

CRISIS

OF THE WORLD EATER

OMEGA: INHERITOR OF ENTROPY HEART



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BATHFINDER
ROLEPLAYING GAME COMPATIBLE

CRISIS

OF THE WORLD EATER

CAMPAIGN SERIAL OMEGA: INHERITOR OF ENTROPY HEART

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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 I: 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:

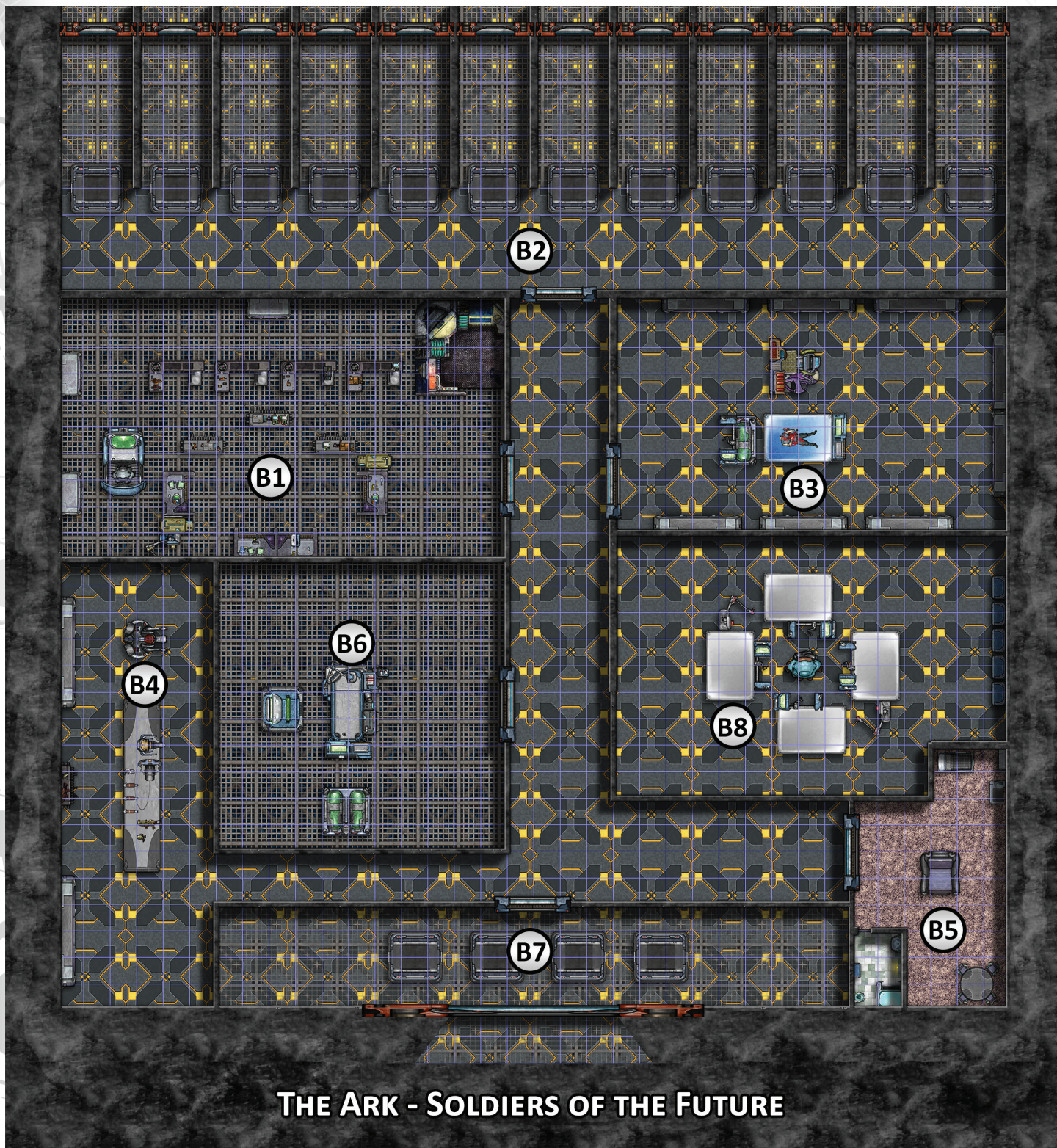
A blisteringly cold wind sweeps suddenly through and out of the room. The mountains outside have vanished, replaced by an unfamiliar blanket of stars extending in all directions.

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**

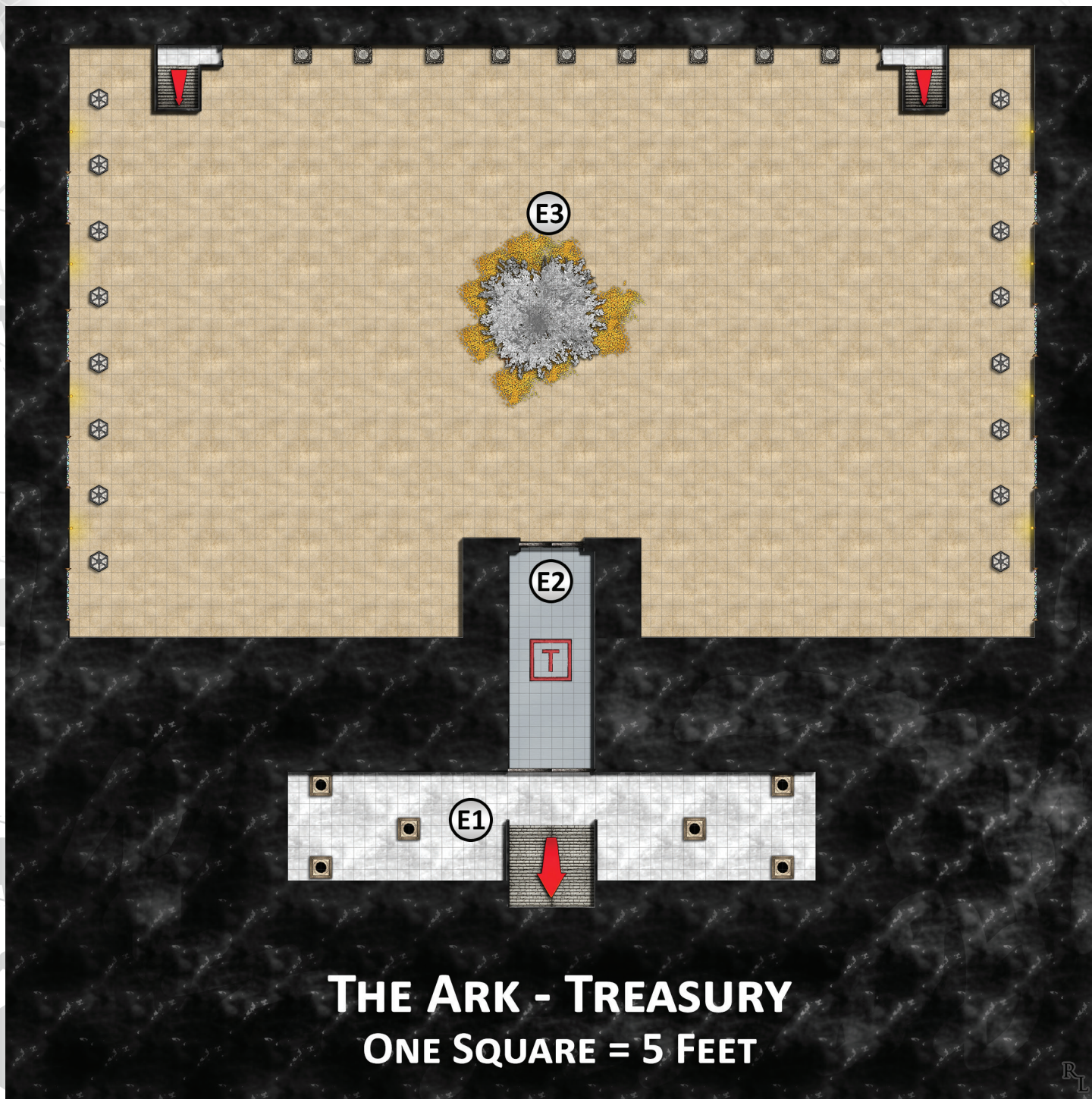
Advanced serpentfolk illusionist 4 (as serpentfolk illusionist, Pathfinder Reference Document, Monster Codex)

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*

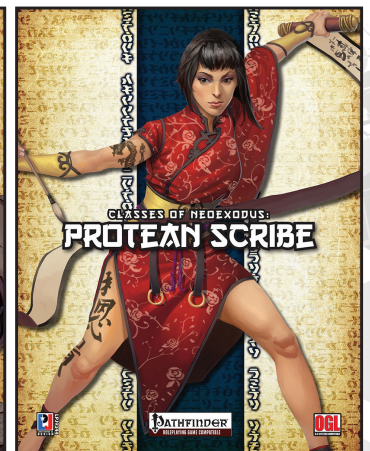
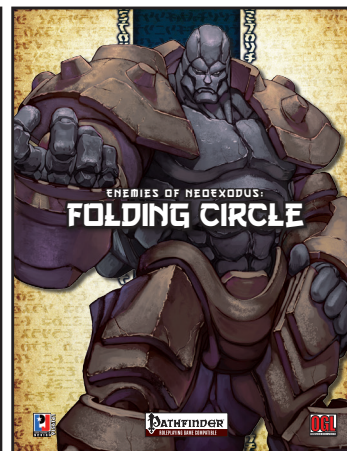
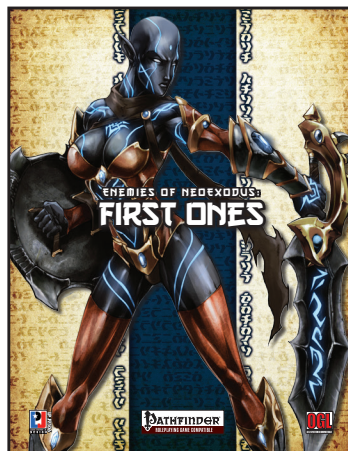
projectile traps: *you hear the snap of a bowstring, or you hear the crack of a firearm*

Wall traps: *You hear the crunch of metal grinding on stone*

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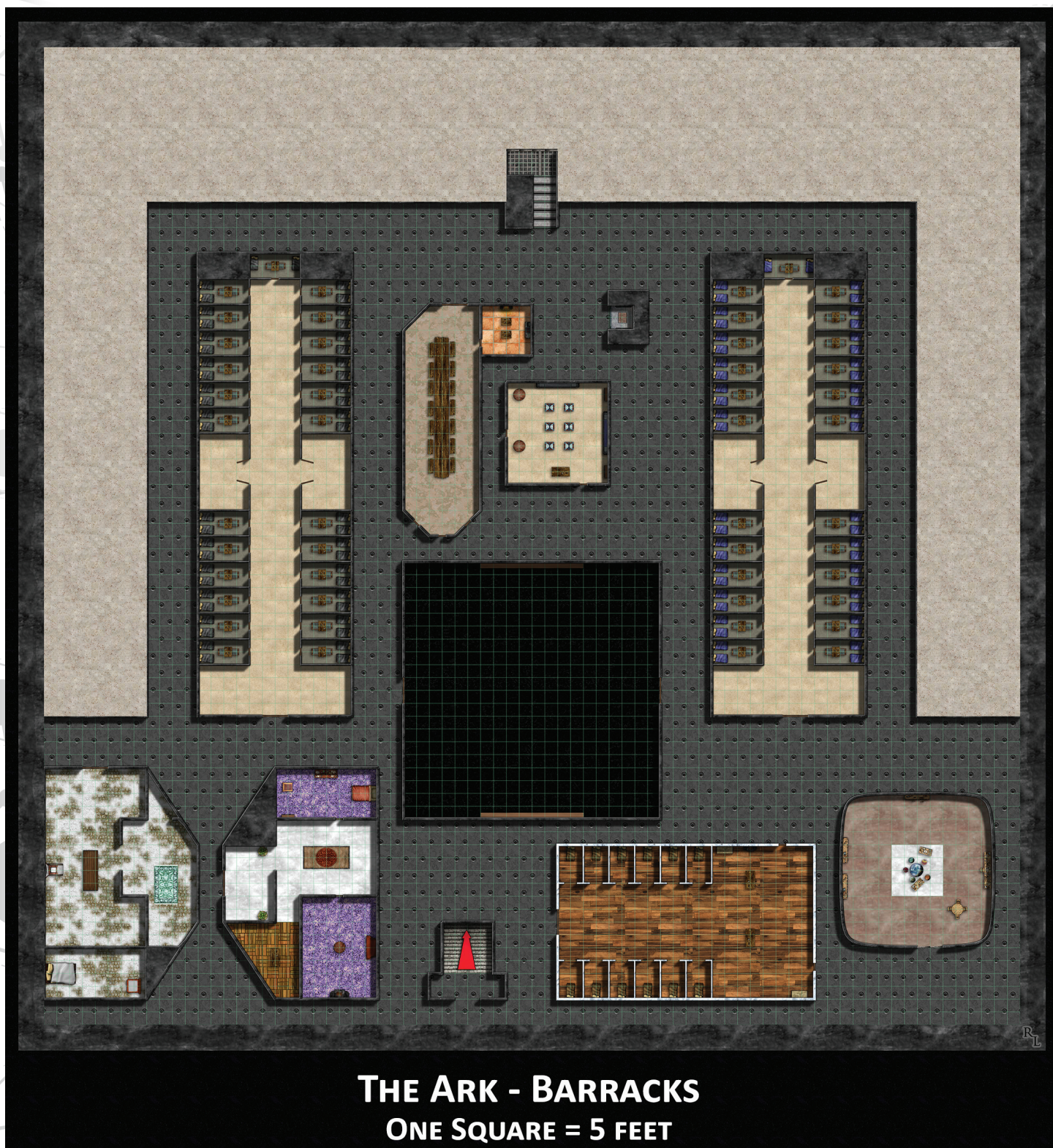


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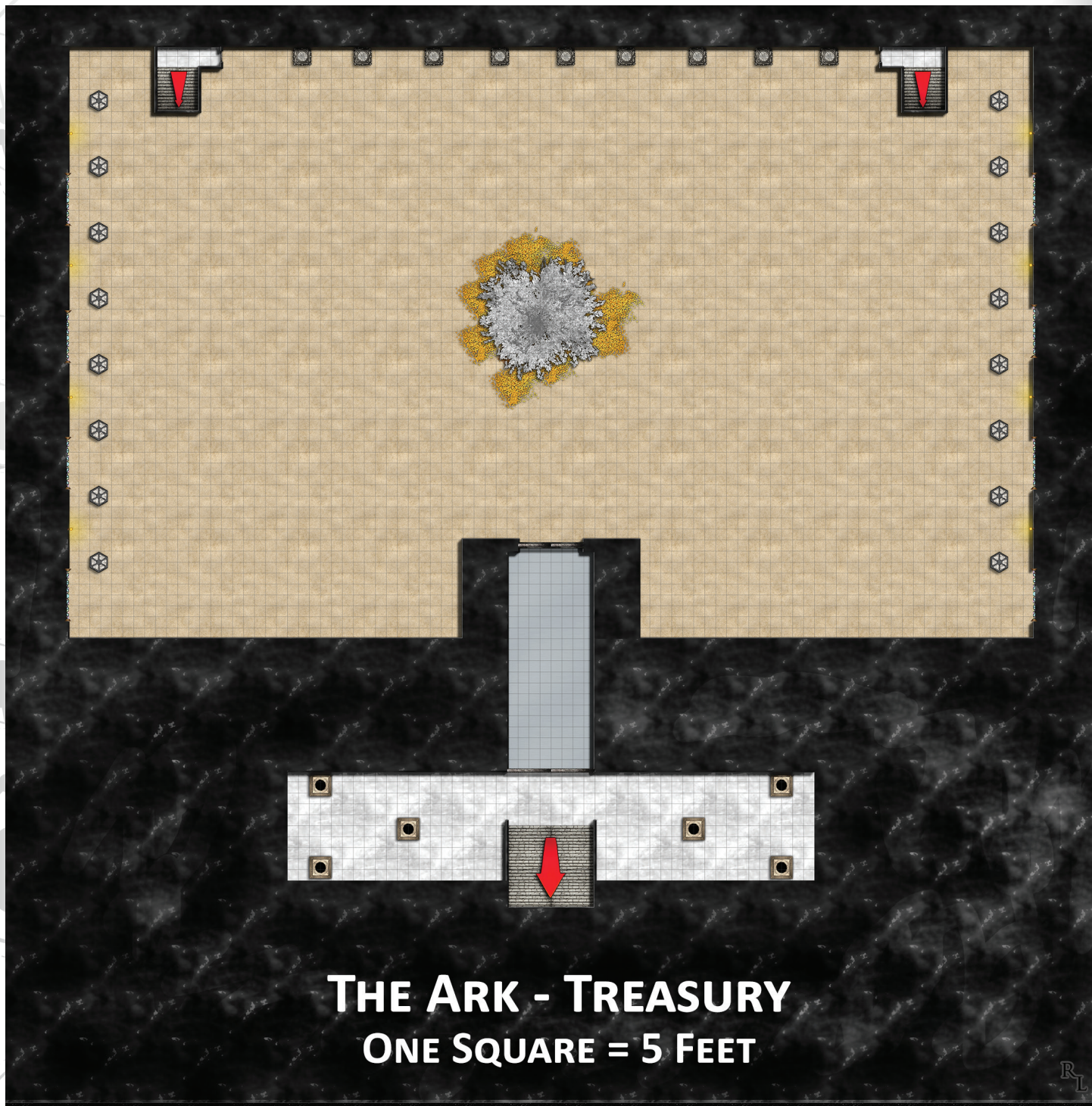


THE ARK - SALVAGESHIP HANGERS

ONE SQUARE = 5 FEET



THE ARK - BARRACKS
ONE SQUARE = 5 FEET



THE ARK - TREASURY

ONE SQUARE = 5 FEET



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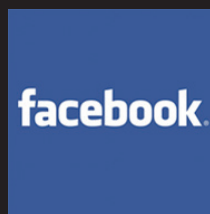
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