carefree attitude. She is solid black, but with eyes and teeth of piercing white. The second is a stern older man, who is so white that he glows with light and heat; his eyes are narrow slits of blackness.

Unlike the Stewards in most infinite expanses, Enso does not create new realities, but judges those created by other Stewards, with Enso preferring worlds guided by mortal choices.

Since the touch of Omega, Enso has been near constantly under the assault of Entropy, but will still greet the PCs amicably and offer them tea and biscuits. Unlike the other Stewards, Enso will

be straight with the PCs, revealing that the party is within the Seed of Change and that their actions alone will determine the fate of their empire—and their world.

Development: As the party leaves the House of Mortal Will after meeting Enso, they will be attacked by another swarm of Entropy.

ADVANCED ENTROPY POD (16) CR 3 — 800 XP

hp 23 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

C6. THE INFINITE HIGHWAYS OF DIRECTION

The Highways of Direction, an infinite expanse watched over by the Ibontia, represent changes that affect lives and states but do not define them. There are uncountable roads of every imaginable construction, all appearing to run straight and uninterrupted into the horizon in every direction, but one cannot travel more than a dozen feet without finding oneself at a busy intersection, offshoot, or merger. All around the PCs are dozens of creatures rushing every which way at incredible speeds. No matter how clumsy the PCs are, the figures will duck and weave around the party to reach their destinations.

Attempting to get off the highway is impossible—stepping over the edge of a road simply creates a new offshoot route where their foot lands. Even while flying, one cannot escape the highways, and flying characters will find themselves in highway-like jetstreams filled with all manner of flying creatures.

Peaceful (1–4): The party comes to a group of figures at a wide paved intersection, standing there discussing and contemplating which direction one of them should go in. One of the figures asks the PCs for input on some complex dilemma. These questions often won't have a right or wrong answer; they'll be things like "Should I abandon my family for the one chance to follow my dream?" and "Should I live a short but beautiful life or a long but dull one?" After the party has had a chance to provide input, the figure thanks them for their help, then begins walking down one of the roads and disappears.

Uneventful (5): The party finds themselves on a long, dull stretch of poorly paved road. For about twenty feet, it widens to an enormous bridge plated with gold and jewels before returning to its normal state.

Treasure: Nothing is stopping the PCs from prying the gold and jewels from the bridge. There is a total of 200 pounds of gold in total worth 10,000 gp, and 100 small jewels together worth 5,000 gp.

Hazardous CR 12 (7–8): The party finds themselves on a narrow dirt road in the forest. The traffic around the PCs begins to get hectic, and passing travelers clip the PCs as they move by. Each round, the PCs must make a DC 15 Strength check, a DC 25 Intimidate check, or a DC 18 Fortitude save as they are knocked about, or take 2d6 damage per round for 1d4+1 rounds each before the crowd dies down.

Steward (9–10): The Steward of the Highways of Direction is the Ibontia, a creature with the head of a giant stag beetle but the body of a powerful mare.

When the PCs first encounter her, the Ibontia will rocket past them with enough force to knock everyone off balance. After a moment, she will charge back, slowing as she approaches while apologizing for her haste. She sees the PCs as a curiosity—she has little involvement with their lives. They have "long" since been fated to make great choices—it must have been weeks ago that even the party's little decisions began to matter more than the trifling decisions she sorts through.

Before she departs, she will offer to dig the PCs a road to any other infinite expanse to which they might wish to travel. This particular road will only work once, but it can connect anywhere in the Seed—even to otherwise disconnected realms.

C7. THE INFINITE STOREHOUSE OF ERRORS

Though the Storehouse of Errors is an infinite expanse, it is not watched over by a Steward. Within, in bags and boxes and barrels, are countless strange orb-like energy patterns, the choices from other infinite expanses that were rendered impossible before they came to pass: the swing vote cast by a man who was killed, the invention that was never invented. None of the containers are labeled, but shelves and piles of them extend as far as the eye can see.

While most of the crates contain relics obviously from one of the other infinite expanses—shriveled humans with the stem still attached, blocks of unmelting ice with scenes carved within, or slabs of stone with fragments of larger scenes—some contain wholesale relics from worlds that never were.

Treasure: The first time the PCs begin to explore the crates, one of them will be drawn to a flat case. Inside, they will discover the regalia of the empire that never was. The first character to touch this item realizes that it is the outfit of the emperor who would have founded and led a powerful and destructive empire if the Confederate of Nations hadn't been founded when it had. Upon having this revelation, the party gains a bonus of 25,600 XP.

Whether the party finds anything during additional exploration is up to the GM. They might find treasure such as that found in Treasures of Crisis by LPJ Design. Or they might find nothing more of use.

REGALIA OF THE EMPIRE THAT NEVER WAS

Aura moderate abjuration; **CL** 12th

Slot shoulders; **Price** 30,300 gp; **Weight** 8 lbs.

DESCRIPTION

Though you have never seen the series of black, red, and white crosses that adorn the front of this almost blood-red military uniform, it almost feels soaked in blood.

Hidden within the folds of this full military uniform is a +3 mithral chain shirt. The symbol adorning it is the flag of an empire that never came to be, one where non-uniformity is punishable by death. The wearer of this uniform immediately

feels superior to all those around them, making them immune to the effects of the shaken condition (though they can still become shaken, if appropriate). Also, while you wear the regalia, any time you are prompted to make a save by a member of a race other than your own, you receive a +3 morale bonus on that save.

CREATION

Requirements Craft Magic Arms and Armor, *remove fear*, *resistance*; **Cost** 15,150 gp

C8. THE INFINITE GLACIERS OF EVENTUALITY

The Glaciers of Eventuality is an infinite expanse watched over by Gian, the beast who consumes the Sun, representing gradual changes that happen over great periods of time—empires rising, new races being born, and even the passing of time.

The expanse appears as a maze of interconnected slabs of ice floating in an endless sea. Inside each crystal-clear glacier are a thousand different carved scenes, representing the small changes and inevitabilities leading up to a longer-lasting change in the future.

Peaceful (1–3): Along the ridge of one of the glaciers, a thoqqa (Pathfinder Reference Document, Additional Monster Index) and an ice elemental (Pathfinder Reference Document) work together to slowly craft creatures in an alien landscape, full of soaring towers topped with enormous orbs. If the PCs can communicate with them (both speak Aquan, Terran, and Ignan), they explain that they are working on an empire that might exist in twenty-eight thousand years. The fact that the scene sounds unlikely or far off doesn't bother them in the least.

Uneventful (4): The party comes across a half-finished scene depicting a location one of the PCs knows well. Nothing seems out of place, but the reason for its incompleteness cannot be discerned.

Hazardous (5–9): Entropy is seeping in here, slowly melting every long-term possibility that isn't the destruction of Neyth. They are doing this by opening gates to the Plane of Fire, letting the elementals therein roam freely amid the glaciers, which they delight in melting to slag.

ELDER FIRE ELEMENTAL CR 11 — 12,800 XP

hp 152 (Pathfinder Reference Document)

GREATER FIRE ELEMENTAL (2) CR 9 — 6,400 XP

hp 123 (Pathfinder Reference Document)

Slick Ice Hazard: The heat from the fire elementals leaves water flowing over slick, smooth ice. Every round, any character who takes a standard action or moves more than 5 feet must make a DC 18 Acrobatics check or fall prone before completing the action. Doing at least 5 cold damage to a square freezes it solid again until an elemental enters the square or begins their turn in it or an adjacent square.

Steward (10): The Steward of the Glaciers of Eventuality is Gian, the beast who consumes the Sun. Hundreds of feet long, his flaming body slowly coils and winds his ways around the icebergs, sometimes splitting them or drawing them together from fragments. He awaits the day when he can indeed live up to his namesake, especially because that day will not be for millions of years.

When the PCs first encounter Gian, the beast who consumes the Sun, he will rise from the sea in a plume of steam and icy fragments, and tower over the PCs. His deep and crackling voice will rock the glacier, but he is not unkind. He does, however, see things with an incredibly long-sighted view. Why save Neyth when it only has six million years left before Sydereal expands and swallows it?

Ultimately, Gian, the beast who consumes the Sun will leave the PCs to do what they are doing, allowing them to live their brief lives however they choose.

C9. THE HISTORY OF ALL

This small room is built entirely around a marble pedestal holding a single book, half as tall as a man. Bound in black leather and capped with gold, the book has pages made from hammered metal even thinner than paper, its words carved precisely.

This book represents the entire history of Neyth, ever since the Seed of Change was planted there. As big as the book is—thousands of pages, each capable of containing millions of words—it doesn't physically contain everything at once. Instead, in its resting state it contains a simple history of all time from the Seed's arrival to the current day. When someone is reading the book, however, the History of All responds to the reader's whims, changing itself to discuss the desired topic. A creature perusing the History of All, spending one minute concentrating and reading, can pass any Knowledge (history) check. Also, by spending ten minutes perusing the History while making any other sort of Knowledge check, the reader gains a +8 circumstance bonus on that Knowledge check.

The History of All can never be moved from the pedestal on which it rests, nor can the pedestal be moved or damaged in any way. It is an integral part of the Seed of Change. By spending one hour simply reading the History of All cover-to-cover, a character gains a permanent +1 circumstance bonus on all Knowledge checks and an additional +3 (for a total of +4) on all Knowledge (history) checks, as the character can recall a snippet of the detailed histories they read. This bonus can only be gained once by each character; additional readings have no effect.

C10. THE INFINITE GRAVEYARD OF ALL THINGS

While most realms in the Seed of Change focus on things that will or might be, the Graveyard of All Things focuses on things that were. Much like the History of All commemorates

every event that has ever occurred, the Graveyard of All Things immortalizes every creature that has ever lived or will ever live, from the mightiest king to the smallest insect.

Normally, the Graveyard of All Things is stewarded by the Weaver of the Unrealities. With the touch of Omega during the events of the Immortal Wrath of the Armageddon Angel, however, this powerful entity has been shattered into many smaller and less focused entities. These entropic reapers are powerful in their own right, and rather than culling the graves of all creatures that haven't existed or died, they are slowly and chaotically erasing creatures of all kinds, fragmenting history itself and slowly severing the Seed from Neyth. If left unchecked, the Seed will begin to warp all of Neyth in an attempt to compensate—with unpredictable and most likely disastrous results.

Uneventful (1–2): The party wanders along a path to find a series of millions of gravestones marked with today's date. If the party spends time searching, they will find gravestones with their own names.

Hostile CR 13 (3–5): The party comes across a pair of entropic reapers smashing a series of small memorials to animals, which are arrayed in a pattern of interlocking concentric circles. The reapers are oblivious to the party until approached, at which point they will cackle madly and leap forward to attack with glee.

This humanoid figure is made of dirt and stone, topped with a mismatched set of skulls beneath the tombstone perched on its shoulders. Long claws made of broken bones extend from the end of each arm.

ENTROPIC REAPER (2) CR 11 — 12,800 XP

LE Medium undead

Init +1; **Senses** blindsight 60 ft.; Perception +4

DEFENSE

AC 25, touch 24, flat-footed 11 (+1 Dex, +14 natural)

hp 152 (16d8+80)

Fort +10, **Ref** +6, **Will** +14

Defensive Abilities amorphous, undead traits; SR 22

OFFENSE

Spd 30 ft.

Melee 2 claws +18 (2d6+6 plus buried alive)

Ranged 4 gravedirt clods +13 (2d6; range 120 ft.)

Special Attacks gravebreath

TACTICS

Morale Entropic reapers fight until they are destroyed. Upon an entropic reaper's destruction, a new and fully formed reaper will immediately form from a random occupied grave within one mile, unless the Weaver of the Unrealities has been restored. In the Graveyard of All Things, there is a 20% chance that this grave will be within sight of the battle, in which case the new entropic reaper will immediately rejoin combat.

STATISTICS

Str 23, **Dex** 12, **Con** —, **Int** —, **Wis** 19, **Cha** 20

Base Atk +12; **CMB** +18; **CMD** 29

SQ swallow death

SPECIAL ABILITIES

Buried Alive (Su): Any character struck by an entropic reaper envisions being buried alive and must make a DC 18 Will save or be shaken for 1 round. Characters affected by an entropic reaper's gravebreath receive a –4 penalty on this save, and on a failure they are instead shaken for 1 minute, or frightened if they were already shaken.

Gravebreath (Su): Though they don't breathe, an entropic reaper can sharply inhale, stealing the breath of a living target within 60 feet as a swift action. The target must succeed on a DC 18 Fortitude save or become unable to breathe, and must hold their breath or begin to suffocate. (Creatures can hold their breath for a number of rounds equal to twice their Constitution score, or half as many rounds if they are acting during that time, such as participating in combat.) As a standard action, the affected creature can try gasping for breath, making a new save against the effect. An entropic reaper can affect a number of creatures at once with gravebreath equal to its Charisma modifier (5 for most entropic reapers).

Gravedirt Clods (Ex): An entropic reaper can expel bullet-like fragments of dirt and stone from their body at nearby targets. As a standard action, an entropic reaper can create and expel up to four clods as a ranged attack with a 120-foot range increment.

Swallow Death (Ex): As a standard action, an entropic reaper can devour an intact Medium corpse within reach. This destroys the corpse and heals the entropic reaper for a number of hit points equal to 5 times the Hit Dice of the devoured creature as they are absorbed into the entropic reaper's essence.

Steward CR 16 (6–10): The party comes to a large clearing, at the center of which is a colossal throne. On the throne sits the remains of the Steward of the Graveyard of All Things, the Weaver of the Unrealities. This massive cloaked figure normally stands thirty feet tall, shrouded in many layers of robes to keep its true form hidden. Now, however, a dark hole has been burnt clean through the Weaver of the Unrealities, revealing a giant made of gravedirt and the bones of countless smaller creatures.

The first time the party arrives in the plaza, the remains of the Weaver of the Unrealities, not quite dead, will weakly urge the PCs to its side. It requests that they return its shattered essence, which has formed into the entropic reapers. Without them, it cannot begin to reform, and Entropy will have free rein to pervert the past and thereby the future.

He will warn the PCs that he is about to allow entry to the reapers that have been following them, and after a moment for the party to prepare, they arrive.

ENTROPIC REAPER (6) CR 11 — 12,800 XP

hp 152 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

Tactics The entropic reapers do not willingly move closer than 20 feet to the Weaver of the Unrealities.

To begin recovering from its state of torpor, the Weaver of the Unrealities must devour eight points of essence from the entropic reapers. At initiative count 0, the Weaver of the Unrealities will touch up to two entropic reapers adjacent to it, destroying them and regaining two points of essence. If an entropic reaper is destroyed within 40 feet of the Weaver of the Unrealities, it regains one point of essence.

Development: If the PCs defeat all the entropic reapers without the Weaver of the Unrealities regaining enough essence, it will sigh and say they must bring the reapers closer to the throne next time. Another suitable group of entropic reapers will gather after 2d4 hours, but otherwise this location is safe to rest in and won't change over time, no matter how long the PCs remain here. The Weaver of the Unrealities loses 1 point of essence each hour.

Development: Once the Weaver of the Unrealities has regained enough essence, its injuries begin to heal, and it announces that it can track down the rest of its essence on its own. It apologizes for the trouble its fragments may have caused, and in gratitude creates for the PCs the gravestone spade. After this, it disappears into the Graveyard of All Things.

GRAVESTONE SPADE

Aura moderate necromancy; **CL** 15th
Slot —; **Price** 58,000 gp; **weight** 9 lbs.

DESCRIPTION

This long-hafted shovel is carved from a headstone, yet the edges of the spade are razor-sharp and whorl with dark energy.

In its inert state, the gravestone spade functions as a +4 *ghost-touch halberd*. Once per day as a swift action, the wielder can shorten or lengthen the haft of the spade, allowing it to function as either a +4 *ghost-touch shortspear* or a +4 *ghost-touch dagger* instead.

Whenever the gravestone spade deals damage to a mindless undead creature or a creature made primarily of stone or earth (like some golems and elementals), that creature takes an additional 2d6 damage, and the weapon ignores up to 5 points of that creature's damage resistance or hardness.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *disrupt undead*, *magic weapon*; **Cost** 29,000 gp

CII. OMEGA'S CRATER

You didn't notice how much the area around you was thrumming with energy until it was suddenly absent. The landscape around you is black and charred, and the air is still and dead. In every direction dark rifts snake, dropping out of

sight into the horizon. In the center of this dead and destroyed landscape is a small circle of lush, living green, where an indistinct figure floats gently.

The figure at the center of the clearing is Change, one of the four great powers that guide the multiverse.

Change never looks quite the same, not only due to its own nature, but also because its appearance depends on the viewer. Change is currently trying to appear in a form that the PCs can comprehend, and as such appears in the physical form of the GM. When introducing Change, feel free to describe yourself with as much detail (or vagueness) as possible.

Change will greet the party, conjuring chairs and a table with refreshments so they can relax as it explains the situation. The great power Continuation has long been angling to gain power over Change. It has been empowering heralds great and small to slowly and forever change the fundamental nature of the multiverse. In the material world, one of Continuation's heralds is Saitan—the titan against whom the party had been fighting—and another is Omega, a shadowy deity-like creature who exists outside the flow of time and space as it is traditionally understood by mortals. And because of these heralds' actions, Continuation is beginning to gain an advantage over Change.

The grander situation isn't important to the PCs' immediate issues, though it provides them context as to why Change cares to intervene. They wish to save their planet, a beacon of Change, from Saitan and Omega, heralds of Continuation. Change wishes to grant the party the power they need to defeat Saitan, because for Change to act directly against Continuation would be to open up its defenses in kind. Instead, Change must act through heralds of its own—the PCs.

Change assumes the party isn't interested in the larger scope of things, but if the PCs seem interested, it explains as much of the overarching situation as the PCs care to hear. Once the party is ready to proceed, Change fills them with the power needed to be its heralds. This power heals the PCs, restores all uses of daily abilities, but most importantly grants them ten ranks of mythic power. Once they've regained their bearings, Change returns them to Saitan's throne room for their greatest battle yet!

Development: In addition to mythic power, meeting Change awards the PCs with a bonus of 51,200 XP.

DON'T LEVEL UP YET!

While your players will be tempted to write down all their new mythic powers on their character sheets, take note: Change doesn't tell the players this ahead of time, but once Saitan is defeated the powers will quickly fade away—easy come, easy go. It's recommended that the players create mythic versions of their characters on new character sheets, so they won't have to remake their characters when their power suddenly returns to normal.

MYTHIC POWER SETS



While the players are absolutely welcome to rebuild their characters with mythic power on their own, doing so can be a great deal of work. You're encouraged to use one of the following pre-existing templates, inspired by heroes whose actions have been instrumental in great and terrible changes through the multiverse. For full mythic rules, see the Pathfinder Reference Document (Pathfinder Roleplaying Game: Mythic Adventures).

MYTHIC HEROES

Regardless of which heroic template each character chooses, all characters blessed by Change get the following benefits:

- You gain a +10 mythic bonus to any one ability score, or a +5 mythic bonus to any two ability scores.
- Any equipment that grants a numerical bonus increases by +4. (So, a +3 *longsword* becomes a +7 *longsword*, and a *headband of mental superiority* +4 becomes a *headband of mental superiority* +8.)
- When you go below 0 hit points, you automatically stabilize, and you won't die until your hit points are reduced to a negative value of double your Constitution score.
- Twenty mythic surges. As an immediate action, you can spend a mythic surge to reroll any d20 check you just made or to add 1d12 to any d20 check you are about to make. Otherwise, as a swift action you can spend a mythic surge

to take an extra standard action on your turn, to end any one condition currently affecting you, or to use a special ability of your character's mythic path.

HEROIC TEMPLATES

In addition to the benefits listed in the last section, each character gains one of the heroic templates listed in this section.

THE AVATAR OF POWER

A pinnacle of martial prowess, you are an unstoppable combat machine.

- You may spend a mythic surge to move up to your speed and make a single attack at your highest bonus with a +10 bonus to attack and damage. This attack bypasses all forms of damage reduction.
- As an immediate action, you may spend a mythic surge to reduce the damage from one attack that just hit you by 50 points.
- You gain a +10 mythic bonus to AC, CMB, and CMD.
- You never provoke attacks of opportunity, and you can make an unlimited number of attacks of opportunity, following all other rules for attacks of opportunity.
- You confirm all critical hits automatically, and all critical hits do maximum damage.

- You cannot die, no matter how low your negative hit points, but you remain unconscious until returned to above 0 hp.
- Whenever you make a saving throw, roll twice and take the better result.
- You take no distance penalties on ranged attacks.
- On your attack and damage rolls, you may choose to use your Dexterity or Wisdom modifier instead of your Strength modifier.
- Your current and maximum hit points increase by 50.

THE FREEDOM OF REALITY

You follow your own way. Even the laws of physics don't hold sway over you.

- You may spend a mythic surge to make a single attack at your highest bonus with a +10 bonus to attack. The target of this attack is considered flat-footed, and the attack's damage bypasses all forms of damage reduction.
- You never provoke attacks of opportunity, and you can take an unlimited number of attacks of opportunity.
- You may spend a mythic surge to become invisible as greater invisibility. This invisibility lasts until you choose to deactivate it.
- You gain a +10 mythic bonus on all skill checks.
- You can stand in a square occupied by a creature larger than you. While you do, that creature is considered flat-footed against you.
- Whenever you roll any 1s and 2s on damage dice, count them as 3s.
- When making a full attack, you may move any distance before or after any of your attacks. The total distance you move may not exceed your base speed.
- When you confirm a critical hit, you multiply all damage, even special or precision damage.
- During each round, you automatically deflect the first two ranged attacks, even ranged touch attacks, made against you.
- You ignore the effects of difficult terrain when you move.
- Your current and maximum hit points increase by 40.

THE INSPIRATION OF ONE

You stand as a beacon against the darkness. Your very presence buoys your allies and demoralizes your foes.

- All of your cohorts or animal companions gain the benefits of being a mythic hero, and gain 40 hit points. They do not gain a template.

- By spending a mythic surge, you may allow an ally within 30 feet of you to make one attack at their highest bonus with a +10 bonus to attack. This attack bypasses all forms of damage resistance.
- You gain blindsense out to 30 feet, and you're always affected by true seeing.
- When you spend a mythic surge to add a bonus to your d20 roll, you add 2d8 to it instead of 1d12.
- When you take the aid another action, your target gains a +12 bonus instead of +2.
- As a standard action, you may spend a mythic surge to heal 25 damage to all allies within 100 feet.
- Whenever you will make a saving throw, you may choose one ally within 30 feet who must make the same save. They may use your save result instead of theirs.
- Whenever a spell or ability you use grants a numerical bonus, that bonus increases by +5 for the duration of the effect.
- You gain a +10 mythic bonus on all skill checks.
- Whenever you cast a spell, you may expend a mythic surge as a free action to avoid expending that prepared spell or spell slot.
- During each round, you automatically deflect the first two ranged attacks, even ranged touch attacks, made against you.
- You take no distance penalties on ranged attacks.
- As a standard action, you may spend a mythic surge to grant a weapon you touch a special ability with up to a +4 base price modifier. A weapon may only benefit from this ability once, but you may change it at any time by using this ability. The weapon remains enhanced for 24 hours.
- Your current and maximum hit points increase by 40.

THE ARCADE OF CHAOS

Magical energy flows through your body effortlessly. The power of the universe is at your fingertips.

- When you are about to cast a spell, you may spend a mythic surge to apply a metamagic feat you know to it without increasing the spell's level or casting time, or without preparing it separately. This metamagic feat cannot increase the spell's level by more than two.
- While casting a spell, you may spend a mythic surge to avoid expending that prepared spell or spell slot. If this spell must attempt to bypass a target's spell resistance, roll twice with a +10 mythic bonus and take the better result.
- When you cast a spell that does energy damage, you may spend a mythic surge to change its damage to fire, electricity, cold, or acid.

- When you cast a spell with a range of touch, you may spend a mythic surge to change its range for this casting to 100 feet.
- Select ten spells you know. As a free action, you may spend a mythic surge to cast any of these spells as mythic spells (Pathfinder Reference Document, Mythic Spells).
- You succeed on all concentration checks automatically.
- Your caster level and your level for the purposes of non-spell class abilities (such as domain and bloodline abilities) are considered to be four levels higher.
- You gain a +13 armor bonus to AC, as though under the effects of mage armor.
- You ignore the need for all material and focus components worth less than 1000 gp.
- You gain a fly speed of 60 feet (perfect).
- When casting a cure or inflict spell or using a class feature that uses positive or negative energy, treat any 1s, 2s, and 3s you roll as 4s.
- Your current and maximum hit points increase by 40.

CHAPTER 4: BATTLE FOR THE FUTURE

After speaking with Change, the party finds themselves back in Saitan's throne room, the power of Saitan's attack washing over them harmlessly like a stern wind.

As the Omega Force washes over you harmlessly, Saitan's look turns in a heartbeat from one of arrogance and triumph to near-defeat. She recovers quickly, but where there was confidence in her voice before, there is now anger—and a hint of doubt. "Very well, you can die by my hand rather than Omega's. It matters not. I will have my victory, and your world, in the end."

No longer sure of her victory or even her invincibility, Saitan will stop toying with the PCs and attack.

SAITAN

CR 25 — 1,640,000 XP

hp 562 (page 28)

If the PCs search for the Seed of Change, they will find it frozen in place, hanging in the air and entirely immobile. It remains frozen in time and space, at least until the end of the encounter. Once per round as a move action, a character can touch the Seed to receive the benefit of heal cast at 20th level.

Should a PC attempt to activate the Seed's power, Change will warn that if they attempt to call upon the Seed's power, it will have to withdraw its blessing. Its herald drawing power from it would be akin to direct action, allowing Continuation to counter with a strike no less decisive.

Development: While Saitan is normally a CR 25 encounter, the party isn't really facing her on normal terms, so they shouldn't receive her listed XP value for the fight. Instead, they gain 153,600 XP, the equivalent of a CR 18 encounter.

CONCLUDING THE ADVENTURE

When Saitan is defeated, the adventure is over. Without her influence, the Final Moon will immediately begin to collapse—both inward and outward at once, thanks to the gravity and expansion of the star at its core. The PCs will be thrown against the floor by gravity a thousand times stronger than they are used to. Before any real harm comes to them, however, they find themselves transported to Shonawing, the powers of Change's blessing already fading.

In the sky, Saitan's ship implodes in a fantastic whorl of fire and shadow. The storm of Entropy is drawn into the vortex growing in the sky. Even the horizon around you begins to pull upward, and the very heavens seem to narrow. Then, the force changes direction and releases a huge shockwave—the sky has been torn asunder. Where the Final Moon had hung above is a twisted knot of energy, each entwined cord running into a different hole in the sky, and a different world beyond. And every one of them is drawing closer and closer.

As planar space weakens from the passing of so much Entropy, the raw power of the Final Moon's heart, and the wondrous engine of the Chronicler's ship all in one place, space itself has shattered. The vast distances between worlds have collapsed into merely hundred or thousands of miles, bound together by twisted chains of energy formed as Omega grabbed hold of the Nexus Pathways that connect every world.

Major Marco DePompa, whom the PCs will find is only a few hundred feet from where they returned, is shaken by the growing scope of the situation he has found himself in. He was willing to sacrifice himself for his nation, and his nation to save his world... but to sacrifice even more to save the dozen worlds that now hang in the sky, being drawn slowly together to their destruction? He doesn't feel himself worthy or capable of making that decision. But he does ask the PCs: if there is anything they can do to help, can they? They have already done so much, but the world, and the nation, are not yet safe.

Fortunately, though the planets in the sky are drawing together, they are doing so very, very slowly. It will be days, if not weeks or months, before any of them are close enough to be dangerous to one another or to Neyth.

Major DePompa, now the acting emperor, rewards the PCs as handsomely as he is able, awarding them each with 10,000 gp, as he sends out for the greatest minds in the land to help solve the dilemma the worlds now all face. The Chronicler cannot help: she has disappeared, and the ship she had supposedly been building—the Ark—is nowhere to be found.

By the time the sun rises the next day, there are at least some answers. The chains of energy that bind the worlds together all connect to one place: the remains of the Capitol Building, where

the Seed of Change was stored for so long. By pressing one's hand against a chain, one can travel its length to a distant world. If, somehow, the chains could be severed—one at a time, and at the other end to be safe—the ever-tightening knot of energy drawing the worlds together might just unravel. Entire worlds might be saved.

The adventures that the PCs might have on these worlds are detailed in the second set of side quests for this adventure serial. Once the PCs are level 18, or should they simply wish play the next adventure, proceed to the Omega Adventure, Crisis of the World Eater: Inheritor of the Entropy Heart.

SEEDS OF CHANGE

Not every world has a Seed of Change, but there is a Seed on every world where life evolves to build great civilizations or magical wonders. These Seeds are artifacts crafted by a power greater than deities, and with their power entire worlds rise—or fall.

In the hands of a mortal, a Seed of Change may seem like little more than a metallic rock, reflecting from its many-faceted surface a distorted view of the world around it. But those who hold the Seed know it contains incredible power. As a full-round action, any living creature holding the Seed may envision one change of any scope, from the completion of a mundane task to the creation or destruction of a deity. As the desire is reflected in the Seed, the wisher must make both a DC 30 Will save and a DC 30 Fortitude save.

If neither save is passed, the change doesn't take place, and the wisher and everything they are touching (except the Seed) is destroyed instantly, erased from the universe beyond recovery by the direct intervention of the Seed. A deity or similarly powerful entity might re-create such a lost creature if they desire to, but what it produces won't be the original, but merely a duplicate.

If either save is passed, but not both, the desired change takes place immediately, but the wisher is destroyed. This destruction is not as absolute as if the wisher had failed both saves, but they are beyond even the reach of any single spell, even true resurrection or wish. Deific intervention, or true resurrection paired with wish (or comparable spells), is required to restore the character to life once more.

If the wisher passes both saves, the desired change takes place just as the wisher desired. The wisher remains intact but fundamentally changed in some way. The exact nature of the change depends on the wish—and ultimately it's up to the GM—but it typically mirrors the wish in some way. Someone who wishes for the fall of an empire might find that they now detest all forms of civilization, or possibly that the empire they toppled is immediately replaced by one ruled by themselves!

INSIDE THE SEED

Each Seed of Change contains within it a multitude of realms, infinite expanses unto themselves watched over by powerful entities known as the Stewards of Change. Though any of these

spaces can be traversed in any direction as far as can be imagined, it is entirely possible to travel from one to another, provided the traveler has the will and the creativity to do so.

Creating or locating a threshold between infinite expanses requires a DC 25 skill check. This check can be of any type desired: the explorer could find a trail leading through a fold in reality with a Perception check, or they could create a door to the next infinite expanse with the materials on hand by using a Craft check. Encourage the players to be creative, because once a skill has been used to cross a threshold, that skill must always be used to cross that threshold from either direction in the future. Further, the thresholds of the Seeds of Change are fickle—once a character crosses a threshold with a particular skill, that character cannot use the same skill to cross any other thresholds; they must invent a new way to pass through the realms beyond.

For example, a character might find a place where there is an unusual amount of traffic with a Survival check, but then later they could not reveal the same route by praying to their god with a Knowledge (religion) check. Alternatively, they could view a threshold like an enormous mechanism with Disable Device, but doing so for a second threshold would only reveal a passage back to the expanse from which they came. In this way, each type of skill check is like a key that can only open a door between two specific infinite expanses.

Typically, a passage opens to a random “adjacent” expanse. Characters who exceed their check by 5 or more gain an inkling as to which expanses this passage might connect, and may choose between them. Also, characters who know which expanses to which a passage links may always choose to travel to those expanses.

STEWARDS OF CHANGE

The powers a Steward wields vary as widely as their appearances, but each one's power is absolute within their own realm. They foresee, create, and guide the infinite number of possible realities of the world their Seed is tied to, their every whim resulting in the creation or the destruction of entire future realities.

Amongst creatures who are aware of the existence of the Stewards, it is a subject of much debate whether these creatures guide mortal “free will” or vice versa. Most agree that the actions of the Stewards reflect the actions of the mortal world, but some few Stewards—and the futures they created—have indeed been influenced by mortal or immortal hands.

OTHER INFINITE EXPANSES

No two Seeds of Change, or Stewards, are exactly alike. Like the worlds they come from, each is unique. This section gives a number of Stewards, and their infinite expanses, that might appear in other Seeds of Change.

THE ARGENTRIX'S INFINITE HALL OF MIRRORS

The Hall of Mirrors is an infinite expanse that reflects turns of fortune, where the meek become strong, the rich become poor—even the dead raised and the living slain. Creatures wandering the

Hall of Mirrors notice that though they can always see their own reflection in any reflective surface, nothing else reflects, as each mirror instead shows one of the Argentrix's reflected realities.

The Argentrix is a ten-foot-tall alabaster statue of a beautiful woman, with a spherical mirror floating where her head should be. She can see from the surface of any mirror in any reality—including her own head, and the surface of the Seed of Change. If angered, she will promptly reverse any good fortune of those who so angered her; until her ire is resolved, any natural 20s that creature rolls are treated as natural 1s. Likewise, when she is pleased, creatures find bad fortune suddenly turning good; once per day, when such a creature rolls a natural 1, they may treat it, and any other d20s they roll until the end of the next round, as a natural 20.

THE TOPOR'S INFINITE ARTERIES

The Arteries are long expanses within colossal veins, often running with inches or even feet of bright red blood. Here, changes in health, life, and body are grown organically from the walls, where they form as half-exposed bodies showing what one's own body may become. Despite the macabre nature of the place, the Infinite Arteries are not all about death and injury, though they certainly play a large role. Growth and birth are also commonly represented here, as are changes to a person's health and well-being, such recovering from an illness, or becoming old and frail with age. Finally, the Infinite Arteries feature elaborate body art, every possible combination of changing one's body through external means, from tattoos to replacement limbs.

The Topor is a collection of ten thousand limbs, faces, and other appendages, constantly folding in upon themselves. The size of the Topor is incredibly dynamic: it can squeeze itself into the tiniest creature, or unfold itself to fill entire buildings' worth of space. If the Topor becomes irritated, the subjects of its ire will find themselves unable to change their bodies for the better—only for the worse; whenever such a creature would recover ability damage or drain, there is a 50% chance that the recovery fails. When pleased, the Topor will change the subject's body for the better—each morning after resting, they will find they can apply a +4 sacred bonus to one attribute of their choice, which lasts until the next morning.

THE MICROCOSM AND THE INFINITE EMPTY EXPANSE

The Empty Expanse is a vast cloud of light fog, without gravity or even the sun by which to orient oneself. The fog is much more than mere decoration: it represents every small and seemingly insignificant change and choice, from a speck of grit that doesn't get cleaned to the roll of the dice in a game of chance. Exploring the Empty Expanse for long enough, one can discover the many clusters hiding in the fog, the many small changes that add up to larger and larger outcomes.

The Microcosm is, unlike the content of his domain, large beyond measure. His rubble-strewn, planet-sized body will appear to visitors in his domain from out of the fog, speaking through telepathy. When his ire is risen, characters will find that small choices they make have disproportionately large, and negative, outcomes; any time a character takes an action to

avoid provoking an attack of opportunity (such as casting a spell defensively or taking a 5-foot step), they still do provoke an attack of opportunity, and it is a critical threat. When he is pleased, characters find that the small choices they make turn out to be particularly insightful; once per day, characters who prepare spells can retroactively change any one spell they had prepared to any other spell they could have prepared. Characters who do not prepare spells can instead, once per day, choose to not provoke an attack of opportunity for an action that would.

SAITAN, THE DELIVERER OF OMEGA

Standing nearly a hundred feet tall, this powerful and graceful feminine titan has three faces, six arms, and three legs.

SAITAN

CR 25 — 1,640,000 XP

LE Colossal outsider (evil, native, lawful)

Init +17; **Senses** all-around vision, darkvision 120 ft., true seeing; Perception +39

Aura Shadows of Omega

DEFENSE

AC 44, touch 31, flat-footed 31 (+16 deflection, +13 Dex, +13 natural, -8 size)

hp 562 (25d10+425)

Fort +31, **Ref** +23, **Will** +21

Defensive Abilities deific protection, Omega projection; DR 20/epic, 5/—; Immune aging, death effects, disease, mind-affecting effects; SR 36

OFFENSE

Spd 60 ft., fly 40 ft. (perfect)

Melee 6 slams +36 (2d8+19)

Ranged 6 Omega barrages +30 touch (8d6)

Space 30 ft.; **Reach** 20 ft.

Special Attacks Omega barrage

Spell-Like Abilities (CL 20; concentration +36)

Constant—true seeing

At will—break enchantment, quickened greater dispel magic

3/day—limited wish

1/day—mythic wish

TACTICS

Before Combat Saitan has already used her mythic wish today in an attempt to slay the PCs before Change intervened.

During Combat Saitan focuses her attacks on one character each round, seeking to disable or kill individual foes as quickly as possible. Once a foe drops, she immediately changes targets. Once one PC has used the Seed of Change to heal, she spends a full round attempting to destroy the artifact (to no avail).

Morale Saitan fights to the death.

STATISTICS

Str 48, **Dex** 36, **Con** 44, **Int** 32, **Wis** 24, **Cha** 42

Base Atk +25; **CMB** +52 (+54 to trip); **CMD** 75 (79 vs. trip)



Feats Alertness, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Initiative, Improved Trip, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Vital Strike

Skills Acrobatics +38, Bluff +44, Climb +44, Craft (technology) +34, Diplomacy +41, Escape Artist +38, Fly +38, Intimidate +41, Knowledge (arcana, engineering, planes, religion, technology) +39, Perception +39, Sense Motive +38, Spellcraft +36, Use Magic Device +41

Languages Astral Titan; truespeech

SQ mythic entity, Omega resurrection

SPECIAL ABILITIES

Deific Protection (Su): Saitan is protected against the direct intervention of deities, outsiders, and other immortals. When acted upon by any immortal entity whose CR is 21 or higher, Saitan gains 10 mythic ranks for a year and a day. During this time, when she is slain, she is resurrected by her Omega resurrection after 1d4 rounds.

Interstellar Teleport (Su): Astral titans are masters of teleporting on a vast scale. As a full-round action, Saitan can teleport between planets in a solar system while carrying up to 500 pounds, or between star systems while carrying up to 50 pounds. She can also teleport without error within 500 miles while carrying up to 50 tons, plus an additional 50 tons for each full minute spent concentrating, up to a maximum of one day—at which point she can teleport up to 500 miles while carrying any amount of matter.

Mythic Entity (Ex): Though she does not truly possess mythic power, Saitan is considered a mythic or non-mythic entity, whichever is more beneficial to her, for the purposes of spells and effects.

Omega Barrage (Su): As a standard action, Saitan can create and throw up to six spheres of energy at targets with a range increment of 100 feet. These spheres of energy do 8d6 points of fire, cold, electricity or bludgeoning damage, chosen when the orb is created. Alternately, Saitan can combine all of these spheres into a single explosive blast, which does 8d6 damage to all creatures in a 30-foot radius of any point within 100 feet (Reflex DC 26 for half).

Shadows of Omega Aura (Su): Saitan is constantly cloaked an aura of shadows drawn from the Shadow Plane—Entropy trying to break through into the material world. All light within 100 feet of Saitan is reduced by one step. Once per round as a free action, Saitan can create 2d4 Entropy pods (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel) in adjacent, unoccupied squares. Each round, any living creature in this aura of decreased light must make a DC 31 Will save or become shaken. Characters affected by the aura may make a new save to end its effect once each round.

Omega Projection (Su): Saitan is protected by the power of her faith in Omega, granting her a deflection bonus to AC equal to her Charisma modifier (normally +16).

Omega Resurrection (Su): Saitan cannot truly be killed so long as she is suffused with the power of Omega. Even if she is reduced to ash, Omega's power draws her remains together to resurrect her at the opportune moment—maybe a moment from now, maybe an eon, according to Omega's whims.

Saitan is an astral titan, one of the dwindling few survivors of her race, created by the first deities of the universe to shape the planets and stars of the Material Plane. When the war between the titans and the gods began, the astral titans sided with their elysian brethren in war and in victory. After the war, however, the gods turned their backs to their first children, the astral titans, and the titans grew resentful. They had sacrificed much in the defense of the gods, and for that they were abandoned.

So they began a second war, one that threatened to return the Hekatonkheires from the gulf of space to which they were banished—and the fall of the gods. Now betrayed twice, the gods were not so merciful. The second titan war was quick and decisive: the astral titans were slaughtered almost to a man.

Among the few survivors was Saitan, one of the last mothers of her race. She began anew, raising an army only to be struck barren by the deities she was striving to impress—or, as they see it, overthrow. And it was in this state of anguish that Omega found her. It offered her the power to strike mortals from all worlds, while keeping her out of the reach of the deities themselves. With anger and greed filling her heart, she agreed and was filled with the Omega Force.

Flooded with power unlike any she had ever known, she descended to the nearest mortal world. Despite being challenged by deities and mortals alike, she waged war for one hundred and one years before discovering the Seed of Change buried deep within the planet. Omega whispered to her: devour the Seed, and grow still greater in power.

With the power the Seed granted her, in a single day she crushed the planet, one that had taken a dozen titans decades to assemble from the dust of stars. But the glory of victory, and the power from devouring the Seed, didn't last. Omega whispered to her that other worlds too had Seeds. Other mortal worlds.

So she set out across the multiverse blazing a path of revenge. Revenge for her lost race, revenge for being abandoned by her creators, and revenge for her lost children. She fully intends on single-handedly destroying every mortal world that will ever be, gods be damned.

Over the past eons, she has destroyed thousands of planets and devoured just over a thousand Seeds. Each Seed she devours gives her less satisfaction, and less of a surge of power. But with each world she devours, Omega's goal comes closer to realization: the end of all change, and the end of the multiverse.

And that suits Saitan just fine.

DRONES ON THE FINAL MOON

With the destruction of thousands of worlds at her hands, and millions of years spent in empty space between them, Saitan has developed and stolen tens of thousands of magical and

technological devices to aid and defend the Final Moon. Most of them are extremely specialized and rarely see use, but the most common drones are those she has constructed in the millions: drones that protect the Final Moon from damage or intrusion.

SECURITY DRONE

This man-sized quadruped resembles a spider, with a central body that hangs down between four huge legs made of stone and covered with steel rivets.

SECURITY DRONE

CR 10 — 9,600 XP

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision, scanners; Perception +1

DEFENSE

AC 26, touch 18, flat-footed 23 (+5 deflection, +3 Dex, +8 natural)

hp 141 (13d10+20 and force field with 50 hp)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities adaptive defenses, construct immunities; Hardness 5

Weakness vulnerable to critical hits

OFFENSE

Spd 40 ft., fly 60 ft. (perfect)

Melee 4 slams +18 (2d6+5)

Ranged cluster missile +16 (5d6 fire and 5d6 piercing; range 60 ft.)

STATISTICS

Str 21, **Dex** 16, **Con** —, **Int** —, **Wis** 13, **Cha** 6

Base Atk +13; **CMB** +18; **CMD** 31 (35 vs. trip)

Languages Binary; telepathy (robots only) 200 feet

SQ no manipulators

ECOLOGY

Environment outer space

Organization solitary or squad (2–6)

Treasure none

SPECIAL ABILITIES

Adaptive Defense (Ex): A security drone can rapidly change its composition to modify its defenses to be more suited to the threats it is confronting. As a swift action, it can gain immunity to any one type of energy damage it was affected by in the previous round. These defenses last for one minute or until the security drone changes them.

Cluster Missile (Ex): Upon striking its target, this missile explodes in a burst of shrapnel, dealing 5 fire damage and 5 slashing damage to creatures in adjacent squares.

Force Field (Su): Security drones, despite not being robots, are surrounded by a protective force field, exactly like the force field ability of the robot subtype. However, this effect is supernatural and not extraordinary in origin, and while active it also grants the drone a +5 deflection bonus to AC.

Scanners (Ex): As a move action, a security drone can sweep the surrounding area with its scanners. This detects all creatures within 60 feet of it as though the drone had true sight, though the effect lasts until the end of the round.

No Manipulators (Ex): A security drone has no ability for fine manipulation, and cannot hold items or wield weapons.

Despite their technological enhancements, security drones are not true robots, but magical golems. They receive their instructions upon creation, and cannot be reprogrammed or confused—perfect sentinels, to a point. They attack everything in their patrol area, and they'll continue to do so even if their creators decide otherwise. To be reprogrammed, a security drone must be completely dismantled and the spirit bound to its core must be replaced with one containing a fresh set of instructions.

TELESCOPIC DRONE

This ten-foot-tall triangle is slightly concave, but otherwise featureless, on its front and back faces. At each corner, an array of lights and instruments whirs endlessly.

TELESCOPIC DRONE

CR 6 — 2,400 XP

N Large construct (robot)

Init +5; **Senses** blindsight 120 ft., foresight, low-light vision; Perception +15

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 74 (8d10+30)

Fort +3, **Ref** +4, **Will** +5

Defensive Abilities construct immunities; Hardness 5

Weakness delicate instruments, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Spd fly 60 ft. (perfect)

Melee slam +17 (1d6+10)

Ranged 3 lasers +8 touch (1d10 laser, range 100 feet)

Special Attacks self-destruct

STATISTICS

Str 31, **Dex** 12, **Con** —, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +8; **CMB** +19; **CMD** 29 (can't be tripped)

Feats Flyby Attack, Hover, Improved Initiative, Skill Focus (perception)

Skills Fly +19, Perception +15

Languages Binary; telepathy (robots only) 5 miles

SQ hyperdrive, no manipulators

ECOLOGY

Environment outer space

Organization solitary or array (2+)

Treasure none

SPECIAL ABILITIES

Delicate Instruments (Ex): At each of its corners, a telescopic drone has a collection of protected but fragile sensors. They can be targeted separately from the drone's body, and have

AC 24, hardness 10, and 5 hp. If a sensor array is destroyed, the drone loses its foreversight effect and it can make only two laser attacks per round. If two are destroyed, it loses blindsight, and it gains darkvision and the see in darkness ability, but it can make only one laser attack per round. If all three are destroyed, it loses the ability to see in darkness and cannot attack with its lasers—at this point it typically self-destructs.

Foreversight (Ex): A telescopic drone does not take penalties for sight-based Perception checks, even at interstellar distances. It still needs to know where to look, but with accurate information it can see any location.

Hyperdrive (Sp): A telescopic drone can reach incredible speeds between stars, completing a journey between planets in the same system in 2d4 days, and between systems in the same galaxy in 2d4 months.

No Manipulators (Ex): A telescopic drone has no ability for fine manipulation, and cannot hold items or wield weapons.

Self-Destruct (Ex): Telescopic drones contain a highly explosive payload. Any time a drone takes damage from a critical hit, it has a 10% chance of accidentally self-destructing. It can also choose to self-destruct as a full-round action. When it self-destructs, creatures within 100 feet must make a DC 14 Reflex save or take 8d6 fire and slashing damage from the explosive shrapnel.

Sporting enormous arrays of long-range sensors, telescopic drones are sent all over the universe for reconnaissance. Often they are used in groups, from a dozen to hundreds, to survey large areas. Once their data is recorded, they share it with one another, so if they are attacked, several of them can sacrifice themselves to ensure at least one returns intact.

THE CHRONICLER

Tall, and lithe, this bronze woman has a left arm made of raw energy. Despite her mechanical exterior, her eyes are bright and lifelike, and her metallic face, despite its total lack of features, moves ever so slightly as though it were a mask overtop of something beneath.

THE CHRONICLER CR 14 — 38,400 XP

LN Large construct (augmented humanoid, robot)

Init +16; **Senses** low-light vision, darkvision 60 ft.; Perception +11

DEFENSE

AC 34, touch 22, flat-footed 22 (+12 Dex, +12 natural, -1 size)

hp 185 (19d10 +30 plus force field with 50 hp)

Fort +4, **Ref** +14, **Will** +17

Immune construct traits, fire

Weakness vulnerable to critical hits, vulnerable to electricity

OFFENSE

Spd 40 ft., fly 30 ft. (perfect)

Melee plasma arm +30 touch (20d6 plasma) or 2 slams +30 (2d8+7)

Ranged wrist-mounted laser +30/+30 touch (10d6 laser, range 500 ft.)

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

TACTICS

During Combat The Chronicler stays at range as long as she can. When forced into melee combat, she grapples her opponents, using her plasma arm to burn through them as quickly as she can.

Morale The Chronicler considers her mission, warning all worlds of the coming of Saitan, to be above the life of any one person, or even any one world. If the opportunity presents itself, she flees.

STATISTICS

Str 25, **Dex** 34, **Con** —, **Int** 21, **Wis** 33, **Cha** 14

Base Atk +19; **CMB** +27 (+29 to grapple); **CMD** 37 (39 vs. grapple)

Feats Deflect Arrows, Greater Grapple, Improved Initiative, Improved Iron Will, Improved Grapple, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Diplomacy +20, Disable Device +32, Fly +32, Knowledge (astronomy) +27, Knowledge (technology) +27, Survival +30, Use Technology +27

Languages universal translator; telepathy 100 miles

SQ electronic telepath, energy shape

SPECIAL ABILITIES

Electronic Telepath (Ex): The Chronicler can wirelessly communicate with and control technology within 100 feet. Unattended technological items and robots with an Intelligence score lower than 2 receive no save against this effect. Attended technology, and robots with an Intelligence score of 3 or higher, can negate this control with a DC 21 Will save. Robots controlled in this way are controlled as though affected by dominate monster.

Energy Shape (Su): The Chronicler's mind and soul are suspended in a matrix of living plasma in the center of her robotic shell. This allows her to control not only the plasma within herself, but also mundane energy sources. She can manipulate plasma or fire as though it were a solid object. As an immediate action, whenever an area effect centered within 100 feet of her would do fire or electricity damage, she may completely protect a number of squares equal to her Charisma modifier (2 normally) from the effect.

Plasma Arm (Ex): The Chronicler's left arm isn't a typical physical substance, but living plasma wreathed in a molecule-thick force field. She can safely touch anything she chooses, but any creature she is grappling or that touches her arm without her consent takes 20d6 plasma damage.

Universal Translator (Ex): The Chronicler is capable of understanding all spoken and written languages. When she communicates, she can freely do so in any language she has encountered, but in only one language at a time.

Wrist-Mounted Laser (Ex): The Chronicler's integrated laser has a range increment of 500 feet and deals 10d6 laser damage on a successful touch attack. She does not need to reload this laser; it draws power from her internal power source.

Long ago, the Chronicler was a mortal woman named Reshal. Born on the technologically advanced world of Taal Prime, she was an engineer, inventor, and explorer. Her life was good, as were the lives of most of her people. Then, Saitan came to her world.

Despite everything she had done to improve the lives of her people, and despite their advanced technology, standing up against the titan only resulted in greater destruction. Desperate, Reshal fled to seek help. Her people had allies amongst the stars; perhaps they could aid her world.

Wary of the fates of their own worlds, none would stand against Saitan. By the time Reshal returned to her world, it was nothing but a dead husk. Wracked with grief, she lashed out at the worlds who had refused to aid her. And as she did, Saitan followed her. Soon, two more worlds lay in ruin—billions were dead because of her carelessness.

Aghast at the destruction, at what she had let happen, Reshal retreated to the depths of space. It wasn't long before she knew what had to be done: She would share the story of her world, of the other worlds Saitan had destroyed. And the story of Saitan herself. Surely, hers couldn't have been the first, and she had now seen first-hand that it wouldn't be the last.

So she adopted a new mantle: The Chronicler. She salvaged everything she could from her former home and from every ruined world she could reach. She learned who Saitan was and what she did—though she never truly discovered why, or how.

As the years turned to centuries, the Chronicler did more than salvage to keep her ship repaired: she began to upgrade her body. She uploaded her mind into a matrix of plasma confined within a metal shell. On every world she came to, she told her story, and warned of the coming of the Devourer of a Thousand Worlds, the Deliverer of Omega. And in turn she learned the stories of those worlds.

It has been nearly five thousand years now, and despite the Chronicler's efforts Saitan still destroys nearly every world she visits. But not every one. By the Chronicler's urging, some worlds took up arms and carried forth the Seeds of Change, and could fight off Saitan, if only for a generation.

But a century ago, Saitan's herald Asa finally tired of the Chronicler's meddling and struck her ship, the Chariot, with a meteor. Down she fell, to the surface of Neyth, where she would soon be discovered by a powerful empire, and a band of heroes.

NOTORIETY AND GOLD

When you're engaged in important tasks such as saving the world, it's easy to argue that people should give you any help they can. After all, if you fail, it's their lives and livelihoods that will suffer.



But life isn't so simple. If they give you everything they have so you might save them, then they will be no better off than if they'd never aided you at all. So, people are forced to measure how much they can afford to help you without ending up worse off in the end.

How far the PCs can push these limits represents their notoriety, a renewable resource that they can spend like gold. The heroes' fame and importance allow them to pay for things they need without having to pay full market price.

At first level, each character begins with a maximum notoriety of 10, but this increases to 200 at 2nd level, 500 at 3rd level, and 1000 at 4th level and by 1000 for each level beyond (up to 17,000 at 20th level).

The PCs can spend notoriety as though it were gold, reducing the cost of items in part or in full as they desire.

At the end of each day, so long as they have been actively adventuring—having at least one CR-appropriate encounter, combat or not—the PCs recovers 10% their notoriety, up to their maximum notoriety.

However, notoriety is only useful in places where people know of you. At levels 1–4, a character can spend notoriety only in a single settlement no larger than a small town (or a similarly sized district of a larger town). At levels 5–8, a character's influence expands to a large city or three small towns (or a similar number of districts in a larger city). At levels 9–12, it expands to cover a metropolis, three large cities, or up to nine small towns (or similarly sized districts in a larger city). At levels 13–16, it expands to cover every city within a single country. At levels 17–19, it expands to cover every city on a continent. At 20th level, a character can spend notoriety anywhere in the world.

In all cases, the GM selects the cities (or countries, or continents) in which PCs have notoriety based on where they spend the most time.

CHECKS AND BALANCES

Notoriety increases the party's wealth and thus their possible power. But it also increases their obligations! NPCs might expect items returned after a certain adventure or a certain number of days; they might insist the PCs do them favors to pay them back, from drumming up business to finding rare reagents; or they might flat out expect to be paid after the adventure, instead of before.

Notoriety isn't intended to give players more stuff, but to give them ways to get it other than shuffling around giant piles of treasure. If you're worried about your players abusing the system, the best check is the simplest: any notoriety they spend before an adventure comes out of the treasure they would have found during it.

Characters using notoriety can take the following feats.

OVERSPEND

You can convince people of the importance of helping you—far beyond how much they normally would. You can spend more notoriety than you have, to a minimum negative notoriety equal to half of your maximum notoriety. However, on any day you begin with a negative notoriety, you recover notoriety by half the normal amount, and you cannot spend notoriety for any reason.

Normal: You cannot spend more notoriety than you have.

PARTIAL PAYMENT

You know just when to pay back your debts. Once per day, you can repay someone to whom you've paid notoriety within the past week. For every 2 gp of repayment, you regain 3 notoriety, up to a maximum of your normal notoriety score.

SHORT MEMORY

By not impressing very much upon people when you impose upon them, they are quicker to forget favors to you. Your maximum notoriety decreases by 50%, but you regain 25% of your maximum notoriety each day, instead of 10%.

GLOBALLY FAMOUS

Prerequisite: 2nd level

Your name and deeds have spread far and wide. You are considered four levels higher when determining where you can spend your notoriety.

Special: You cannot take both this feat and Locally Famous.

LOCALLY FAMOUS

Prerequisite: 4th level

No matter how big you get, you never make quite as big of an impression as you do back home. You are considered to be four levels lower when determining where you can spend your notoriety, but your maximum notoriety increases by 25%.

Special: You cannot take both this feat and Globally Famous.

SMOOTH TALKER

Prerequisite: Charisma 16

You know just the right thing to say to get the biggest discount and the best deals. Whenever you spend notoriety, you can make a DC 15 Diplomacy check to reduce the amount of notoriety you spend by 5%.

Special: You may take this feat multiple times. Each time you do, when you spend notoriety you can increase the Diplomacy DC by 5 to increase the discount received by 5%.

THE FAITH OF FOUR

While many mortals understand and adhere to a four-point morality system, few realize that the structure of good, evil, law, and chaos reflects a larger, underlying facet of the multiverse. Good and Evil are simply labels mortals give to their interactions with Beginning and Ending. Law and Chaos are just how mortals perceive Continuation and Change.

These four fundamental powers, sometimes together and sometimes apart, define and guide and even serve as a font of power for every deity, entity, and force of nature known to mortals throughout the multiverse.

These forces aren't properly comprehensible to mortals, and their true nature and scope are obscured even from deities and similar higher-level beings. They exist to serve their own nature and do not have motives in the way mortals might perceive them, except perhaps one borne from their opposition to their counterpart.

Still, these great powers do act in the material world. Sometimes their interference is obvious and direct, but far more often it is indirect, mysterious, and performed by one of many proxies. When mortals, or even deities, perceive the manifestations of these forces, they struggle to comprehend what they are seeing, interpreting them as having a physical form not unlike their own. This further serves to obscure the nature of these entities, as their actions are frequently attributed to other creatures or deities.

Some scholars who study the nature of the universe understand the nature of these meta-divine entities, and the ways in which many of their actions play out only on the grandest scale. Some actions might seem trivial or even counterproductive now, but might be an important piece for a move planned a million years in the future—or even in the past.

HISTORY

The four great powers have existed for at least as long as the universe has, but their grand scope leads many dedicated worshippers to believe that they existed long before and will continue to exist long after.

The truth is more complex than that. These four powers are manifestations of—or, some argue, the source of—the fundamental structure of the universe; they came into being alongside it, and cannot be suppressed or separated from it without dramatic consequences. In previous universes there were similar powers—and in future universes there will most likely also be similar powers, but they are not all the same.

With the scope of their powers, reaching into past universes or seeing into future ones is not out of the question, and the four powers occasionally do just that, learning from their predecessors or manipulating future universes to ensure their own continued existences—for even a creature whose lifespan is best measured in hundreds of billions of years has some concern for their own continuance.

RELATIONSHIPS

The four great powers are two pairs in diametric opposition: Beginning and Ending, and Change and Continuation. Despite their fundamental duality and opposition, they are not enemies. Rather, each begrudgingly accepts the existence of their other half, all the while pursuing their own agenda so that they remain superior. They have a modicum of respect for the other pair of entities, seeing in them aspects of themselves.

Nearly all across the universe at all times, the four powers are interacting. Change and Beginning bring about new life, while Change and Ending take it away. Continuation and Ending burn planets to desolate ash, while Continuation and Beginning found empires and save immortals from destruction.

Deities have complex relationships with the great powers, occasionally seeing them as greater entities, and otherwise seeing them as aspects of themselves. Only an enlightened few of the deities truly understand the great powers as their own separate entities, and treat them with the deference they deserve.

Of the four powers, Ending is most often related to “evil,” shunned and stood against by mortals and deities alike. Yet Ending isn't always bad—a person overcoming a cold has ended the virus, a country overthrowing a tyrannical king has destroyed the seat of corrupt power. Even death is a natural part of the cycle of life, and the universe. Even Beginning accepts this; though the beginning of the universe was its ultimate victory, both know that the very last moment will be a triumph for Ending as it absorbs even itself before the next universe can begin.

APPEARANCE

The great powers do not have their own physical forms, and instead appear according to the perceptions of those observing them.

Beginning typically appears as a plain yet attractive female, similar in most ways to any fond memories of the observer's own mother.

Ending typically appears as a distorted reflection of the observer, blended with whatever the observer fears will kill them—be it a hated enemy, disease, or merely old age.

Continuation appears as a featureless figure of living stone, which naturally takes a form similar to the race as the observer.

Change appears in the semblance of someone the observer views as a powerful creative figure, though their features shift and morph whenever they're not being closely watched.

PROVIDENCE

When Beginning is pleased or Ending is displeased, the being's followers will find the land about them more fertile, buildings and objects around them needing less maintenance, and the act of creating new things requiring less effort. When Ending is pleased or Beginning is displeased, the being's followers will find things crumbling at their touch, and find it impossible for those around them to create anything of quality, no matter how much they try.

When Change is pleased or Continuation is displeased, the being's followers find new opportunities presented to them, and growth rapid and abundant. When Continuation is pleased or Change is displeased, the being's followers will find long stretches of uniformity and fewer options available.



THE CHURCH OF THE FOUR

There is no formal faith of the Four—they do not speak to or interact with mortals in the same way that normal deities do. Those who worship them are typically eager to meet any who see the universe in same way they do.

TEMPLES AND SHRINES

The Four do not have centers of worship, but as the creatures who follow or worship them are typically powerful and enlightened, grand monuments have occasionally been built in their names, often in ancient and remote locations where few are likely to tread by accident. These temples are made of metal and stone: things that will stand the test of time. Within them, grand murals or statues of four entities reaching toward the same central point are prominent, as is architecture of the grandest possible scale.

HOLY TEXT

The Order of the Universe is the book most commonly used in discussions of the four great powers. It discusses each of the four forces impartially, alongside details on how one might appease any or all of them. It is not a religious text, however, but more of a scientific and philosophical work.

HOLIDAYS

With no formal church, the faith of the Four has no official holidays. However, all followers of the Four ascribe great significance to New Year's Day, for it represents aspects of each of the Four: it is a consistent holiday, where the old year ends and is replaced by the new.

Titles: The Four Powers, The Great Four, Beginning, Ending, Continuation and Change

Adjective: follower of the Four

Home: none

Alignment: any

Followers: high-thinkers, deities

Domains: any one

Subdomains: any one

Symbol: four figures reaching in toward a central point

INHERITOR OF THE ENTROPY HEART

A Pathfinder-compatible adventure for a party of four 18th-level characters by Michael McCarthy.

ADVENTURE BACKGROUND

For millennia, the greatest threat the Material Plane has known was the gradual encroachment of Entropy. Hailing from the Shadow Plane, Entropy slowly but surely sapped life, energy, and change from worlds all across the multiverse. And where they could not defeat a world by slowly draining it of life, their material agents struck—and destroyed it utterly.

The greatest of those who served the goals of Entropy was Saitan, a titan of prodigious power. She has not only destroyed over a thousand worlds, but so too has devoured the artifacts that made them what they were: their Seeds of Change. Yet when Saitan's herald moved to destroy the only entity in the galaxy who stood against the titan, it was the beginning of the end for Saitan's reign of terror. The conflict between the great powers of the multiverse was coming to a climax.

The Chronicler, who had spent nearly a thousand years warning worlds of the approach of Saitan, was damaged beyond hope of escaping her. Yet she inspired a small group of heroes to take up the very energy that drew Saitan here, the Seed of Change, and stand against the titan. They answered the call and, empowered by the embodiment of Change itself, destroyed the titan in her own throne room.

But Entropy's master, the great power of Continuation, could not be so easily stopped. Even as Change was leading heroes to stand against Entropy's champion, Continuation was leading Entropy to another: the commander of the insidious Onyx Cabal.

The Onyx Cabal is nearly as old as the itself, and exists entirely to oppose the world's most powerful empire. From the shadows, it has worked to undermine, to slow, and to weaken the seemingly unstoppable empire. Yet, comprised mostly of anarchists and disenfranchised rebels, it could hardly slow the empire's steady growth.

But nearly thirty years ago, that changed dramatically. A powerful and charismatic man, calling himself the Onyx Commander, claimed leadership of the group. He proclaimed that the was doing wrong by its people, that it was built so the wealthy could stand on the shoulders of the meek and grow fat. People rallied to his seemingly righteous cause.



A Warning Too Late

Yet the stronger the Cabal grew, the more a sinister power whispered into the Onyx Commander's ear: the voice of Omega, the greatest among Entropy, whose last herald was swiftly approaching her demise. It twisted his mind, leading him to recover Saitan's heart after her death and claim the god-like power of Omega for himself. With it, he would have more than just the empire: he would have reality itself at his command.

Under the guise of Captain Korric of the Nations' Army, the Onyx Commander led the Chronicler into a trap. He convinced her to help him build a great ship, an ark, to save the people of Neyth. But with the Entropy Heart beating upon his breast, saving them was the last thing on his mind. Rather, the first thing he would do with his newly completed ship was destroy the heroes who had managed to defeat Saitan.

ADVENTURE SUMMARY

As the Final Moon finishes collapsing in on itself, the chains that held so many worlds in the sky snap, releasing them from its destructive grip—except for two, and the ruins of these worlds will forever mar the sky of Neyth, reminding them of what they nearly lost.

As the empire begins to rebuild, the party is contacted once again by the Chronicler. Something is clearly wrong with their missing ally, and Marco DePompa urges the party to investigate—and to save the ally who is the only reason they were able to mount any defense against Saitan at all.

Following the Chronicler's directions, the party discovers a pyramid nestled between mountain peaks, surrounded by a storm of planar energy not unlike the one that threatened to tear a dozen worlds apart. This pyramid is the Ark—a ship designed by the Chronicler and crafted all at once by the Omega Force. Inside, they are contacted again by the Chronicler, who reveals to them the nature of the trap: the Ark has already left Neyth, and they are trapped here with her at the whim of the Onyx Cabal.

So the party works their way to the center of the pyramid, where the Chronicler is held in a state of near destruction. She was misled into allowing herself to be crippled, in the hopes of creating a means by which others might transcend mortality.

Before she can be freed, the party is interrupted by the Onyx Commander himself! He gloats, saying that there is nothing they can do to stop him, for even the android Chandar, constructed from the Chronicler herself, is infused with the power of Omega. Yet Chandar has rejected the fate that the Onyx Commander chose for him, and with Chandar's help, the party defeats the Onyx Commander there—only to discover that the commander was merely a projection from the true source of the Ark's power: the Inverse Ark.

With the aid of Chandar, the Chronicler, and the engineer Anna—whose talents made the construction of Chandar possible—the party uses the Ark's engine to breach the Inverse Ark and hunts down the Onyx Commander for a final showdown.

Yet the Inverse Ark is filled with creatures greater and stranger than the Onyx Cabal. Allies of Omega itself stalk the narrow hallways, and the party must fight their way tooth-and-nail down to the peak of the inverted pyramid to confront the inheritor of the Entropy Heart and tear it from his very chest.

With the power of Omega over him broken, the Onyx Commander repents—but Omega is once again gathering its power. This time, it would confront the party itself, in full immortal glory on the streets of Shonawing.

It brings Saitan back from the grave and funnels itself into her, creating a titan with all the power and rage of an angry god. The party finally has no choice but to turn to the Seed of Change, sacrificing themselves to stop Omega and putting the fate of their world once again in the hands of mortals, for good or for ill.

CONTINUING THE ADVENTURE

This adventure begins at 18th level—a full four levels above where the party is expected to be at the end of *Devourer of a Thousand Worlds*. Ideally, the party will have completed four or more side quests between then and now, saving as many worlds in the sky from imminent destruction and putting them at or near 18th level.

If the party hasn't completed enough side quests to reach 18th level, they may have difficulty facing this adventure. To make up the difference, the GM should include a way for the PCs to quickly gain the required levels. Here are some suggestions:

A Remnant of Power: The power from the Seed of Change lingers in the PCs, forever bestowing them with a fraction of the great power they had been filled with. The party immediately advances to 18th level, and their equipment increases in power accordingly—each PC's equipment increases in value by about 350,000 gp, which is roughly equivalent to increasing the numerical bonus of any item that grants one by +2. This option is ideal for quickly proceeding from the previous adventure.

A Rain of Wonders: The ruins of the Final Moon hang in the sky, drawn into the knot of planar energies, and rain down on Neyth in equal measure. While most of these relics are harmless wrecks, many are powerful relics that survive the Moon's destruction, and their very presence can lead to dramatic and history-altering changes. Here are some of the items most likely to be dangerous to the :

- A cluster of colours out of space (Pathfinder Reference Document, Bestiary 4 Monster Index) was released from extraplanar storage and began devouring everything.
- A canister of self-replicating nanites (as hellwasp swarm, Pathfinder Reference Document, Bestiary 3 Monster Index) is opened by an unsuspecting victim. The nanites possess this poor fool and begin to replicate and spread at an ever-increasing rate.
- An innocent tome contains arcane secrets far beyond what Neyth is prepared to handle, and the cult that discovers it opens a rift to the dark places between the stars.
- A sword that prevents its wielder from ever losing a duel, but inspires rage and jealousy in all that see it, prompts a

series of owners to murder and pillage their way across the countryside.

In any case, the GM should award each PC approximately 500,000 XP for each artifact they neutralize until they reach 18th level.

CHAPTER 1: WHAT REMAINS OF AN EMPIRE

Several weeks have passed since the death of Saitan and the destruction of the Final Moon. Whether the PCs have spent the intervening time attempting to sever the spectral chains that are pulling so many worlds together, staving off the effects of the rain of strange artifacts across the land, or simply recovering from their experiences, the knot of chains draws ever tighter. When the party finally thinks they have everything well in hand, read or paraphrase the following:

It has been weeks since the destruction of the Final Moon, and each day the knot in the sky draws tighter. Finally, one of the chains tying Neyth to so many others snaps. It seems to happen in slow motion—one snaps, then another, and then the entire mess of energy unravels all at once. Some planets vanish, while others are scarred by arcs of cascading energy millions of miles long. Two of the nearest worlds are drawn together by the cataclysm and slowly tear one another apart. Two worlds once full of people: the final victims of Saitan.

Within an hour of the catastrophe in the sky, Marco DePompa will send a messenger to the PCs, who relays that DePompa hopes to meet them on Memorial Hill in the Capitol. When they arrive, he explains that he has spent most of his time in the last weeks rebuilding the empire and searching for their missing ally, the Chronicler. Yet with destruction of the planets in the sky, he wishes to build a memorial for them here at the heart of the empire.

Yet before the discussion can go very far, a familiar voice begins to ring in the PCs' minds: the voice of the Chronicler. Read or paraphrase the following:

Scenes of a mass exodus invade your mind. People fleeing inland, uphill and into the mountains. There, amid bone-white peaks stands a pyramid as black as night—a port of safety in the coming storm of destruction. You recognize the message instantly as coming from the Chronicler, raising the question: Didn't she know Saitan was defeated? Or was there something even worse afoot?

While Marco has stood strong ever since Asa's attack, he is visibly relieved after the Chronicler's message, knowing she is at least alive. He sees her as one of very few people he can trust, alongside the PCs. He begins to suggest that he and the party travel to this pyramid in the mountains, only to stop mid-thought: he must meet with the heirs apparent of the Forty Families so they might

pledge allegiance to the rebuilt empire. He curses; if he abandons them, he says, the meeting might devolve into bloodshed or even war, and suggests the PCs go meet the Chronicler in his place.

Yet as optimistic as he is about the Chronicler resurfacing, Marco warns the PCs that foul play may be afoot. After all, the Chronicler has been missing without word for weeks.

Any character who succeeds on a DC 20 Knowledge (local or geography) check can easily identify the specific location shown in the vision: the Rasping Cleft, a wide pass in the White Mountain Range not far east of Shonawing. The pyramid is a new addition, blocking what is normally a busy mountain pass.

THE WHITE MOUNTAINS

Shonawing is the northernmost nation in the , and also one of the most defensible. To the west is the Avalon Ocean, to the south are the allies Sahir and Neci, and to the north and east are the White Mountains: thousands of feet of marble and white granite standing as a stalwart defender against any sort of invasion. One of the easiest routes over the mountains is the Rasping Cleft, a pass that navigates along the bottom of a ravine between three titanic peaks.

In the past few weeks, however, the ravine has been overtaken by a flurry of construction. The Onyx Cabal have built a massive pyramid in the center of the pass, visible a dozen miles from either side of the mountain range. The route to the pyramid on foot is effortless—the Rasping Cleft is practically a highway through the mountains—but any attempts to land on its doorstep land several hundred feet away. This isn't because of an intended defense of the pyramid, but because it draws so much energy from Omega that it distorts the space around it somewhat.

THE ETERNAL BATTLE

Though the sky seems mostly clear from a distance, once the party reaches a half-mile from the pyramid, the sky darkens with a sudden, violent storm. There is no rain or lightning, but every few seconds the distant boom of thunder can be heard.

The "storm" is clearly not a natural occurrence, and a character who makes a DC 25 Knowledge (planes) check can identify that what the party is seeing is actually happening on another plane very close to the Material. Passing the check by 5 or more identifies that this storm is brewing on the Shadow Plane.

A character who succeeds on a DC 40 Perception check identifies the reason there is neither rain nor lightning: what appears as a storm is a swarm of millions of Entropy pods, battling titanic humanoids. A character who succeeds on a DC 38 Knowledge (planes) check identifies the creatures as pleroma aeons (Pathfinder Reference Document, Bestiary 2 Monster Index), entities of incredible power who embody the continued cycle of creation and destruction.

While their clash is intense enough to blot out the sky, they do not interact with the party unless they take extreme measures, like crossing the planar boundaries and abandoning the pyramid. Instead, they serve as a warning: despite the defeat of Saitan, the battle between Change and Continuation is far from over.

THE CONTRAST!

At the end of this adventure, the party will quite literally have in their hands the power to destroy or save the entirety of the . It's important to give the party reasons to save it or to tear it down and start anew.

At the beginning of this adventure serial, it's assumed that the PCs are motivated to save the empire, where freedom is so highly valued. In this case, as the party goes through the Ark, you'll want to give them some reasons to tear down and rebuild the empire. Perhaps they travel through an area where the poor are begging for supplies, only to be shooed away because the supplies in question are intended for the wealthier sections of Shonawing.

If, however, the party has already begun to resent the empire, this is an excellent location to show the empire as a generous and benevolent place. Perhaps, as the party leaves Shonawing, they see that while entire city blocks that have been levelled, the Nations' Army has organized shelter, food, and support for the injured.

CHAPTER 2: INTO THE ARK

On the surface, the Ark appears to be a modest pyramid. It stands about a hundred feet tall and twice as wide, made of black marble highlighted with gold that contrasts sharply against the white mountainside around it. Yet, like a marble glacier, the vast majority of the Ark is hidden from view, underground and in another plane. In total, the Ark features hundreds of rooms and can house thousands of humanoids at full capacity.

Yet while the Ark was designed with pure intentions, before construction had even finished it was being repurposed for the goals of the Onyx Cabal. What had been a memorial for recovered artifacts became a treasure vault. What had been a shelter for those rescued became a barracks. What had been the Chronicler's hope to have another of her kind became a terrible weapon...but also perhaps her last hope.

Beyond that, even, the Ark is linked to the Inverse Ark—a construction on the Shadow Plane nearly as large and far more dangerous than its Material counterpart.

FEATURES OF THE ARK

The Ark is divided into six major sections. Each section has several defining features, though there are several consistent features throughout the structure.

All of the Ark's walls are three feet thick, made of magically reinforced black marble (hardness 18, 300 hp per 5-ft. section). Most of its walls also contain four-inch piping, used for running cables, feeding water, or fulfilling other mundane needs.

Unless noted, all areas within the Ark are lit by glowing orbs mounted on alternating walls every twenty feet, as well as by ceiling-mounted lights at each intersection and corner. These orbs are magical in nature but powered by cables that run through nearby walls.

Unless noted, all doors in the Ark are magically reinforced iron doors (hardness 23, 60 hp) that are either unlocked or clearly marked with "Authorized Access Only." Marked doors are always locked (DC 30 Disable Device to unlock) and trapped with a stasis trap, which is triggered by attempting to open the door without the key. If a PC succeeds on a Disable Device check to unlock the door by 5 or more, this doesn't trigger the trap even if it hasn't been disabled, nor does touching the handle or checking if the door is locked. Only force, magic, or picking the lock triggers it.

STASIS TRAP

CR 10

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger open door without key; **Reset** manual

Effect multiple spell effects (all creatures within 30 ft. are affected by mass hold monster (DC 19 Will negates), and the character touching the door is targeted by a forcecage (DC 20 Reflex negates). Finally, an audible alarm sounds, attracting two random encounters, one after 2d4 rounds, the other 2d4 rounds after that.

SCHEDULE OF THE ARK

Life on the Ark is sunless and divided into three eight-hour blocks: first "morning" shift, second "evening" shift, and third "night" shift.

Between each shift is a twenty-minute scramble, during which the inhabitants of the Ark rush about from location to location. During this time, any area whose inhabitants change between shifts will be empty, but the PCs will have a random encounter if they are not in such a location.

In addition, every time the PCs move from one section to another, or spend an hour or more in one section during first or second shift, the PCs will have a random encounter as they encounter a group patrolling the rooms and corridors of the Ark.

These patrols aren't searching for the PCs—the Cabal has been waiting for the PCs to arrive, after all. These patrols are instead meant to keep the Ark busy, providing it with some distance from the Shadow Plane, whose dark influence is constantly creeping into the Ark. These shadow manifestations, as they are called, are detailed below.

The fewer living creatures there are in the Ark, the less dynamic the ship becomes and the closer it slips to the Shadow Plane. Each time a living creature in the Ark is killed, even if it is later revived, add +1 to all rolls for random encounters made for the remainder of the adventure.

The following table lists a number of possible encounters the PCs might have. Rather than giving separate tables for each location and shift, this table designates three types of patrollers: patrollers



A, B, and C. The specific creatures corresponding to these designations are detailed in each section of the Ark. If the PCs would have an encounter with more creatures of a designation than remain on the Ark, they simply encounter all remaining members of that designation.

131+	Three omega cloaks	Three omega cloaks and a shadow manifestation	Three omega cloaks and a shadow manifestation
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% Roll	First Shift	Second Shift	Third Shift
1–60	Four patroller A, two patroller B	Three patroller B	Three iron golems
61–90	Three patroller B and one patroller C	Five patroller B	One patroller A and one Uja proxy
91–100	Shadow manifestation	Two Patroller A, experiencing a shadow manifestation	Shadow manifestation
101–130	Two omega cloaks and a shadow manifestation	Two omega cloaks and a shadow manifestation	Two patroller A and one patroller C

INHABITANTS OF THE ARK

There are over a hundred creatures living in the Ark: soldiers, prisoners, and the masterminds of the Onyx Cabal itself. This section gives a summary of each of the Ark's inhabitants, the number on the Ark, and a reference to where its statistics are located.

UJA DOUBLES (4)

Uja was one of the architects of the Ark, transplanted into the first of his current golem-like bodies by Anna as a test of consciousness transfer before building Chandar. Since then, he has experimented by creating new bodies and splitting his consciousness between them, creating an army of golems under his absolute control.

If these golems are destroyed and any Uja doubles remain, Uja will repair and replace them at a rate of one per three shifts.

UJA

CR 17 — XP 102,400

hp 183 (*Adversaries of Crisis*, page 13)

THE SEED OF CHANGE

By this point, the PCs might risk using the Seed of Change. If they do, there's no longer any reason—beyond the threat that it might destroy them—that they can't.

Listed below are some likely examples of how the Seed might be used and how they will affect the adventure.

- If the party uses the Seed to erase the Ark or the Onyx Cabal, they succeed. This destroys the Ark and all of its inhabitants except for Uja, who survives due to a double outside the Ark. The destruction passes over the Inverse Ark, Saxe, Dagna Petrov, and the Onyx Commander, who are certain to launch an immediate counterattack against the PCs.
- If the party uses the Seed to erase the Entropy Heart or the Onyx Commander, Omega will directly intervene. Not to save the Heart, but to save the Onyx Commander. The Commander loses the Entropy Heart defense and the external heart weakness, and instead gains DR 10/—, fast healing 20, and the ability to cast quickened wish as a spell-like ability three times per day.
- If the party uses the Seed to erase Entropy or Omega before the final confrontation, then the Ark will immediately lose power. The Onyx Cabal will spend several days recovering and then attack the party directly, mounting an attack similar to their interference during the battle with Saitan Reborn.

UJA PROXIES (4)

These Huge humanoid statues appear to be burnished brass statues of enormous size, clad in shining silver armor. Though larger than he is, Uja's proxies are less complex, built with great size and prodigious strength for use in acquisition missions wherever needed.

If these golems are destroyed and any Uja doubles remain, Uja will repair and replace them at a rate of one per two shifts.

UJA PROXY CR 15 — XP 51,200

Advanced giant iron golem

hp 185 (Pathfinder Reference Document, Bestiary Monster Index)

Speed 40 ft., fly 50 ft. (clumsy)

IRON GOLEMS (12)

These stoic statues are carved of iron to resemble squat humanoids, wearing armor that obscures their features. They are intended to serve as the Onyx Cabal's shock troops, crushing their enemies with their bare fists.

If these golems are destroyed and any Uja doubles remain, Uja will repair and replace them at a rate of one per shift, and create an additional iron golem once every three shifts.

IRON GOLEM

CR 13 — XP 25,600

hp 129 (Pathfinder Reference Document, Bestiary Monster Index)

THORARIN

A woman whose skill with a blade is matched only by her greed. With her mercenary attitude, the Onyx Cabal had no trouble recruiting her as their military commander by simply providing a huge payout up-front.

THORARIN

CR 20 — XP 307,200

hp 194 (Adversaries of Crisis, page 12)

ONYX CABAL SOLDIERS (80)

Thorarin has trained nearly every soldier in the Onyx Cabal's ranks. Hundreds of her "graduates" work throughout the empire, but the best of the best remain here in the Ark for special missions.

ONYX CABAL SOLDIERS

CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

GRYNE GRISHA

Gryne Grisha was once the most successful weapons dealer in and around the . That all changed when he agreed to receiving super-warrior enhancements, which warped him into a hideous, troll-faced creature. The no longer wanted anything to do with him, so he joined forces with the biggest group that did: the Onyx Cabal.

GRYNE GRISHA

CR 20 — XP 307,200

hp 213 (Adversaries of Crisis, page 8)

SALVAGESHIP PILOTS (20)

While constructing the Ark, the Onyx Cabal used what it learned by studying the Chronicer and her ship to construct smaller, more maneuverable vessels, each manned by a single pilot. The pilots of those ships are seen as the elite amongst Cabal soldiers, and competition for the limited number of pilot spots is fierce.

SALVAGESHIP PILOT

CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80

LEIF

Leif is a mystery to most of the Cabal, but an enormous asset. A master of illusion and subterfuge, this frost giant is shrouded in many layers of disguises. He has been instrumental in the vast majority of the Cabal's infiltration of the empire thanks to his spies, illusions, and dominated minions. He alone among the Cabal doesn't feel the touch of Omega, but whether this is because he will willingly work toward the end of the universe or some other reason remains unknown to the rest of the Cabal.

LEIF**CR 20 — XP 307,200****hp** 331 (*Adversaries of Crisis*, page 9)**LEIF'S SPIES (8)**

Leif has servants of many races and creeds, but the most valued among them are those with the ability to manipulate the truth to suit their own ends. These serpentfolk disguise themselves as humans and infiltrate courts and organizations throughout Neyth, manipulating them and reporting to Leif. Within the Ark, this particular clan of serpents still wears the illusion of the stations they once held throughout the , until abandoning them suddenly to rejoin their master here in the Ark as it launched.

LEIF'S SPY**CR 8 — XP 4,600**

Advanced serpentfolk illusionist 4 (as serpentfolk illusionist, Pathfinder Roleplaying Game Monster Codex)

hp 99**LEIF'S SOLDIERS (6)**

A small contingent of frost giants from Leif's home world, these soldiers are Leif's personal royal guard. Leif seriously resents them and eagerly puts himself into dangerous situations to force them to risk themselves to rescue him. They resent him as well, but magic has bound their blood to an oath they made to protect him, and they cannot willingly turn on, abandon, or betray their cruel master.

LEIF'S SOLDIER**CR 13 — XP 25,600**

Frost giant ranger 4 (as frost giant elite scout, Pathfinder Roleplaying Game Monster Codex)

hp 197**DOMINATED CONFEDERATE SOLDIERS (16)**

These loyal Confederate soldiers have long since had their minds twisted by Leif to serve the Onyx Cabal. Though he knows their true loyalties have since fallen into question, he keeps them dominated at all times, to ensure undoubtedly that they will follow orders.

DOMINATED CONFEDERATE SOLDIERS**CR 12 — XP 19,200**

Human paladin 13 (as dragon smiter, Pathfinder Roleplaying Game NPC Codex)

hp 115**FREYSTEIN**

Freystein is a massive humanoid green dragon of prodigious age hailing from a distant world. Recovered from the debris of the Final Moon, he was offered a comfortable position protecting the Cabal's treasury, which he gladly accepted.

FREYSTEIN**CR 18 — 153,600 XP****hp** 310 (*Adversaries of Crisis*, page 7)**ANNA**

A former high cleric of the dwarven gods, Anna suffered a crisis of faith when the gods revealed to her the true nature of the universe. She turned to the Onyx Cabal and put her newfound knowledge to work for them for over the last decade, until the defeat of Saitan and the ascension of the Omega Commander as Omega's herald revealed the truth of the Cabal to her.

Now suffering a second crisis of faith, this time in mortalkind, and in herself in particular, she waits amidst her greatest creations—the android Chandar, and the Ark's Everywhere Engine—for a sign of what she must do next.

ANNA**CR 18 — 153,600 XP****hp** 165 (*Adversaries of Crisis*, page 4)**CHANDAR**

Chandar was intended by the Onyx Commander to be the first of many weapons, incredible in power yet totally innocent in appearance. He is an android with great innate power and the capacity to channel the Omega Force itself.



Yet unknown to both Anna and the Onyx Commander, Chandar was more than a machine even when he was just built. Truly alive and fully sentient, he rejects the horrible purpose put to him by the Onyx Commander, and intends to escape this destiny alongside Anna and the Chronicler when the opportunity presents itself.

CHANDAR

CR 19 — 204,800 XP

hp 218 (*Adversaries of Crisis*, page 5)

THE CHRONICLER

With her having spent the better part of a century unconscious at the center of a laboratory, the damage done to the Chronicler aboard the Ark is minor in comparison. Her powers are reduced in scope, and her body is at risk of collapse, but if she can stay still and recuperate, she will make a full recovery in mere weeks.

THE CHRONICLER

CR 14 — 38,400 XP

hp 25 (*Crisis of the World Eater: Immortal Wrath of the Armageddon Angel*)

OMEGA CLOAKS (NONE)

At the beginning of the adventure, there are no Omega cloaks in the Ark. However, whenever a living creature is slain in the Ark, its corpse rapidly crumbles to dust and rises after 1d4 hours as an Omega cloak, a spectral creature of corpse dust and dark energy that hangs in the air like a faded shroud. In most ways they resemble Entropy pods, but they are all at once animated by Omega, the god among Entropy, making them entities far superior to their lesser cousins.

Like most manifestations of Entropy, an Omega cloak cannot be truly destroyed. If defeated, it reforms unharmed after 1d4 hours.

OMEGA CLOAK

CR 14 — XP 38,400

LN Medium undead (incorporeal)

Init +6; Senses darkvision 60 ft.; Perception +5

Aura entropy (DC 25, 10 ft.)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +6 Dex)

hp 230 (20d8+140)

Fort +11, Ref +12, Will +17

Defensive Abilities amorphous, incorporeal; Immune undead traits

Weaknesses light sensitivity

OFFENSE

Spd fly 40 ft. (good)

Melee 2 slams +18 (1d4+3 plus Omega drain)

Special Attacks Omega drain (5d6, DC 20)

STATISTICS

Str 16, Dex 23, Con —, Int —, Wis 20, Cha 25

Base Atk +15; CMB +18; CMD 41

Languages none

ECOLOGY

Environment any

Organization solitary or squad (2–6)

Treasure half

SPECIAL ABILITIES

Aura of Entropy (Su): Omega's presence saps the will and energy of living creatures. All attacks within 10 feet of an Omega cloak take a –1 penalty to the roll, and moving into any square in the area costs double the movement in squares. A character who succeeds on a DC 25 Will save as a swift action is immune to the effects of any Entropy aura for the remainder of the round. Multiple Omega cloaks in one area do not increase this penalty or DC.

Omega Drain (Su): Creatures struck by an Omega cloak feel the world-halting power of Omega. A hit creature immediately takes 5d6 damage, manifesting as physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. In addition, creatures affected by Omega drain must succeed on a DC 20 Fortitude save or become fatigued and gain 2 temporary negative levels.

Below is a table to help GMs keep track of the various creatures in the Ark throughout the adventure.

Uja Double: 4

Uja Proxy: 4

Iron Golem: 12

Onyx Cala Soldier: 80

Salvageship Pilot: 20

Leif's Soldier: 6

Dominated Confederate Soldier: 16

Leif's Spy: 8

Omega Cloak: 0

SHADOW MANIFESTATIONS

While the barriers between planes have grown thin all throughout Neyth thanks to Entropy, here in the Ark the Material and Shadow Planes are touching, allowing inhabitants of one to see and even reach into the other.

The fewer living creatures there are aboard the Ark, the closer the ship comes to falling entirely into the Shadow Plane. GMs, you should keep track of the number of creatures slain aboard the Ark, even if they're later resurrected. In addition to affecting the rate of random encounters, the more creatures have died aboard the Ark, the more dangerous the powers of the Shadow Plane are when they do manifest.

Each shadow manifestation follows the PCs for 1d4 minutes before dispersing.

DANCING SHADOWS (10 OR FEWER CREATURES SLAIN)

Ahead and behind the PCs, the shadows of at least two creatures appear, standing just out of sight. These shadows are nothing more than that—if the characters go to investigate, the shadows

vanish in a coil of smoke before anyone reaches them. If the PCs listen, the shadows whisper in hushed and ultimately unintelligible conversations.

DARKNESS ENEROACHES (11–30 CREATURES SLAIN)

The lights, quite suddenly, go out. Even magical lighting fade to mere pinpricks of light, and creatures without the ability to see in magical darkness are effectively blinded until the darkness lifts. In the darkness, characters can feel cold creatures pushing between them, putting their hands on shoulders and wrists. These touches aren't from creatures the PCs can see or touch, but from entities on other planes pressing against the fabric of worlds. Conversation is impossible below the level of a whisper, as the air fills with constant, though unintelligible, whispering noises.

HUNGRY SHADOWS (31–50 CREATURES SLAIN)

Shadows rush to fill the area, reducing the lighting conditions by two steps, smothering anything they can reach. Each round, any creatures in dim light take 1 negative energy damage. Creatures in darkness take 1d6 negative energy damage, and creatures in supernatural darkness take 1d6+5 negative energy damage. All of this damage applies even if the creature can see. This damage doesn't heal creatures with negative energy affinity, nor does it harm them.

During this time, the air chimes with supernatural chatter that gives meaningless directions of all kinds, making conversation impossible unless all participants succeed on a DC 25 Perception check to hear one another.

THE WORLD BECOMES DARKNESS (51+ CREATURES SLAIN)

The Ark begins flickering between the Material and Shadow Planes. The light throughout the Ark is reduced by two steps, and all living characters must make a DC 20 Fortitude save or become fatigued. Immediately, and once for each minute the effect persists, all fatigued characters must make a DC 20 Will save or also become apathetic until their fatigue is removed. Apathetic characters move at half speed and take a –2 morale penalty on all attack and damage rolls; also, any time they would roll above a 10 for a skill check, their roll is instead considered a 10. This is a mind-affecting emotion effect (Pathfinder Reference Document, Ultimate Magic). Characters who are exhausted and apathetic cannot make skill checks, and their base speed becomes 5 feet.

THE ARK

The Ark is a massive obsidian pyramid, exactly 600 feet wide and half as tall. The structure is split into six districts, each overseen by one of the Onyx Cabal's best, and most Omega-infused, soldiers.

A. THE ARK'S PEAK

The Ark's peak was intended as an obvious but misleading point of entry for intruders, especially the PCs. When the party first enters, read or paraphrase the following:

KEEPING HIGH-LEVEL CHARACTERS ON TRACK

This adventure assumes your party begins at 18th level, near the apex of power in Pathfinder Roleplaying Game. The party likely has access to powerful spells like wish or miracle; they might be able to raise the dead more than once per day, or perhaps can teleport or commune with the gods themselves when they get stuck.

And you should let them! That's one of the rewards of reaching this level of power, after all.

That isn't to say you should encourage the party to scry out their goal and then teleport to it, skipping most of the Ark; but if that's what they choose to do, let them do so as a reward for their high-level thinking.

Of course, just because it's a clever idea doesn't mean it will ultimately make life easier for them. Fighting the Cabal now will increase the difficulty of the hazards they'll have to face throughout the Ark, but failing to confront the Cabal before the end of the adventure will allow the dangerous organization to use far more resources during the party's final confrontation with the Cabal and the reborn Saitan.

Though the room is brightly lit, the black stone of the pyramid's interior walls casts everything in shadow. On the center of the floor, directly ahead of two stairwells leading down into this bizarre structure, is a symbol emblazoned in gold: a vertical eye emblazoned in the center of a circle.

The Onyx Commander is watching closely for the PCs' approach. Once they are all inside, he triggers the Everywhere Engine to send the Ark into deep space. When he does, read or paraphrase the following:

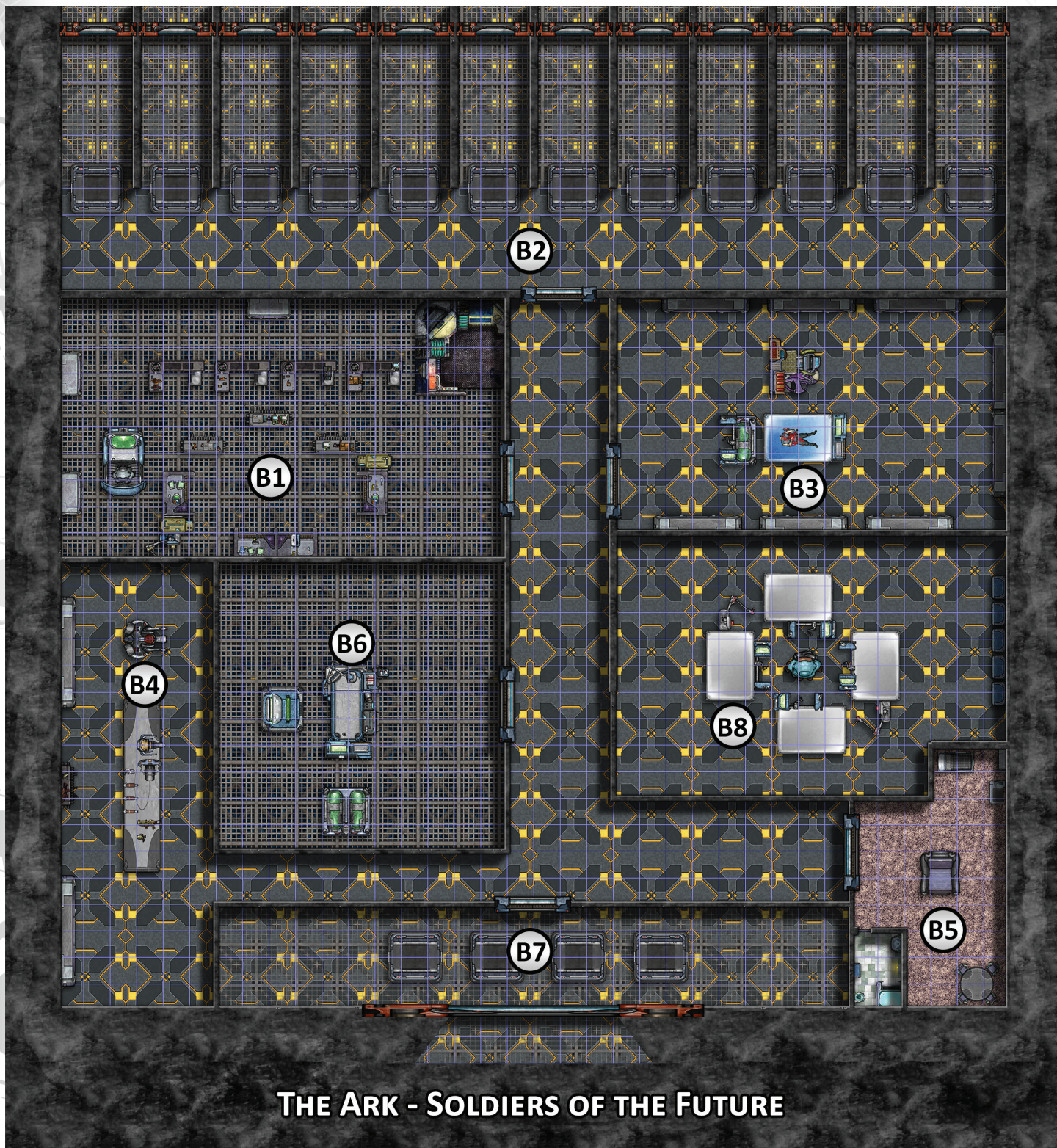
A blisteringly cold wind sweeps suddenly through and out of the room. The mountains outside have vanished, replaced by an unfamiliar blanket of stars extending in all directions.

Here, out in space, escape is only possible through exceptional magic, such as interplanetary teleport, or by reactivating the Everywhere Engine to return the Ark to Neyth.

Only moments after, the Chronicler speaks to the party again, revealing the Onyx Commander's deception. She has been imprisoned in the Ark since she went missing, tricked into helping design this ship, its engine, and a powerful weapon. She laments that the PCs are now as trapped as she is. But perhaps, if they can reach her, she can show them how to activate the engine, allowing them all to escape.

B. SOLDIERS OF THE FUTURE

Located near the top of the pyramid is Uja's lab, dedicated to the study of golems and robotics, and to how a formerly mortal mind might live forever within such an immortal body. Spurred on by a growing understanding of the Chronicler's true nature, Uja has



THE ARK - SOLDIERS OF THE FUTURE

managed to transfer his own mind into his constructs, though his attempts to infuse others into his constructions of steel and magic have failed.

The Onyx Commander fully endorses even the most gruesome of Uja's experiments as a continuation of the attempts to create super-powered warriors begun long ago in the Complex from A Warning Too Late. Both are confident that a breakthrough is just around the corner.

FEATURES OF THE SOLDIERS OF THE FUTURE

Unlike elsewhere in the Ark, the ceilings here are 30 feet high, and all areas are brightly lit.

ENCOUNTERS IN THE SOLDIERS OF THE FUTURE

At all hours, Uja's golems move about the laboratory, carrying huge, heavy slabs of metal and salvaged machines for study, disassembly, or use as raw materials elsewhere in the Ark. Until the PCs have proved themselves hostile, the iron golems and Uja proxies entirely ignore the party's presence.

Patrollers A and B are iron golems, and Patroller C is an Uja proxy.

B1. WORKSHOP FLOOR

The workshop varies from day to day, depending on which constructs Uja is examining, creating, or dismantling that day. He keeps the area remarkably clean, with organized piles of parts and a wide work area with hundreds of specialized tools in neat rows.

During any shift, two Uja doubles are here, working in perfect unison on constructing or maintaining an iron golem.

2 UJA DOUBLES CR 17 — XP 102,400

hp 183 (*Adversaries of Crisis*, page 13)

Treasure: In addition to roughly fifty tons of high-quality steel, the unparalleled tools in this room (which weigh 50 pounds altogether) grant a +6 competence bonus on Craft and Spellcraft checks involving any sort of metal, and they are worth 4,000 gp.

Destroying or stealing these tools makes Uja need one more shift to repair or replace golems.

B2. GOLEM BAY

This long, empty room faces a series of a dozen tightly sealed doors in the Ark's exterior wall. Across from each door stands a bay in which a Large humanoid creature could stand, assuming they stood perfectly still.

These bays are intended to house Uja's iron golems, though while the PCs are present in the Ark, the golems will be too busy with other tasks to return here.

B3. MIND LAB

Large jars, each holding a preserved brain, fill shelves all about this room. Strapped to a table in the room's center is a headless corpse, which seems to have recently undergone an extreme lobotomy. Here, Uja studies the brains of anyone he can get ahold of—most frequently, any Onyx Cabal member unlucky enough to earn his wrath.

During first shift, one of Uja's doubles is here, using unfathomably complex machines to study one of the many extracted brains and taking laborious notes on the results.

UJA DOUBLE CR 17 — XP 102,400

hp 183 (*Adversaries of Crisis*, page 13)

During second shift and third shift, this room is empty.

B4. WEAPONS LABORATORY

While Gryne Grisha is the Onyx Cabal's primary weapons dealer, Uja is jealous of the other man's first claim on Final Moon salvage. Uja established this small laboratory here, and has begun integrating a handful of salvaged weapons into his own body. Though he has managed to make use of a few impressive weapons, he has thus far only been able to integrate mostly intact and entirely metal weapons. Weapons of any other kind remain beyond his reach.

During second shift, one of Uja's doubles is here, attempting to decipher the underlying concepts behind robotics, without any luck.

UJA DOUBLE CR 17 — XP 102,400

hp 183 (*Adversaries of Crisis*, page 13)

During first and third shift, this room is empty.

B5. UJA'S CHAMBERS

This comfortable room was designed for Uja the mortal. Yet, almost immediately after the golems' construction, he transferred his mind to one, so he installed a single massive chair suited to his artificial body. The remainder of these rooms have sat unused since.

Uja's primary consciousness resides in his body here, sitting in the massive comfortable chair at the room's center. Unless the PCs have alerted him to their presence in his laboratory, his body here remains borderline comatose, and will not respond unless attacked.

UJA DOUBLE CR 17 — XP 102,400

hp 183 (*Adversaries of Crisis*, page 13)

B6. MAINTENANCE BAY

In the center of this room sits a single huge table. The table's sides are hung with metal brushes and other delicate metalworking tools.

During each shift, two iron golems and two Uja proxies arrive here, performing routine maintenance on one another.

2 IRON GOLEM CR 13 — XP 25,600

hp 129 (Pathfinder Reference Document, Bestiary Monster Index)

2 UJA PROXIES CR 15 — XP 51,200

hp 185 (*Adversaries of Crisis*, page 13)

B7. PROXY BAY

This long corridor has a single massive door in the Ark's exterior wall. Opposite it is a series of enormous empty bays.

This bay is meant to hold Uja's proxies, but while the PCs are in the Ark, the proxies will be busy with other tasks and won't return here.



THE ARK - SALVAGESHIP HANGERS

ONE SQUARE = 5 FEET

B8. BODY LAB

This lab's centerpiece is a huge glass orb, only slightly scratched, salvaged from Saitan's own laboratories and still holding a massive four-armed humanoid. Around it, headless corpses are strapped to tables, each with a different array of machines and medical tools connected to it.

This lab is set up for Uja to develop more super-warriors, but this is generally secondary to his other research and is left disused more often than not. In addition to four tables in the center of the room, over a dozen headless corpses are kept frozen in morgue drawers along one wall.

During first and second shift, this room is empty.

During third shift, one of Uja's doubles is here, partially animating and carefully experimenting on one of his corpses. He hopes to be able to create consistent, reproducible effects in the cadavers before working with living subjects again.

UJA DOUBLE **CR 17 — XP 102,400**

hp 183 (*Adversaries of Crisis*, page 13)

C. SALVAGESHIP HANGARS

Guided by Omega, the Onyx Cabal has been quick to salvage and repurpose as much of the Final Moon's debris as possible. Some has gone to Uja for the creation of new constructs, but most pieces that haven't been melted to slag have been brought here.

Gryne Grisha gleefully gathers the salvage and works with single-minded purpose. His goal is to reassemble the pieces into physics-defying ships capable of traveling through space at incredible speeds and laying waste to anything he desires.

Though Gryne Grisha isn't as picky about perfection as Thorarin, he does require that anyone who hopes to fly one of his ships receives a great deal of training, and the opportunity to do so is considered a top assignment by the Cabal soldiers.

ENCOUNTERS IN THE SALVAGESHIP HANGARS

The hangars are looked upon with admiration by the Cabal soldiers, who often spent their time gawking at the fantastic contraptions they might be able to fly—or training to do just that.

Patroller A is a salvageship pilot, heading to or returning from training.

Patroller B is an Onyx Cabal soldier, gawking or attempting to train.

Patroller C is an iron golem, carrying around huge pieces of salvaged metal and technology.

CI. MAIN HANGAR

This massive room yawns open to the vastness of space. In the center, amidst a web of scaffolding, are rows upon rows of small bird-like ships.

Though the wall here is open, creatures inside the room are protected from the void of space by a specialized wall of force that prevents air or heat from escaping accidentally but otherwise allows free passage.

If Gryne Grisha is aware of the PCs, 8 salvageship pilots will be waiting here, ready to board their vessels and defend the room. Otherwise, 2 iron golems stand still and silent, waiting for their strength to be needed.

IRON GOLEM **CR 13 — XP 25,600**

hp 129 (*Pathfinder Reference Document*, Bestiary Monster Index)

SALVAGESHIP PILOT **CR 11 — XP 12,800**

Human fighter 7 / rogue 5 (as pirate captain, *Pathfinder Reference Document*, Game Mastery Guide)

hp 80

SALVAGESHIP

Large air vehicle

Squares 6 (15 ft. by 10 ft.; 6 ft. high); **Cost** 100,000 gp

DEFENSE

AC 9; **Hardness** 20

hp 240 (120)

Base Save +6

OFFENSE

Maximum Speed none, a salvageship can accelerate indefinitely; **Acceleration** 60 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

A comfortable cab has been cobbled together from the remains of a half-dozen different vehicles. Around it, four long and nearly spindly wings hold a haphazard collection of devices that growl and glow with unlikely colors.

Propulsion technological (1/2 square of technological engine in the center of each of four wings)

Driving Check Profession (sailor) or Knowledge (technology)

Forward Facing the ship's forward

Driving Device control panel

Driving Space the center-front square of the ship

Weapons 4 salvaged weapons (4d6 points of fire, cold, electricity, bludgeoning, piercing or slashing damage, each chosen randomly). These weapons have a range increment of 200 feet but can only target creatures within a cone extending from the front of the salvageship.

C2. RESEARCH

Piles of jagged scrap line the walls. A large space in the room's center has been cleared for each piece of salvage to be examined, tested, and considered for use.

Searching the room reveals nothing of immediate value. However, there are stacks of books that hold notes on salvaged technology, which might lead to great scientific breakthroughs in the right hands.

During first shift, Gryne Grisha and four salvageship pilots are here, sorting through the debris.

During second shift, six salvageship pilots and two Onyx Cabal soldiers are here, carefully disassembling and repairing salvaged technology as best they can.

During third shift, two Onyx Cabal soldiers are here, cataloguing the day's findings.

GRYNE GRISHA **CR 20 — XP 307,200**

hp 213 (*Adversaries of Crisis*, page 8)

SALVAGESHIP PILOT CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80

ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

Jagged Debris Hazard: The jagged debris around the perimeter of the room is difficult terrain. In addition, for every 5 feet a creature moves through this terrain, it must succeed on a DC 17 Reflex save or take 2d6 damage as it brushes against the deceptively sharp shards of debris.

C3. REPAIR BAY

The room is split evenly into two hangars. One is empty, but the other contains a half-assembled salvageship alongside racks of meticulously cleaned parts.

During first shift, there are four Onyx Cabal soldiers here, sorting parts and taking inventory for the day.

During second shift, Gryne Grisha, two Onyx Cabal soldiers, and two salvageship pilots work here to assemble the next ship in Gryne Grisha's growing fleet.

During third shift, a single Onyx Cabal soldier is here, sweeping up.

GRYNE GRISHA CR 20 — XP 307,200

hp 213 (*Adversaries of Crisis*, page 8)

SALVAGESHIP PILOT CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80

ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

C4. FLIGHT CONTROL

This room is sealed, and though it has a lock, it lacks any exterior handle.

Inside, a complex magical hologram displays a detailed schema of the Ark's exterior and the surrounding space, including a dark shape where the Inverse Ark normally lies.

During any shift, two Onyx Cabal soldiers sit here, coordinating the movements of the salvageships.

ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

C5. FLIGHT SIMULATION

There are half a dozen rooms here, each filled with a large contraption used to train potential salvageship pilots the critical skills needed to man them, as well as the balance and ability to concentrate in harsh conditions.

During first or second shift, each room holds 1d4 salvageship pilots and 1d4 Onyx Cabal soldiers, absorbed in their training activities.

During third shift, this area is empty.

SALVAGESHIP PILOT CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80

ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

C6. BREAK ROOM

This room is a dedicated on-duty station for salvageship pilots waiting to be called to action. Small bunk beds line one wall.

During first and second shift, there are 2d6 salvageship pilots here, playing simple games and generally wasting time.

During third shift, only 1d4+2 salvageship pilots are here, half-asleep in the bunk beds.

SALVAGESHIP PILOT CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80

C7. GOBLINHOLE

This room is filthy and reeks of sweat and stale beer. The floor is littered with half-empty bottles and at least two hookahs.

During first and second shift, this room is deserted.

During third shift, Gryne Grisha is here alongside two salvageship pilots, drinking, smoking, and enjoying themselves.

GRYNE GRISHA CR 20 — XP 307,200

hp 213 (*Adversaries of Crisis*, page 8)

SALVAGESHIP PILOT CR 11 — XP 12,800

Human fighter 7 / rogue 5 (as pirate captain, Pathfinder Reference Document, Game Mastery Guide)

hp 80



THE ARK - BARRACKS

ONE SQUARE = 5 FEET

C8. WEAPONS LOCKER

This area is locked, but unlike most sealed doors, this room's door is marked "Keep Out." If opened without the key carried by Gryne Grisha, the nova bomb trap triggers. Though the trap is different from those on most sealed doors, it is no more sensitive.

NOVA BOMB TRAP

CR 18

Type mechanical; Perception DC 35; Disable Device DC 30

EFFECTS

Trigger open door; **Reset** none

Effect explosion (all creatures and objects within 60 feet must succeed on a DC 25 Reflex save or take 40d4 force damage as a powerful bomb hidden in the door rips apart the door, the wall, and likely some of the contents of the weapons locker. Creatures who pass their save instead take 5d4 force damage. The bomb is exceptionally loud, permanently deafening all

creatures within 200 feet unless they succeed on a DC 25 Fortitude save, and triggering two random encounters: one after 1d4 rounds, and one 1d4 rounds after that.)

This room is Gryne Grisha's personal armory, where he stores his best weapons and some of his best spoils from the salvage. In addition to 60 masterwork firearms of a variety of types, this room contains a +5 *distance rifle*, two +3 *reliable ghost touch revolvers*, and a +4/+4 *quarterstaff*, each carefully displayed.

In cases of twenty near the door are 200 gold bars, each weighing 2 pounds and worth 100 gp.

D. THE BARRACKS

What is now the Onyx Cabal's barracks was designed as the residential section of the Ark, capable of comfortably housing, feeding, and providing amenities for five thousand humanoids. When the Onyx Cabal took over, Thorarin sealed off the wings, and floors, that the Cabal soldiers wouldn't be immediately using: all the better to keep them out of trouble.

In addition to the areas detailed in this section, the barracks has nine sealed floors. Each sealed floor contains five sealed wings and a handful of smaller, empty chambers.

ENCOUNTERS IN THE BARRACKS

All living creatures in the Ark live here, except for the Cabal's upper echelon. Off-duty soldiers mill about the corridors and chambers. They are immediately hostile to intruders, but don't actively follow anybody who retreats.

Patroller A is an Onyx Cabal soldier, patroller B is a salvageship pilot, and patroller C is a dominated Confederate soldier and one of Leif's spies.

D1. SEALED WING

The door to this area is sealed. Despite its similarities to most locked doors, its seals were obviously added after construction.

Each sealed wing has the capacity to house, feed, and otherwise sustain roughly a hundred Medium humanoids. All of the furniture in these wings is covered with a thin layer of black dust, having never been used.

D2. CABAL MAIN BARRACKS

This wing houses the majority of the Onyx Cabal's forces here in the Ark. Each of its twenty-five small rooms has room for two, and the wing has several shared open spaces. The furniture here is heavily used and frequently repaired.

During each shift, there are six off-duty Onyx Cabal soldiers here.

6 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)
hp 98

D3. CABAL SECONDARY BARRACKS

This room is the same as the main barracks, housing the remainder of the Cabal soldiers as well as the salvageship pilots.

During any shift, there are six off-duty Onyx Cabal soldiers here.

6 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)
hp 98

D4. MESS HALL

A long wooden table and flimsy wooden chairs fill a huge hall, grimy from the passing of hundreds of pairs of feet and as many plates of food.

The "kitchen" is a small room to one end where empty plates are magically filled with hearty fare, up to a thousand meals each day. Yet as healthy as the food is, all food magically created here contains a subtle poison that fills the mind and hinders creative thought. The poison in each meal is a small enough dose that eating even a few plates won't have a visible negative effect, but should the PCs regularly return here for food, they will discover that they are slowly accumulating mental ability drain.

During any shift, there are 2d10 Onyx Cabal soldiers here, eating, tidying, and relaxing during their off-time.

ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)
hp 98

D5. TRAINING ROOM

This huge square room has padded floors and a wide variety of practice and live edged weapons.

During first shift, Thorarin is here, sparring with four Onyx Cabal soldiers.

4 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)
hp 98

THORARIN CR 20 — XP 307,200

hp 194 (*Adversaries of Crisis*, page 12)

During second shift, Thorarin is here, leading a drill for eight Onyx Cabal soldiers.

8 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)
hp 98

THORARIN CR 20 — XP 307,200

hp 194 (*Adversaries of Crisis*, page 12)

During third shift, this room is empty.

06. BREAK ROOM

This small, comfortable room allows the soldiers of the Onyx Cabal to relax and pursue leisure activities.

During any shift, 2d6–4 Onyx Cabal soldiers are relaxing here and shooting the breeze.

8 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

07. THORARIN'S CHAMBERS

Though expansive, these rooms are largely pristine. Thorarin cares for physical wealth more than anything, but saves it elsewhere.

During first and second shift, this room is empty but locked.

During third shift, Taskmaster sleeps here. However, paranoid of her life and her fortune, she enlists two soldiers to watch her door and raise an alarm in case of an assassination attempt.

2 ONYX CABAL SOLDIERS CR 10 — XP 9,600

Human fighter 11 (as scheming fencer, Pathfinder Reference Document, NPC Codex)

hp 98

THORARIN CR 20 — XP 307,200

hp 194 (*Adversaries of Crisis*, page 12)

Treasure: Hidden under Thorarin's bedside is a single ring gate, in which she deposits her payments from the Cabal.

08. LEIF'S CHAMBERS

These rooms are filled with oversized furniture, all covered with a fine layer of frost.

Here Leif and—despite his protests—his bodyguards make their quarter. He prefers not to leave his chambers except to confer with his troops or the leaders of the Cabal, adding to his aura of mystery among the soldiers.

During first shift, all six of Loki's soldiers are here alone. During second and third shift, though, three are here keeping an eye on Leif, while the others are out patrolling or eating.

LEIF CR 20 — XP 307,200

hp 331 (*Adversaries of Crisis*, page 9)

LEIF'S SOLDIER CR 13 — XP 25,600

Frost giant ranger 4 (as frost giant elite scout, Pathfinder Reference Document, Monster Codex)

hp 197

09. DOMINATED SOLDIER BARRACKS

With this room's white plaster walls, wooden floors, and torches burning in sconces, you could almost have stepped into any Nations' Army outpost on Neyth.

In this carefully redecorated wing, Leif houses the Confederate soldiers that he has carefully poached from the empire. He keeps them here, dominated and illused. Even if freed, though, these prisoners of Loki's magic are confused and more loyal to Leif and one another than anyone else, barring concrete proof.

During first shift, there is a 50% chance that Leif is here in the guise of Emperor Boam. He is assuring his soldiers that their mission is honorable, while subtly ensuring his enchantments remain strong over them.

During second and third shift, the Confederate soldiers are here alone, waiting with bated breath for their mission to start.

16 DOMINATED CONFEDERATE SOLDIERS CR 12 — XP 19,200

hp 115

010. SPYMASTER LAIR

This high-ceilinged room has rounded corners and is unusually warm. A five-foot-tall globe of Neyth stands in the middle of the room, surrounded by dozens of smaller maps and models of other planets.

Leif's spies are quartered here between missions, often huddled together sharing secrets, plans, and conspiracies. Though they often plan elaborate infiltrations and heists here, the only damning evidence are the many maps they keep; they are all smart enough to destroy any written evidence of their plans at the earliest convenience.

During first shift, there is a 50% chance that Leif is here, discussing possible upcoming assignments with all eight of his spies.

During first and second shift, 2d4 spies are huddled together, bragging about their past efforts.

8 LEIF'S SPIES CR 8 — XP 4,600

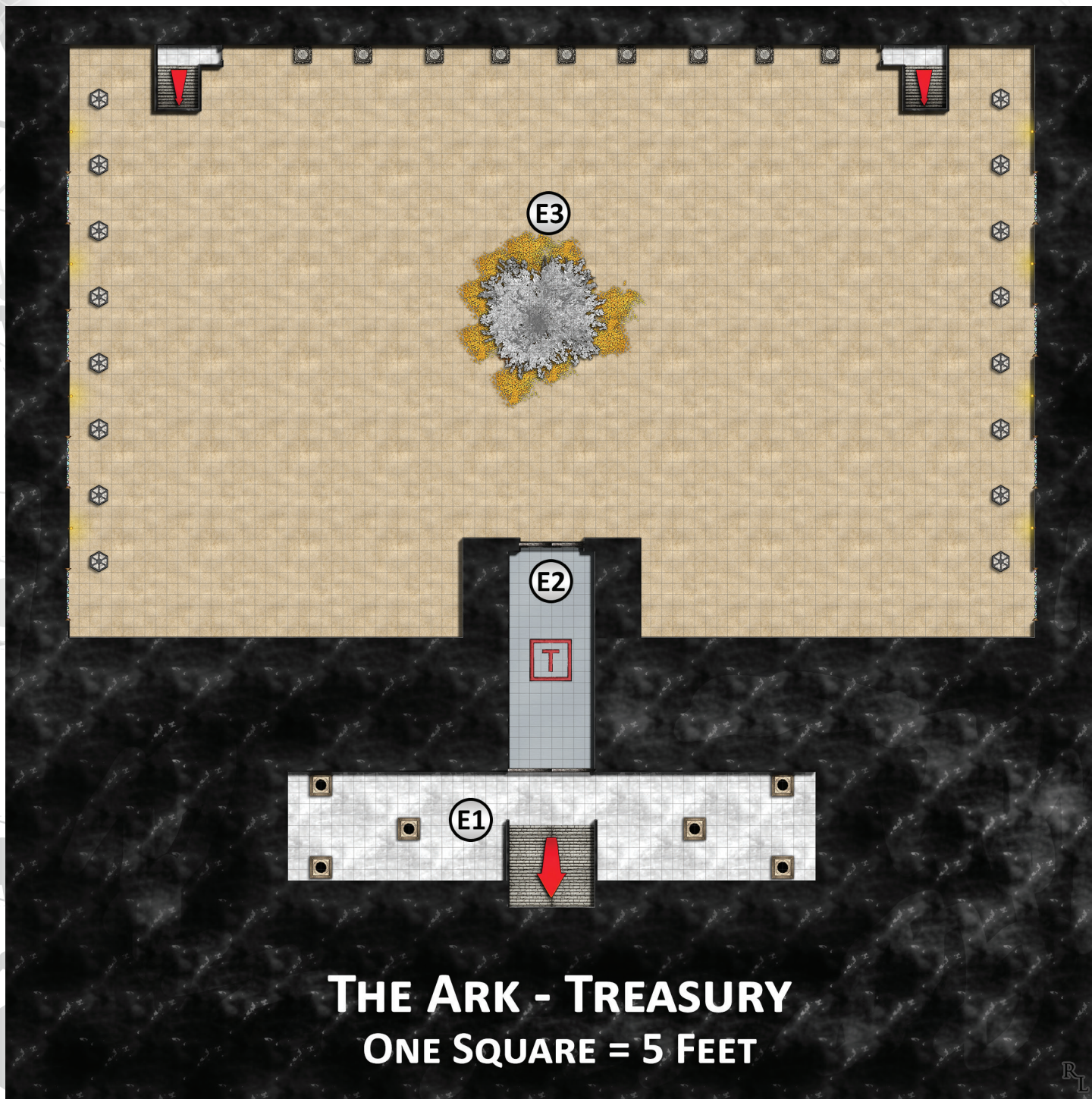
Advanced serpentfolk illusionist 4 (as serpentfolk illusionist, Pathfinder Reference Document, Monster Codex)

hp 99

E. THE TREASURY

The most secure single chamber in the Ark, what is now the treasury of the Onyx Cabal was intended to be a museum of and memorial to dead worlds.

The Cabal hoards their ill-gotten gains here, along with the riches they're able to create with the Omega Force besides. To guard the treasury they have recruited the dragon Freystein, who was "rescued" from the salvage of the Final Moon and "offered a position" here. In reality, he is no less a prisoner now than before, his cage simply more gilded.



THE ARK - TREASURY

ONE SQUARE = 5 FEET

FEATURES OF THE TREASURY

The walls, floors, and ceiling are inlaid with a magically reinforced adamantine mesh. Unless otherwise noted, this room is dark.

ENCOUNTERS IN THE TREASURY

The living soldiers of the Cabal are not allowed here, but Omega cloaks have no such compulsion.

When rolling random encounters here, do not include Patrollers A, B and C, or iron golems.

E1. THE TREASURY GATES

The main doors to the treasury are silver and massive, far larger than other doors in the Ark, and emblazoned with shifting scenes from a thousand dead worlds. The doors are as hard as adamantine (hardness 30, 400 hp) but unlocked. A long, thin silver chain runs across the doorway with a small sign proclaiming “Danger. Keep Out.”

Any attempt to open the door without removing the chain makes the chain tumble to the floor, activating an ensnaring chain trap. Likewise, any attempt to remove the chain—other than as part of checks to disable the trap—causes it to touch the floor.

ENSNARING CHAIN TRAP

CR 18

Type magic; Perception DC 35; Disable Device DC 15

EFFECTS

Trigger allow chain to touch floor; **Reset** manual

Effect the silvered adamantine chain animates like a snake and begins to throttle the last creature to touch it. It makes a grapple attempt with a +28 bonus, and on a success begins garroting its target, doing 1d4 Constitution damage each round. If its target dies, the chain continues to attack anything that has touched it since it animated, fighting until destroyed. It has an AC of 23, hardness 30, and 50 hit points.

E2. AIRLOCK HALLWAY

This long hallway is brightly lit, with portraits of distant worlds hanging every few feet. Crossing the midpoint of the hallway triggers an airlock trap.

AIRLOCK TRAP

CR 18

Type mechanical; Perception DC 35; Disable Device DC 35

EFFECTS

Trigger cross midpoint of the hall; **Reset** automatic

Effect the doors on both ends of the room slam shut, unless a creature within reach makes a DC 20 Reflex save to catch them. Creatures within a doorway take 5d6 bludgeoning damage but prevent the doors from closing. Once the doors are closed, the air is sucked explosively out of the room, forcing all creatures within to hold their breath or suffocate. The doors, though unlocked, are held shut by enormous pressure, requiring a DC 25 Strength check to open.

E3. MAIN TREASURY

This sprawling room has a high peaked ceiling, and is brightly lit by countless small lights all around, each focused on a portrait or written work on a wall, pedestal, or display. In the center of it all, a gigantic silver tree grows from the floor, with planets hanging like fruit from its branches.

Not only is the tree made from hundreds of pounds of solid silver, but it is growing from a base of 50,000 gold pieces in coins, lying loosely in a depression at its base. Wrapped around the tree, half-sleeping atop the coins, is Freystein.

The dragon sees defending this chamber as his duty. When he encounters the PCs, he will mentally alert the Onyx Commander. Afterwards, rather than just attacking, he will demand they leave.

While uncoiling from the tree, Freystein deliberately activates the room's defenses, which he knows intimately. Whenever possible, he will lead or push the PCs into the room's many traps.

FREYSTEIN

CR 18 — 153,600 XP

hp 310 (*Adversaries of Crisis*, page 7)

GRAVITY PIT TRAP

CR 15

Type magic; Perception DC 35; Disable Device DC 30

IN A SAFE PLACE

This adventure assumes that the party holds the Seed of Change. If they left it with Marco DePompa or in another defensible location, the Commander's goals change a little: he will try to draw the PCs into his lair, where he is most powerful, so he can destroy them. The adventure generally plays out as written, though the Onyx Commander will tell the PCs that after he is done with them, he will take the Seed from "the ashes of the empire," rather than from "their cold, dead hands."

EFFECTS

Trigger location **Reset** manual

Effect a 10-foot-deep pit opens in the marked location, creating a gravity well that sucks a creature inside unless they succeed on a DC 23 Reflex save. Creatures who fall in take 5d6 falling damage and likely find themselves trapped by the weight of their own gear, as anything within the pit weighs three times its normal amount. Creatures put above their heavy load by this effect take 2d6 crushing damage each round. The gravity pit deactivates after 2 minutes.

Treasure: The world tree in the center of the time room is 5,000 pounds of solid silver and is growing out of a bed of 50,000 gp. Any of the portraits, of which there are two hundred in all, weighs 1 pound and is worth an average of 50 gp.

E4. INNER TREASURY

In the rear of the treasury is a sealed door, locked away from even Freystein: the Onyx Commander's personal vault. Here he saves relics he deems too valuable to destroy or abandon, but not of immediate use to him.

The exact contents of this room are left to the GM to determine, but it is recommended to include at least one item of use to each character in the party, even if it is only a weapon whose enhancement bonus is one point higher than a PC's current weapon. Suggestions include weapons, armor, rods of metamagic, or manuals of intrinsic bonuses.

F. THE EVERYWHERE ENGINE

Long ago, a powerful race seeded the galaxy with artifacts known as Nexus Gateways. No two Nexus Gateways are quite alike, but they collectively allow for near-instant travel throughout the Material Plane.

The Chronicler used one of these gates to construct the original engine for her ship, and here on the Ark she and Anna have tapped into the power of another to create an engine capable of transporting the entire Ark to anywhere in the galaxy in the blink of an eye.

FEATURES OF THE EVERYWHERE ENGINE

Though the engine's core is quite small, the array that allows it to transport the entire Ark is enormous, integrated into every wall, floor, and ceiling of this section of the pyramid.

Though the majority of the Everywhere Engine remains black marble, the walls, floors, and ceilings are regularly interrupted by glass panels, metal cableways, and small strings of glowing runes.

ENCOUNTERS IN THE EVERYWHERE ENGINE

Only Anna, Chandar, and the Chronicler spend time within the Everywhere Engine, but the soldiers of the Onyx Cabal still do patrol the area. Chandar's presence alone is enough to suppress any shadow manifestations, as well as the presence of Omega.

When rolling random encounters, any time you would roll a number greater than 100, subtract 100 from the total before determining the encounter.

Patrollers A, B, and C are all Onyx Cabal soldiers, hoping to move through the area as quickly as possible.

FI. THE ENGINE'S CORE

A huge obsidian gateway stands here, twisted into a torus—not by force, but by a bending of the very space around it. Under the arch you recognize the Chronicler's form hunched over, covered with smoldering green liquid. Hunched over her are a stout woman and a smaller figure covered in a heavy cloak.

The Chronicler is missing a number of key pieces needed for her proper function. These pieces have been removed by Anna and used as parts to construct Chandar, who understands that his very existence is due to the Chronicler's (mostly willing) sacrifice.

Anna is quietly attempting to reassure the Chronicler of the approach of the party, though she is unsure if their interference will be a good thing or merely the latest in the series of grand disappointments that is her life.

When the PCs arrive, the Chronicler will be grateful for their survival and implore them to do something to stop the Onyx Cabal, who have inherited not only Saitan's power, but also her motive. And unlike the titan, they aren't clouded by rage—which the Chronicler considers to be one of Saitan's only weaknesses.

After a brief reunion, allowing the PCs to meet Anna and Chandar, and to fill in the Chronicler on the events since last the party met her, the party will be interrupted by Anna and the Chronicler suddenly becoming encased in a sphere of cold, black iron!

The cause of this effect immediately makes itself known: the Onyx Commander appears to step out of a nearby shadow—in fact, it is his simulacrum, stepping into this chamber from the Shadow Plane. He greets the PCs by name and thanks them for securing Saitan's heart, which he now wears proudly on his chest.

He will explain to the PCs that all he needs now is the Seed of Change, demanding they give it to him. He doesn't expect them to actually accede to his commands, and when they don't, he will command Chandar to kill them. The newborn android, however, reveals his free will by refusing, leaving the party to face the somewhat flabbergasted Onyx Commander toe-to-toe.

ANNA

CR 18 — 153,600 XP

hp 165 (*Adversaries of Crisis*, page 4)

CHANDAR

CR 19 — 204,800 XP

hp 218 (*Adversaries of Crisis*, page 5)

THE CHRONICLER

CR 14 — 38,400 XP

hp 25 (*Crisis of the World Eater: Immortal Wrath of the Armageddon Angel*)

THE ONYX COMMANDER'S SIMULACRUM

CR 20 — XP 307,200

hp 173 (as The Onyx Commander, *Adversaries of Crisis*, page 3)

Though the Onyx Commander's simulacrum appears to wear Saitan's heart on its chest, it does not have the Entropy Heart special defense, or the immunities associated with it.

Development: If the Onyx Commander's simulacrum defeats the PCs, Chandar will step in to revive the party before the Commander can take the Seed of Change from them. If the Commander defeats the PCs a second time, Chandar allows them to perish.

Development: When the Onyx Commander's simulacrum is defeated, its color rapidly fades, revealing it to be made entirely from ice, and not from flesh, blood, and steel after all. A PC who succeeds on a DC 22 Knowledge (arcana) check recognizes this to be a type of simulacrum, a powerful means of duplicating oneself. The commander's mask is the first to melt, as the simulacrum rapidly degrades, revealing the face of the man who introduced himself to the PCs once as Captain Korric, just after Asa's arrival.

With the temporary defeat of the Onyx Commander, Chandar uses his incredible strength to melt away the shell of iron trapping Anna and the Chronicler. He will tell the PCs that the Commander is drawing Saitan's power from her recovered heart, and if they want to stop him and save their world, they will have to track him down in the Ark's shadow duplicate: the Inverse Ark. There, they must tear the Heart from his chest, and end this once and for all.

Anna and the Chronicler have nothing to add. They are as astonished by the android's knowledge as they are by the extent of his free will, which neither of them ever expected to be able to overcome the Omega Force infused into Chandar's very being.

Once the PCs understand what must be done, Chandar draws on the power of the Everywhere Engine and opens a portal to Saitan's Grave (page 23) in the Inverse Ark, where their final battles await.

CHAPTER 3: THE INVERSE ARK

The Inverse Ark is an inverted pyramid, existing in almost the same place as the Ark, but in the home of Entropy: the Shadow Plane. It is smaller than the Ark and less substantial, but it serves as a home and lair to the Onyx Commander and his closest allies.

FEATURES OF THE INVERSE ARK

The walls, floors and ceilings of the Inverse Ark are entirely constructed from ash-white cubes of force (hardness 30, 900 hp), drawn from the wan light that makes it into the Shadow Plane.

Unless noted, the Inverse Ark is supernaturally dark. Its inhabitants are so infused with the power of Omega that they can see perfectly in this total absence of light.

INHABITANTS OF THE INVERSE ARK

Although the False Paradise is home to hundreds of creatures, only four intelligent creatures reside within the Inverse Ark: Rashid Ibn Gadi, Saxe, Dagna Petrov, and the Onyx Commander.

RASHID IBN GADI

Rashid Ibn Gadi is a natural conduit of Neyth's power, and sees the explosive growth of civilizations like the to be a blight on the life force of the planet. Here in the Inverse Ark, she endeavors to design an ecosystem in perfect balance and harmony, with which she might seed throughout the world once the Cabal has eradicated all life from the planet's surface.

RASHID IBN GADI

CR 20 — XP 307,200

hp 173 (*Adversaries of Crisis*, page 10)

SAXE

Saxe is the architect of the Inverse Ark, an artist of the raw building blocks of the Shadow Plane, and a nascent shadow deity in his own right. Though his work is done now that the Inverse Ark is complete, he remains here, creating and destroying as his whims dictate, all the while hoping to be present when Omega is defeated so that he might seize the power of the stronger entity.

SAXE

CR 20 — XP 307,200

hp 410 (*Adversaries of Crisis*, page 11)

DAGNA PETROV

Dagna Petrov is a powerful psychic and close ally to the Onyx Commander, but was once a champion and herald of the . His betrayal of his former home has nothing to do with the state of the empire, and only to do with the power of Omega, who overwhelmed the psychic's mind with raw power and made him a puppet, with which he might ultimately manipulate the Onyx Commander.

DAGNA PETROV

CR 20 — XP 307,200

hp 206 (*Adversaries of Crisis*, page 6)

THE ONYX COMMANDER

A man of many identities, the Onyx Commander is most recently the herald of Omega, and Inheritor of the Entropy Heart. While his original intent was to shatter the leadership of the empire so he could conquer it, with his increased power comes a devolution of his motives: now he only wishes to see the Confederate Nations burn.

THE ONYX COMMANDER CR 20 — XP 307,200

hp 173 (*Adversaries of Crisis*, page 3)

G. SAITAN'S GRAVE

The air here is still and putrid, and as cold as a grave—for that is, you realize, exactly what this place is. In the center of this long chamber lies a bed of emerald shards and just enough of a body for you to recognize its owner. You stand in the final resting place of Saitan, the Devourer of a Thousand Worlds.

Most of Saitan's remains were destroyed in the explosion of the Final Moon, but Dagna Petrov and the Onyx Commander feel obligated to gather as much of the titan and her throne as possible, out of respect for her.

While ominous, the remains are ultimately nothing more than bones, though the thousands of pounds of pristine emerald shards of Saitan's throne are valuable enough to entirely disrupt the global market for the gem.

H. THE FALSE PARADISE

A vibrant forest, as beautiful as it is eerie, this is the home of Rashid Ibn Gadi. Here, she experiments with every variable to create the most perfect and eternally sustainable ecosystem possible, one with which she will seed Neyth once the Onyx Cabal has scoured it of all life.

She becomes instantly aware of the PCs once they enter her realm, and will use wild shape to transform into an earth elemental so she can investigate them. Once she has decided they are messengers from the worst of empires—for she truly detests the —she will speak out to them and implore them to abandon their quest.

She will continue to speak from hiding for as long as she can, giving examples of how the empire's continued growth is killing the world: To house and feed so many people, forests and grasslands must be cut down and raped of resources. The mountains must be gutted for stone, and the vital force of the planet will wither and die.

A PC who makes a DC 20 Sense Motive check can identify that she is mostly telling the truth, but also that she's assuming that the empire's actions are causing the planet's death.

She will not listen to reason; she was committed to the cause of seeing the empire laid to waste long before she was overwhelmed by the Omega Force.

Once Rashid Ibn Gadi's ire has been raised, the idyllic paradise around the party quickly turns on them. The insects, animals, and even the plants themselves begin fighting the PCs, and will until Rashid Ibn Gadi is defeated.

Entangling Foliage: The lush plantlife of the paradise grows supernaturally quick, binding the feet and legs of any hostiles standing in the same spot too long. Whenever a creature does not move at least 5 feet in a round, that creature becomes entangled at the end of their turn. An entangled creature can break free with

a DC 15 Strength check or by dealing at least 10 points of fire or slashing damage to the ground in their square in one round; for each round they don't attempt to break free, the DC and the damage required increase by 1. After 5 rounds, an entangled creature also becomes grappled; after 10 rounds, the creature also becomes pinned. Once pinned, the DC to escape no longer increases, but the creature begins taking 1 Constitution drain each round as the plants begin to drain the creature of all bodily fluids.

Animal Swarms: Once Rashid Ibn Gadi enters combat with the PCs, hundreds of increasingly large animals throng the area. After 2 rounds, the area is filled by mice, birds, and squirrels, making all of the terrain count as difficult terrain. After 4 rounds, larger animals like raccoons and badgers begin tackling all creatures, making all PCs count as flanked.

RASHID IBN GADI CR 20 — XP 307,200

hp 173 (*Adversaries of Crisis*, page 10)

I. THE INVERSE HEART

A labyrinth of dead-end hallways, unfinished rooms, and half-formed creatures made of shadowstuff, the Inverse Heart is the plaything and canvas of Saxe. He floats about, creating and destroying as his whims demand. Most often, he abandons his projects shortly after starting, producing the current complex of unfinished hallways and half-complete rooms.

After the party enters, it takes them 2d4 minutes of wandering before they first encounter Saxe, at which point he fades through a nearby wall. Afterwards, he begins to circle the party, about 20 feet out, creating shadow monsters each time he passes through a space from which he can see the PCs.

SAXE CR 20 — XP 307,200

hp 410 (*Adversaries of Crisis*, page 11)

Development: Once Saxe has been defeated, the walls throughout the Inverse Heart begin to crumble, and after 2d4 minutes the passage leading to the Inverse Peak is revealed.

J. THE INVERSE PEAK

As the party descends the final stairs, the Everywhere Engine silently shifts the entire ship once more. No longer is the Ark in deep space and the Inverse Ark in the Shadow Plane; both halves of the ship now hang in the sky, almost exactly two thousand feet above the reconstructed Capitol Building. As the PCs descend the final steps, read or paraphrase the following:

The walls, floor, and ceiling of this chamber are invisible—everything but the stairs behind you. You seem to be on an invisible platform, suspended in the air two miles above Shonawing. The city is still smoldering, recovering from Saitan's attack, but rebuilding. At the center of it all, an impressive new Capitol Building stands lording over the rubble.

A hundred feet away, a small round table fades into existence, covered in complex controls. Two men stand over it: one is the Onyx Commander, in full plate armor of black and silver, with a

THE ONYX ASSAULT

Omega's influence over the Onyx Cabal remains strong, even with the PCs defeating the Onyx Commander. When the PCs join battle with Saitan, the surviving soldiers of the Cabal begin an assault on the PCs.

The surviving salvageships strafe the PCs, Onyx Cabal soldiers surround them, and Omega cloaks rise from the ground, all with the aim of exterminating the PCs in the name of Omega.

Every round, resolve the following effects:

- The surviving salvageships make four attacks, split randomly among the PCs, minus one for each two salvageships destroyed. If the number of surviving salvageship pilots is less than the number of surviving salvageships, all of these attacks suffer a –2 penalty.
- 2d4 Onyx Cabal soldiers (up to a maximum of the number of surviving soldiers aboard the Ark) will arrive on the fringes of the battle, approximately 100 feet away. They will stay at a distance and begin attacking the nearest PCs.
- 1d4 Omega cloaks (up to a maximum of the number of Omega cloaks aboard the Ark) will manifest in squares adjacent to Saitan. They will protect her at all costs, and will swarm the PCs if they get too close.

beating heart embedded into his chest, while the other is a man with flaming hair in white and gold finery not unlike the dress uniforms of the.

Though both men continue to stare at the panel of controls, the Onyx Commander speaks aloud, addressing you without so much as turning to look in your direction.

"Ah, you did make it here. I'm sorry to see it's in one piece, too. You can't trust anyone with anything." Now he turns—you can see his green eyes through the visor of his mask—and the air around him begins to shimmer in a fractal pattern. "I guess I'll just have to take the Seed from you myself."

The air around you begins to shimmer, and you realize time itself is slowing to a crawl. You can feel Omega itself pressing the Material and Shadow Planes together.

Then, time snaps back to normal, and Chandar is standing at your side. "Stop him quickly; I can only hold off Omega for so long!"

Chandar is correct that he can only hold Omega for so long, but that duration is several minutes—easily long enough to finish a battle with the Onyx Commander and Dagna Petrov, the other man at the panel.

DAGNA PETROV CR 20 — XP 307,200

hp 206 (*Adversaries of Crisis*, page 6)

THE ONYX COMMANDER CR 20 — XP 307,200

hp 173 (*Adversaries of Crisis*, page 3)

CHANDAR CR 19 — 204,800 XP

hp 218 (*Adversaries of Crisis*, page 5)

During the battle, the Onyx Commander and Dagna Petrov will not only attempt to whittle away the PCs' resources, but also try to stop Chandar. Should the child-android be defeated, Omega will begin to leach into the room, forcing each PC to make a DC 20 Will save each round until the Onyx Commander has been defeated. Any PC failing this Will save gains a permanent negative level.

During the first few rounds of combat, the Onyx Commander will insist that the destruction of the empire is for the good of all. He will remind the party of the corruption at the highest levels—and if the party was the one that visited the Complex, he reminds them also of the events there. Assuming the PCs don't abandon their cause, he will then begin insisting that the multiverse would be better if it simply stopped, frozen: imagine if there was nothing left that could die.

The longer the battle lasts, the more ludicrous the Onyx Commander's arguments become, and the faster the Entropy Heart beats. Eventually, he will simply be shouting that everything must end and that a cold, dead universe is the only true universe, for such a universe could never be destroyed.

Development: When the Entropy Heart is removed from the Onyx Commander's chest, he loses his Omega Heart defense, but does not regain his mind immediately. Only the destruction of the heart (10 hp and DR 15/—) will bring him to his senses, assuming he remains alive.

If, at this point, the Onyx Commander still lives, he surrenders to the PCs, admitting he was overcome by the power of Omega. Dark Phoenix, if he survived to this point, implodes.

Without the Onyx Commander's will focusing the Omega Force, the Ark begins to fall from the sky—and will crash into the Capitol Building if not stopped. If he survived, Chandar will offer to teleport everyone to safety in Shonawing, while the Onyx Commander, if he survived, will show the party to escape pods. Both means of escape are totally safe, though PCs overthinking either plan will discover obvious risks with it. Other options—including using the Seed of Change to catch the falling Ark, having Chandar take the controls, getting Anna to jumpstart the engine, or even just teleporting away—are also equally suitable, though the NPCs will not suggest such courses of action themselves.

CHAPTER 4: THE END OF OMEGA

After the fall of the Ark, the threat to Neyth seems to be over. The Onyx Commander laments meddling with the Omega Force, though Shonawing, the Seed of Change, and Neyth are all safe. Yet with the PCs' victory, they have raised the ire of Omega, the greatest amongst Entropy.

The party has a short while to recover from their exertions before they begin to sense a familiar power surging through the fabric of reality around them: the manifestation of the Omega Force:

A shadow, blacker than night, unfurls along the ground, cast by nothing. It begins to rise, a monument of blackness, every edge as straight and smooth as a razor. The air stands so still that it becomes hard to breathe.

A huge, gauntleted hand breaks free of the shadow as if exiting a portal, followed by another. Then, a titanic figure pulls itself free: Saitan lives once more! Her three huge heads turn to you and scowl.

"You're not the only one with a great power on your side." She looms taller with each word, almost seeming to grow more powerful as she basks in the presence of Omega itself, the manifestation of the end of all things. "Omega can't be killed. Nor can I. Your quest has been for naught. Give me the Seed, and I will spare your frustrating world from destruction."

If the PCs give her the Seed, Saitan will do as she promises and leave Neyth for good, although she will leave it a far worse place than it was when she arrived.

If the PCs argue or refuse, she immediately attacks, calling upon the power of the Omega Force to summon any surviving members of the Onyx Cabal to her side for this final confrontation against the PCs.

SAITAN, HERALD OF OMEGA CR 25 — 1,640,000 XP

hp 562 (*Crisis of the World Eater: Devourer of a Thousand Worlds*)

Any important NPCs who still live, including the Onyx Commander, will likely aid the PCs in this battle to the best of their ability. Yet defeating Saitan is not truly possible: if the PCs do manage to defeat the titan, Omega simply crackles with power and resurrects her once more. So long as the Great Power exists, Saitan is immortal.

Omega, an entity comparable to a deity in power, is beyond harm from any conventional means of attack. The only way the PCs have a chance to stop Omega itself is to call upon the power of the Seed of Change.

If the party does not come to this conclusion themselves, the character carrying the Seed will simply find it in their hand. If they didn't bring the Seed along, it appears in the hands of a random PC. Like before, Change does not wish to directly intervene, but feels this "subtle" suggestion is enough to help the PCs emerge victorious.

If the PCs hesitate to use the Seed, the Onyx Commander will step forward and volunteer to risk himself to call upon its power—he is partly why the world must face this threat, after all. Unfortunately, he retains too much of Omega's taint to safely touch the Seed—he cannot physically make contact with it.

Chandar, though willing, isn't truly alive and so can't activate the Seed.



Major Marco DePompa will try, but only if pressed. He fears the void of nonexistence that threatens him if he fails to activate it.

Anna refuses. She accepts the fate of the world handed down by these entities greater even than gods.

Ultimately, it falls upon the PCs to call upon the power of the Seed—for they are the only ones both willing and capable. When they do call upon the powers of the Seed, regardless of their saves, read or paraphrase the following:

The looming shadow of Omega seems at once to crack, and then the world around you twists, as Omega is erased from every level of reality. As you watch, the shadow of Omega fractures and crumbles into smaller fragments, each one fragmenting into pieces so small as to be invisible.

All around you, the world seems brighter and cleaner. The crumbling buildings seem to rebuild themselves. Dark shapes lingering around the form of the titan vanish, sent back to the plane from whence they came.

As Omega crumbles, so too does the character holding the Seed—a side effect of using the Seed to destroy an entity with the power of a deity. The character is not entirely erased from existence—unless they fail both saves; see the full rules for Seeds of Change in *Crisis of the World Eater: Devourer of a Thousand Worlds*—but they do not survive this confrontation.

Their sacrifice is all the more notable when it becomes clear that while the Seed erased Omega, Saitan has managed to survive—if only temporarily. Her body has become so infused with the Omega Force that Omega's absence is causing her to decay at an astonishing rate—in minutes, she will crumble into dust. Yet minutes is more than long enough for her to scream in agony and try to take the PCs with her.

HUSK OF SAITAN **CR 23 — 820,000 XP**

LE Colossal undead (augmented outsider, evil, native, lawful)
Init +17; **Senses** all-around vision, darkvision 120 ft., true seeing; Perception +39

DEFENSE

AC 29, touch 16, flat-footed 16 (+13 Dex, +13 natural, –8 size)
hp 512 (25d8+400)
Fort +24, **Ref** +17, **Will** +27
DR 20/epic, 5/—; **Immune** undead traits, mind-affecting effects; **SR** 36

OFFENSE

Spd 60 ft., fly 40 ft. (perfect)
Melee 6 slams +30 (2d8+19)
Space 30 ft.; **Reach** 20 ft.
Spell-Like Abilities (CL 20; Concentration +36)
Constant—*true seeing*
At will—*break enchantment*, *quicken greater dispel magic*
3/day—*limited wish*

1/day—wish

TACTICS

Morale Once again, Saitan fights to the death.

STATISTICS

Str 48, **Dex** 36, **Con** —, **Int** 32, **Wis** 24, **Cha** 42

Base Atk +19; **CMB** +46 (+48 trip); **CMD** 69 (73 vs. trip)

Feats Alertness, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Initiative, Improved Trip, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Vital Strike

Skills Acrobatics +38, Bluff +44, Climb +44, Diplomacy +41, Escape Artist +38, Fly +38, Intimidate +41, Knowledge (arcana, engineering, planes, religion) +39, Perception +39, Sense Motive +38, Spellcraft +36, Use Magic Device +41

Languages Astral Titan; truespeech

Finally released from Omega's control, the remaining members of the Onyx Cabal are free to turn their efforts to aiding the PCs. Any Omega cloaks crumble to ash, but any salvageships and Onyx Cabal soldiers present will turn their weapons on the Husk of Saitan. Whether or not they turn on the PCs once she falls depends on how many survive and whether or not the PCs had attacked them over the last few minutes.

CONCLUDING THE CAMPAIGN

Once the Husk of Saitan is defeated, the adventure is over. The empire is in ruins, with neither the Forty Families nor the Onyx Cabal in any shape to claim power. Marco DePompa, assuming he survived, abdicates his position as the stand-in emperor, and offers the seat of power—in shambles though it might be—to one of the PCs. He has held the empire together through the worst of times, but he never intended to claim the throne for himself.

Yet with the crisis finally over, a question should arise: is the empire even worth salvaging? Clearly it is good for many, but is it the best for all, or even most? Is the bloated aristocracy thriving on the back of the working class a necessary evil for its people to succeed, or is there a better way?

If Marco DePompa survived the final battle, he will urge that one of the PCs claim the throne of the empire. He will support them in rebuilding the empire however they see fit, and he is confident that the remainder of the empire will follow in his footsteps after these last trying weeks and months. He will also support the PCs if they choose to take some other course of action, albeit with some hesitation.

If the Onyx Commander survived the final battle, he will suggest that the PCs dissolve the empire: allow the nations that once formed the empire to be allies, but without the single concentration of power that was the emperor and his court. The empire must burn so that the nations part of it may thrive. (He also has an ulterior motive, seeing the nations divided as being easier to conquer.)

If Anna survived, she will tell the party that they should use the Seed again, this time to restore the empire as it was. The fundamental flaw is not the empire, but all of mortalkind. The

choices the PCs might make are meaningless in the long run, but this way the most people will be able to live the longest time, which is perhaps a small victory.

Neither the Chronicler nor Chandar will attempt to affect the party's decision. They want Neyth to make its own decision regarding its fate, without any further influence from other worlds. With Saitan gone, the Chronicler intends to return to the stars with renewed purpose: To record and tell the stories of every dead world there ever was. To do all in her power to ensure that nobody is forgotten. Chandar intends to join her, though his actions ultimately depend on how he has been treated by the PCs.

Whatever choice the party makes, all surviving NPCs abide by it, as does the empire. After all, they have fought and died for the right to forge their own futures.

CLICK!

When you get down to the nuts and bolts of things, traps aren't something that people like. Sure, there's a whole class built around it (the rogue) but it says a lot about the nature of traps that nearly every rogue archetype takes away all the advantages against traps. Players don't like to get hit by traps, and for a GM to build a trap that can be bypassed by reasons other than luck and modifiers adds extra work and planning that may never be noticed or appreciated. They're a lose-lose situation for many parties, where a party has to either slow the game down by staying on guard constantly, or they have to bite the bullet and take the full brunt of the trap's effect.

But there is a middle ground: what if when the trap goes off, the party has a chance to take an action (other than just 'make a save or take damage')?

Whenever a trap is triggered, there should be a small, yet noticeable change: there might be the snap of a tripwire, the click of a pressure plate, or the grinding sound of mechanisms in the wall. Everyone within 30 feet of the trigger (or the trap's area of effect, if larger) can make a DC Perception check against a DC of 5 + the trap's CR to identify that a trap has been triggered: characters who pass this check hear the click. Anyone who passes this check can then make a second check against the trap's normal Perception DC -5 to glean some sort of details on the trap that's been triggered; perhaps they notice holes in the floor, or a rune materializing in the air (though as usual, only characters with trapfinding or already capable of seeing magic can identify a just-triggered magical trap).

So long as at least one character identifies that a trap has been triggered, everyone in the party gets to make a Reflex save. Starting with the character with the highest Reflex save, any character whose save meets the trap's CR -5 can take a single free or immediate action to potentially avoid the trap. Such actions might include taking a five foot step, dropping prone, or casting featherfall. Of course, whether or not the action a character takes actually helps the character is dependant on whether or not they correctly identified the trap.

Once this step is done, the trap resolves normally - though players who took useful actions like stepping out of the way may find themselves at a distinct advantage against the effects.

RED HERRINGS

When a player defects that a trap has been triggered, but they don't pass the check that tells them what is going on, it's boring when all they hear is "you don't see anything", and it's frustrating when a failed Perception check always produces counterproductive information. Instead, the GM is encouraged to give them a red herring, a clue unrelated to the task at hand. Several example red herrings are listed below

- 1) There is a perfectly square crack in the ceiling above you.
- 2) A small hole, just over an inch wide, is in the left wall.
- 3) The stone beneath your foot is beginning to come loose.
- 4) You can see a nearly invisible pattern in the air.
- 5) You hear the sound of stone grinding on stone, coming closer.
- 6) Not far off, you hear a whirring noise.

TYPICAL TRAP TELLS

While some traps provide obvious means by which you can use the click rule, other traps give the GM very little to work with. Below, find a list of typical tells that you can use when a PC succeeds their Perception check to identify the sort of trap that has just been triggered.

Traps that do electricity damage: *your hair stands on end*

Traps that do cold damage: *you can suddenly see your breath*

traps that do fire damage: *you begin to sweat*

traps that do acid damage: *you smell something sharp and bitter*

traps that replicate a spell effect: *a rune materializes in the air before you, or a disembodied voice begins uttering magic words*

Traps that involve water: *you hear rushing water*

Floor traps: *the ground beneath your feet begins to give way*

Ceiling traps: *dust and grit falls from above*

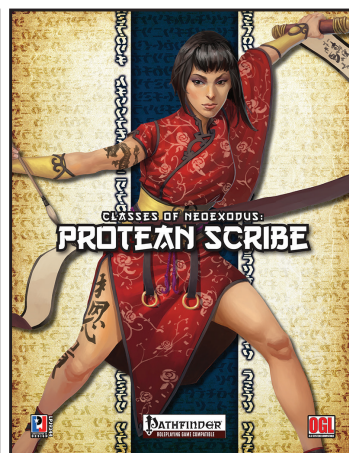
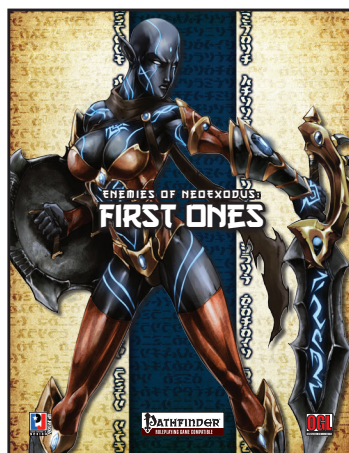
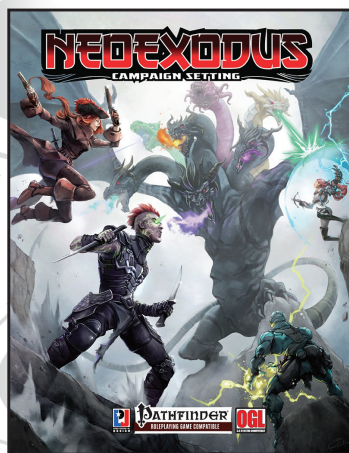
projectile traps: *you hear the snap of a bowstring, or you hear the crack of a firearm*

Wall traps: *You hear the crunch of metal grinding on stone*

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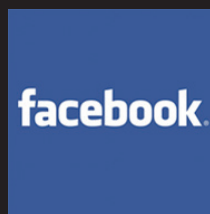
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A WARNING TOO LATE

All across the world, an unexpected psychic broadcast seeps into the mind of every living thing, filling their minds with portents of death and destruction. Tens of thousands of people, especially those attuned to magical forces, are driven to suicide. The Confederated Nations, the world's most bountiful empire, immediately launch an investigation, tracing the broadcast back to the Kray Wasteland. The wasteland is the result of the Kray Comet striking the world just over a century ago, a thousand miles south of the Capitol of the Confederated Nations. Officially, it is too irradiated to enter safely, but facing the possibility of another deadly broadcast, they have little choice. Instead of a crater, however, the supposed impact site is home to a squat, grey complex. Decades ago, this now-abandoned laboratory was used to endow a dedicated group of warriors with extraordinary abilities. Only three of these super-warriors remain: the powerful Vault, the clever Synapse, and the raging Ozone. Drawn by the same broadcast that killed so many others, they have returned to the Complex. They know what lies at the center - not a meteor, but a powerful entity from another world, who arrived here nearly a century ago with a grave warning.

IMMORTAL WRATH OF THE ARMAGGEDON ANGEL

An angel of destruction falls from the sky, threatening the very heart of the Empire of Confederated Nations. Our heroes must reach the heart of a city under attack from above and confront the angel - Asa the Seeker. Yet even with the Asa's defeat, the world is in danger from his approaching master: the only hope is to delve into the Vault of the empires founders and recover the very thing they used to make it great: the Seed of Change, an artifact with the power to erase even a god.

DEVOURER OF A THOUSAND WORLDS

The end has come! Saitan, the Deliverer of Omega has arrived with the intent of reducing the world to ash. The heroes must take to the skies and fight their way up to Saitan's planet-sized home in a salvaged ship, and confront the titan head on! But greater powers still intervene in the fight, and amid exploring a Saitan's impossibly huge vessel, the party is drawn into another world entirely. In this surreal landscape, the heroes must stand toe-to-toe with entities that shape reality and probability itself and prove they have what it takes to face the titan and stop her once and for all!

INHERITOR OF ENTROPY HEART

Saitan's defeat proved only the beginning, and now distant planets are pulling themselves apart in the skies! Worse still, one of the greatest allies of the fight has gone missing - and now needs to be rescued from a vessel that exists in many places at once. Our heroes find themselves embroiled in a fight for the very future of existence itself, and are forced to confront the new herald of Omega, the leader of a shadowy organization that has been dogging them since their journey began. The decisions they make throughout this adventure will cement the fate of their empire, their world... and maybe all of existence itself.

Can the heroes prevent this Crisis from happening or
will the heroes fail causing the death and destruction of a world?
You decide!