

CRISIS

OF THE WORLD EATER

DELTA: DEVOURER OF A THOUSAND WORLDS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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CRISIS

OF THE WORLD EATER

CAMPAIGN SERIAL DELTA: DEVOURER OF A THOUSAND WORLDS

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DEVOURER OF A THOUSAND WORLDS

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

ADVENTURE BACKGROUND

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

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

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

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

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

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



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

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

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

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

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

ADVENTURE SUMMARY

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

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

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

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

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

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

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

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

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

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

PROGRESSION

The party begins this adventure at 12th level.

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

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

CONTINUING THE ADVENTURE

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

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

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

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

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

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

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

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

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

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

CHAPTER 1: THE FINAL ECLIPSE

When the adventure begins, read or paraphrase the following:

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

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

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

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

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

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

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

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

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

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

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

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

DUST OF INSTANT REPAIR

Aura faint transmutation; **CL** 5th

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

DESCRIPTION

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

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

CREATION

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

THE CHARIOT

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

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

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

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

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

MORE THAN FOUR PCs?

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

A. LOW ORBIT OF NEYTH

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

CONTROLLING THE CHARIOT

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

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

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

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

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

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

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

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

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

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

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

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

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

THE CHARIOT'S CONSTRUCTION

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

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

A1. ENTROPY PROBE (CR 10)

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

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

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

ENTROPY BAT (16)

CR 2 — 600 XP

Touch AC 13

hp 19

Ranged slam +6 (1d6+10)

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

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

A2. THE VERY EXPLOSIVE ARRAY (CR 10)

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

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

VEA PROBE (4)

CR 6 — 2,400 XP

Touch AC 18

hp 20; hardness 5

Ranged welding laser +8 (4d6 laser)

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

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

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

A3. DRAWING FIRE (CR 12)

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

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

CAPTURE DRONE (2)

CR 10 — 9,600 XP

Touch AC 21

hp 120

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

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

SABOTAGE! (CR 13)

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

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

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

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

ONYX SABOTEUR (2)

CR 11 — 9,600 XP

Tiefling investigator (empiricist) 12 (Pathfinder Reference Document)

CN Medium outsider (native)

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

DEFENSE

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

hp 81 (12d8+24)

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

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

OFFENSE

Spd 30 ft.

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

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

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

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

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

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

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

Spell-Like Abilities

1/day—*darkness*

TACTICS

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

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

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Common

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

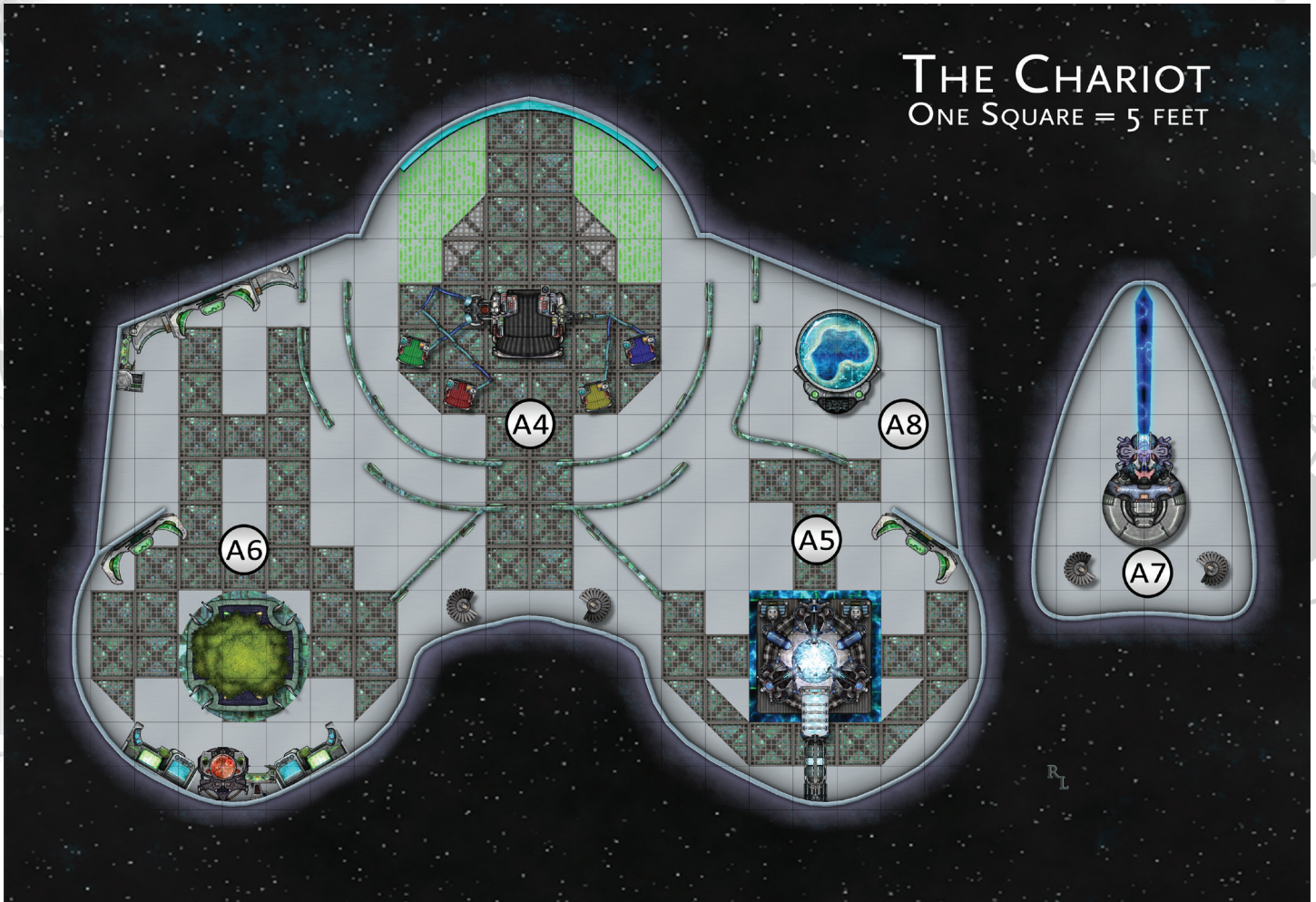
Gear +1 *short sword* (2), +3 *chain shirt*, masterwork thieves' tools, *belt of giant strength* +2, *amulet of natural armor* +1, 1,800 gp

SPECIAL ABILITIES

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

THE CHARIOT

ONE SQUARE = 5 FEET



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

A4. THE COCKPIT

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

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

A5. THE ENGINES

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

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

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

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

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

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

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

A6. ENGINEERING

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

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

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

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

A7. THE PLASMA LANCE

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

The plasma lance, the Chariot's only real weapon, creates a beam of superheated plasma and channels it through the crystal spike. The spike exists only partially in the physical plane, and easily phases through the floor of the ship, allowing it to fire outside with incredible maneuverability.

Sabotage: The sabotage in this room is obvious—a large piece of debris has been jammed into the mechanism of the arm, preventing it from moving and thus aiming. Reaching the debris requires a DC 12 Climb check, and freeing it requires a DC 18 Strength check. If the character manning the weapons knows of this problem, they can grant a +4 circumstance bonus to the Strength check as a standard action by flexing the arm.

A8. THE FORCE SHIELDS

In the center of the room stands a translucent display. Along each side of the display are glass panels displaying gluts of information, which scrolls past almost too quickly to process.

The force shields are one of the few systems that the Chronicler didn't explain to the Confederate of Nations. As such, the saboteurs don't know how to disable them without destroying them—so they don't. Instead, they wait in hiding on either side of the door, just inside the room, for one of the PCs to come investigate.

LOSING IN SPACE COMBAT?

While it's assumed your party will at worst scrape by on the Chariot, there's every possibility that a few poor decisions or rolls could result in catastrophic failure.

This doesn't have to be the end of the campaign, however. Rather than simply leaving the PCs (and the Seed of Change) to be shot out into the vacuum of space, Saitan's collector drones will catch the party in a stasis beam, scooping up the Chariot and PCs into one of its collection bays relatively intact.

But don't let the PCs get away scot-free if their failure wasn't just due to bad luck! The vacuum of space, Entropy, or the scavenger drones may have grabbed valuable items from them, and even a brief stay in the crushing cold of the void is bound to leave physical or mental scars (in the form of 1d4 drain to each attribute).

With the boarders repelled and the local defenses neutralized, the party can attempt to contact Saitan. The titan, however, won't respond to being hailed. Neither will the Chronicler. Major Marco DePompa will, though—and if the party seems stuck, he will contact them himself. He can tell the PCs that, obviously, the communication systems are working, so if Saitan isn't responding, then the PCs will have to find her and meet face-to-face.

There are millions of miles of docking bays around the Final Moon, all virtually identical. No matter where the PCs enter, the results are the same, detailed in the Collection Bay (page 11).

CHAPTER 2: ABOARD THE FINAL MOON

The Final Moon is Saitan's first construction, an exercise in using her power in ways other than to destroy. In shape and design, the Final Moon resembles the moonships of astral titans at the height of their power. Yet, like Saitan herself, this moonship is far larger, grander, and more dangerous than her now-dead race.

The original moonships were a few thousand miles across with a shell of stone, hundreds of miles thick, making the craft easily mistaken for a small planet. On the inner surface of the shell, several dozens of titans would carefully craft entire continents to be transported by magic to the world below.

The Final Moon is instead an artificial-looking construction more than five thousand miles across. Even with its mostly hollow interior, the base's interior has been built out with millions of chambers and passageways, in turn surrounded by nearly as many docking bays and drone silos.

The resulting ship is, by design, impossible for a mortal creature to traverse on foot. Even Saitan herself doesn't merely walk from place to place. Instead, she travels from one section of the ship to another using a network of portals. As she is only living inhabitant, though, vast stretches of the station remain more or less abandoned.

IT'S NOT ABOUT COMBAT

The Final Moon is a desolate place, home to only one creature: Saitan herself. There are a few opportunities for combat within the Final Moon, but most of the experience available here is for the exploration of this vast vessel, which few creatures have so much as seen and lived to tell the tale, let alone explored.

If your party isn't interested in exploring, don't just throw them behind the experience curve. Instead, insert a CR 12 combat for each area the PCs choose not to explore in detail. While two security drones (page 11) fit the bill, fighting the same monsters on repeat can get dull quickly. Other possible encounters aboard the Final Moon include a juvenile vortex dragon (CR 12; Pathfinder Reference Document, Bestiary 4), an elder lightning elemental (CR 12; Pathfinder Reference Document, Bestiary 2) or two imentesh proteans (CR 10; Pathfinder Reference Document, Additional Monster Index).

B. THE FINAL MOON

The Final Moon is larger than most planets, and littered with millions of rooms of all sorts—given enough time, a room suitable for any purpose could be found aboard. Most of these rooms are entirely unused, as Saitan only uses a few dozen chambers with any regularity.

FEATURES OF THE FINAL MOON

The walls and floors of the Final Moon appear to be made of a dark metal, but are actually solid force (hardness 50, 1 hp per 5-ft. section) manifested by Saitan's will. Unlike metal, they are entirely nonconductive (and thus feel warm to the touch), non-magnetic, and cannot be affected by spells that would normally affect metal objects.

Low Gravity: Though massive in size, the Final Moon has incredibly little mass. Instead, its gravitational pull is created by the Omega Force. On the Final Moon, objects weigh half as much as normal, and creatures receive a +8 circumstance bonus on Acrobatics, Fly, and Climb checks.

Starlit: Despite the apparent solidity of the walls, starlight still pierces through them, illuminating the ship's interior. Unless otherwise noted, the ship is dimly lit.

High Oxygen: Though Saitan does not need to breathe, the Final Moon does have its own atmosphere, like the moonships of Saitan's people. This atmosphere is similar to that of the PCs' world, but much higher in oxygen. It won't harm living creatures, but prolonged exposure will lead to lightheadedness and euphoria. Whenever a breathing creature would become fatigued, they instead become giddy: each round, they have a 20% chance of taking no actions,

instead laughing uncontrollably. If a giddy character would become fatigued, or a breathing character would become exhausted, they instead become confused for 2d4 rounds as they become delirious from over-oxygenation.

The high-oxygen atmosphere also happens to be extremely flammable. Any effect that does fire damage has both its area and damage doubled.

BI. COLLECTION BAY (CR 10)

The Final Moon is encircled by thousands of miles of landing bays, allowing probes of all sorts to travel in and out of the Moon.

The chamber outside of the ship pushes the limits of what you might call a room—it is miles long and wide, though only some fifty feet tall. Metal latticework pillars are spaced every hundred feet in a regular pattern, each one mounted on one end with a small white light. Amid them are huge pitted stones and the skeletal hulls of ships that look eerily like the Chariot.

The Chariot can be piloted inside the Final Moon though the narrow space, but maneuvering around the debris requires constant attention from the pilot.

Within the Chariot here, the PCs are safe—the sensors in this room simply assume that the Chariot is another piece of space debris to be broken down eventually. Only when the PCs disembark do they draw attention as possible invaders. If the PCs disembark and do not descend one of the shafts, after one minute they draw the attention of a security drone.

SECURITY DRONE

CR 10 — 9,600 XP

hp 120 (page 31)

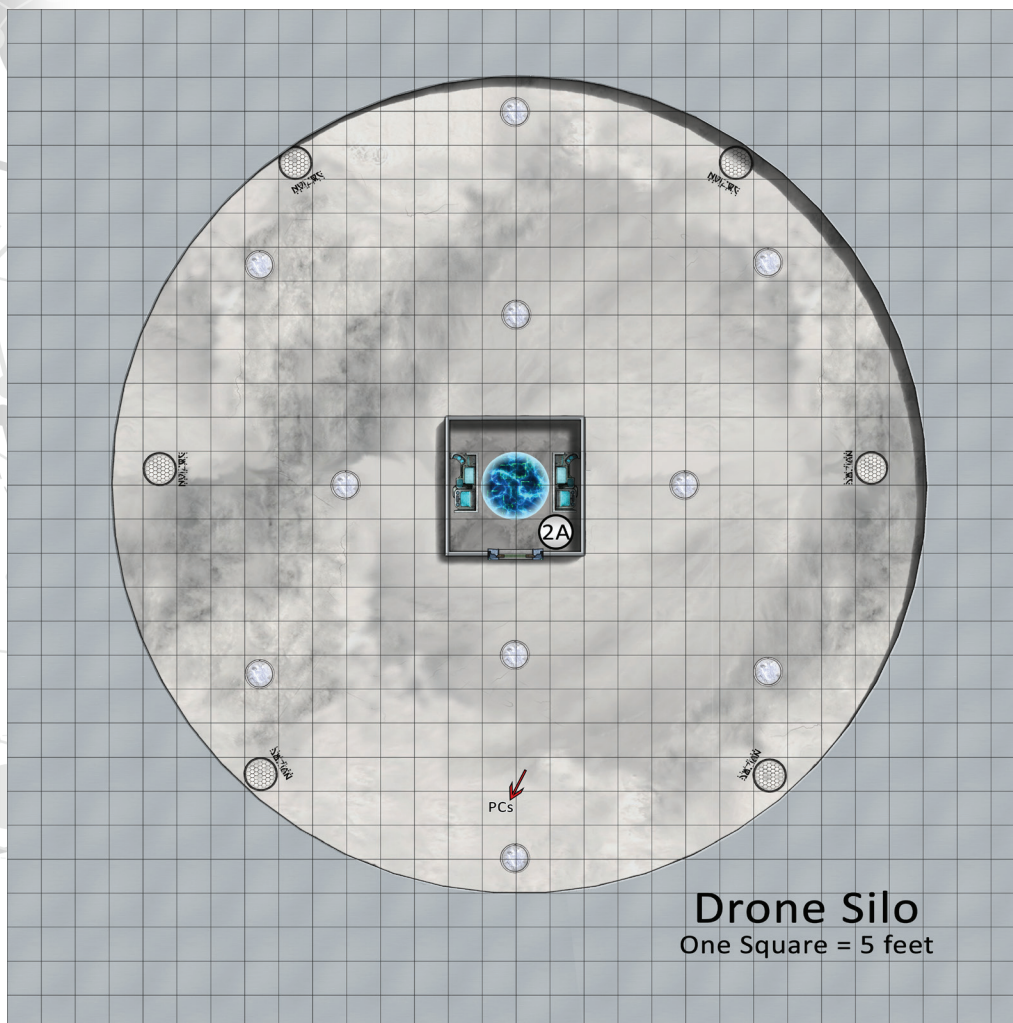
Once every mile, a long shaft—only thirty feet across and just barely too small for the Chariot—drops away into the ship's interior, toward one of the Final Moon's many drone silos a hundred feet below. There are no ladders, and the walls are smooth and require a DC 30 Climb check to navigate.

Treasure: The remains of the ships here are largely steel skeletons of varying shapes and sizes. There are thousands of them in all, slowly being picked apart by as many idle drones. A PC who succeeds on a DC 15 Perception check while searching the ruin of a ship for ten minutes or more can find valuable materials weighing 1d6 pounds and worth 4d20 gp. A PC who also succeeds on a DC 15 Disable Device check doubles the value of the materials they salvage.

B2. DRONE SILO (CR 12)

After dropping almost exactly a hundred feet, the shafts coming from the collection bay open only five feet off the floor of one of the Moon's many drone silos.

A nearly transparent platform cuts into this circular chamber, which is a little over a hundred feet across, built so tall that it vanishes above and below into a layer of cloud cover that cannot be less than a mile away. All around, the walls are



There are millions of cubbies in each silo, each containing one of over a hundred different and highly specialized classes of drone. Unless they are needed, however, they remain dormant. If attacked, they respond appropriately, using either the statistics of a security drone (page 31) or an alchemical golem (Pathfinder Reference Document, Bestiary 2; fly 60 feet).

B2A. THE PLEXUS HUB

The building in the center of the drone silo is part of the transportation network stretching throughout the Final Moon, which allows Saitan and her drones to reach any place in the Moon nearly instantly. Every room in the Final Moon has a Plexus Hub exactly like this one—though elsewhere they don't dominate in the center of the room, but are rather left off to the side.

In the center of this mostly empty building, a pair of massive metal desks surround a circle made of blue glass. Motes of light rise from the circle to a matching circle on the ceiling, where they disappear.

covered with cave-like shelves on which huge alien devices rest: drones, some like those that attacked you before, others that are vastly different. In the center of the chamber stands a smaller building, speared through by a long silver rod.

The floor is nearly invisible, but a half-dozen large and clearly marked openings around the edges of the room allow passage of drones vertically through the chamber. Also clearly marked are the drone-cleansing stations—denoted by white and blue circles etched into the floor—which remove any and all loose dust and debris.

There are ten such stations in all. If the PCs proceed directly toward the structure in the center of the room, a random PC will stumble into a station without realizing their significance.

DRONE CLEANING STATION

CR 12

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger location; **Reset** automatic

Effect surrounds a 10-foot-radius area with a force field (as *forcecage*), then for 10 rounds all creatures within take 1 sonic damage and 1d6 acid damage; multiple targets (all targets in 10-foot cube)

While the drones can select their destination wirelessly, all Plexus Hubs throughout the Final Moon have manual controls around their perimeter. Though these systems are largely technological in nature, examining one with a DC 20 Spellcraft or Use Magic Device check can reveal its general purpose and component pieces.

To activate the Plexus, a character must make a DC 25 Disable Device or Use Magic Device check. Succeeding on this activates the Plexus, opening a link to its most recently linked location: the Museum of Dead Worlds. Passing the check by 5 or more allows the character to connect this Plexus hub to the Museum of Dead Worlds, the Astrolabe (page 14), the Incinerator (page 14), or the Biosphere (page 14). Passing the check by 10 or more allows the character to connect the Plexus hub to any listed location or any of the millions of empty rooms throughout the Final Moon.

Once the system is activated, the blue circle in the center of the room functions as a teleportation circle for 1 minute to the linked location.

Development: When the PCs activate the Plexus Hub, award them a bonus of 19,200 XP.

B3. MUSEUM OF DEAD WORLDS

Long, dusty hallways run out of sight in every direction. Every fifty feet or so, a pedestal interrupts the otherwise featureless hallway, holding a single item in a glass case roughly twenty feet tall.

While Saitan reviles mortals themselves, she occasionally discovers something of interest on their worlds. When she does, she takes it and stores it here. As such, most of the relics here are priceless, both because they are perfectly preserved remnants of otherwise lost worlds, and because Saitan chooses only the most incredible, ancient, or powerful items to add to her library.

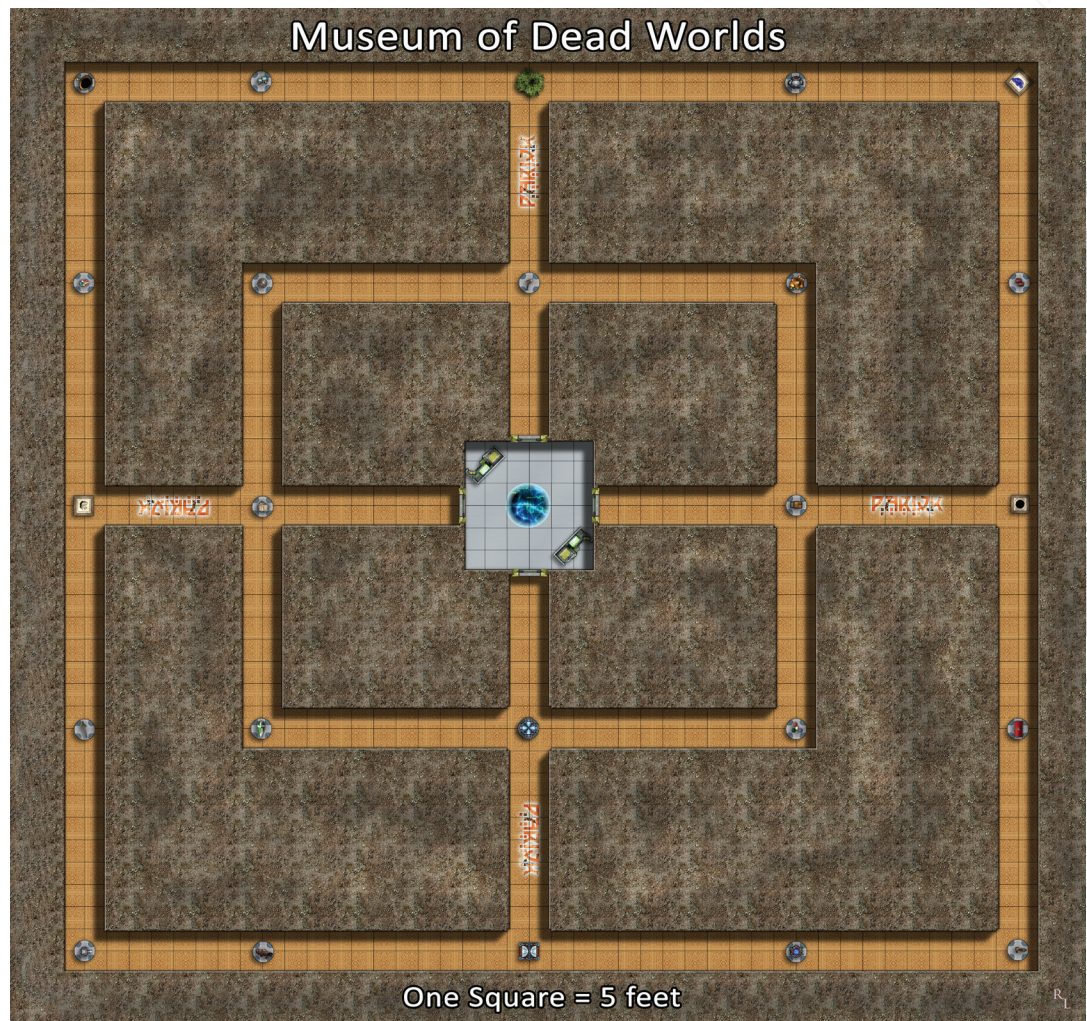
Despite their theoretical value, most of the items interred here are useless to the party. Many are bulky artistic works, such as statues or obelisks, that depict wholly alien races, often with vastly different physiology. Other pieces are designed for creatures no less strange: helmets for creatures with five eyes, gauntlets for creatures with two or seven fingers, or small handheld weapons that require the use of three hands at once. A smaller portion still may have once been useful to the party, but being surrounded by Entropy for thousands, or sometimes millions, of years has drained them of their power.

Treasure: For each hour the PCs spend searching the Museum of Dead Worlds, they find small, valuable items weighing only 2 pounds but worth $1d6 \times 100$ gp, as well as $1d3$ magic items. For each item, roll $1d10$ and refer to the appropriate table in the Pathfinder Reference Document (Ultimate Equipment). 1–2: greater medium weapon, 3: greater medium armor, 4–5: lesser medium ring, 6–9 greater medium wondrous item, 10: roll again, but use the lesser major table for the appropriate item (or greater medium ring), rerolling further results of 10.

The glass cases holding the items are impressive but fragile (hardness 1, 5 hp) and do not open.

Spending at least one hour searching the Museum of Dead Worlds is worth 19,200 XP.

Development: Breaking any case alerts the Final Moon's automated security system. After $2d4$ rounds, one security drone will arrive to investigate, plus another drone for each



case broken previously. No matter how many drones the PCs attract or defeat, award them XP for defeating no more than three.

SECURITY DRONE

CR 10 — 9,600 XP

hp 120 (page 31)

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to either Husks of a Galaxy or The Incinerator (page 14).

B4. HUSKS OF A GALAXY

Metallic stones, ranging from no larger than a grape to nearly twenty feet across, float listlessly about this room. Every one of them is cracked, scorched, and rough.

Like gravestones, these rocks are the nearly powerless husks of the Seeds of Change from worlds that Saitan has destroyed. Though their real power has been drained, they still refuse to obey the laws set by Saitan's Omega Force, and float here weightlessly.

Whatever character is carrying the Seed of Change knows immediately what these rocks are and that there are 1845 of them.

A character who makes a DC 20 Survival check will identify this room is rarely visited. The only times are when Saitan comes here to discard the husk of a new Seed of Change. If the PCs need to rest, they can do so here safely.

The room is roughly two miles long and wide, and two hundred feet tall.

Development: When the party discovers the husks of the Seeds, award them a bonus of 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to either the Astrolabe, the Drone Silo (page 11), or the Incinerator (page 14).

B5. ASTROLABE

Millions of spheres of light, most as large as a man's head, spin slowly all around the room, their collective shape resembling a bulbous disc. Some are blue or green, and strings of runes trail behind them; many more are yellow or red, but a disturbing number are an unnatural black. All are marked with the same rune, one which unsettles you to merely look upon. In the very center of the room, a single blinking white dot the size of a marble floats, around which the light show turns.

This room is an extremely detailed map of the galaxy, showing millions of stars and cataloguing what is known of them. Red stars are devoid of planets, yellow stars have planets without life, blue stars have mortal life but no Seeds of Change, and green stars—the fewest in number—are worlds with Seeds of Change, which typically have a great deal of advanced life upon them. The runes trailing these last two types of stars are words in the ancient language of the astral titans, unreadable by mortals without magic. Using magic reveals that these runes explain mundane details about the life-bearing planets of the associated star.

Black stars are stars that Saitan has visited—and destroyed. The rune is the same language as the others, but even without translation it almost telepathically conveys its meaning: an unnatural end. Counting reveals that there are 3057 of them.

The white dot marks the location of the Final Moon, almost directly overtop one of the map's few green stars. If characters use magic to read the runes marking this green light, they will recognize the proper name for their sun, Syderear, as well as Neyth. Beside their planet, it lists "primary occupants: humanoids, mostly harmless."

The lights, though showy, cannot be interacted with. Every 2d4 minutes, a small drone zips along the ceiling, delivering data it has recorded from the vast reaches of space. While they have hardness 20 and 50 hit points, these drones do not defend themselves. If attacked, they flee immediately.

Development: Upon identifying that the points of light represent stars and worlds, such as by magically reading the runes or by making a DC 30 Survival check, award the party 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Drone Silo (page 11).

B6. INCINERATOR

Above you, seemingly close enough to touch, is a sea of fire that engulfs everything, even swallowing the horizon in the far distance. The heat is painful, and the air smells of molten metal.

The incinerator, while it functions as a room, is actually the interior surface of the Final Moon. Thanks to the power of the Omega Force, the Moon functions like a Dyson sphere, holding within it a stolen star.

Lining the room are countless glassy panels that draw energy from the star, which is then used to charge drones, and nearly as many arrays of strange devices, which are used to keep the star's size, heat, and gravity at safe levels for the Final Moon and its inhabitants.

Despite these protections, any character in the incinerator takes 2d6 fire damage each round and must make a DC 18 Fortitude save or take an additional 2d6 nonlethal fire damage and become fatigued. Characters that fly above 200 feet pass through the protective shielding and begin taking an additional 100 damage each round (half fire, half force, no additional save) plus 10 damage for each increment of 5 feet closer to the star they fly.

Development: Upon viewing the star at the heart of the Final Moon, award the party 19,200 XP.

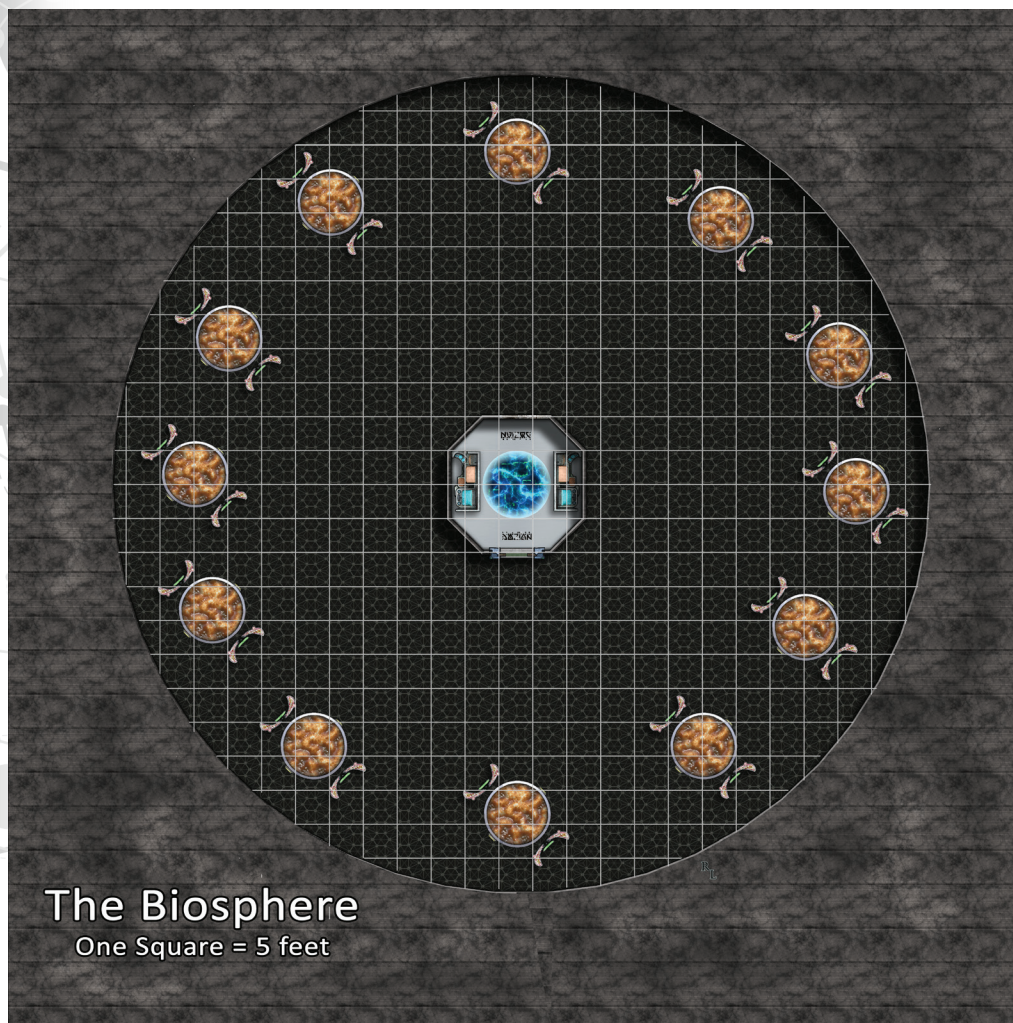
Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Drone Silo (page 11), the Museum of Dead Worlds (page 13), the Husks of a Galaxy (page 13), or the Biosphere.

B7. BIOSPHERE

Huge glass orbs emerge from the floor and ceiling of this room, each half-filled with murky fluids. Some of the orbs seem otherwise empty, but a disturbing number of them have halfway humanoid creatures floating inside them in varying states of dismemberment. Each one is surrounded by floating panels covered in scrolling strings of runes.

Despite being struck barren by the gods she rebelled against, Saitan has not entirely given up on her dreams of resurrecting her lost race. Here in the biosphere, she works toward that goal by means of advanced magic and science, aiming to finally create the children she cannot birth herself.

Saitan has had thousands of failed attempts, but draws closer to her goal with each passing day. Most recently, she has been striving to create a living mortal creature so she can more intimately understand the details of creating life. Her successes have been few and far between, but notable among them is the hulking Beast with No Name, a deformed humanoid she keeps around as much as a research subject as a reminder that she is growing closer to her goal.



The Biosphere

One Square = 5 feet

She cares for the wretch more like a favored pet than a child, but Beast with No Name views Saitan as a loving and caring mother—for his mind is as twisted as his body.

His face tiny and scrunched, this twisted humanoid has sickly green skin, four arms, and grotesquely bulging muscles.

BEAST WITH NO NAME CR 13 — 25,600 XP

Child of Saitan barbarian 12

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 17, touch 10, flat-footed 15 (+7 armor, +1 deflection, +2 Dex, -2 rage, -1 size)

hp 155 (12d12+72); fast healing 1

Fort +16, **Ref** +8, **Will** +7

Defensive Abilities hard to kill, improved uncanny dodge, trap sense +4; DR 4/—

OFFENSE

Spd 50 ft.

Melee unarmed strike +19/+19/+19/+19/+14/+9 (1d6+10)

Ranged mwk dart +15/+15/+15/+15/+10/+5 (1d4+10)

Special Attacks greater rage (29 rounds/day), rage powers (increased damage reduction [2], intimidating glare, mighty swing, renewed vigor [3d8+6])

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

TACTICS

During Combat Beast with No Name charges into combat, using his four arms to fend off multiple opponents at once.

Morale Beast with No Name fights to the death—the first time he is “killed,” he uses his fast healing to slowly recover from the injuries and attack the party again.

Base Statistics without raging, Beast with No Name’s statistics are as follows

AC 19, touch 12, flat-footed 17; **hp** 119; **Fort** +13; **Melee** unarmed strike +16/+16/+16/+16/+11/+6 (1d6+7);

Ranged mwk dart (1d4+10); **Str** 21, **Con** 16; **CMB** +19; **CMD** 31

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +22; **CMD** 34

Feats Combat Reflexes, Double Slice, Improved Unarmed Strike, Multiweapon Fighting, Quick Draw

Skills Acrobatics +17, Intimidate

+15, Knowledge (genetic engineering) +12, Perception +16

Languages Astral Titan

SQ fast movement

Combat Gear potions of cure serious wounds (4); **Other Gear** 60 mwk darts, amulet of mighty fists +1, +2 breastplate, cloak of resistance +2, ring of deflection +1, belt of incredible dexterity +2

SPECIAL ABILITIES

Hard to Kill (Ex): Beast with No Name is incredibly durable. He won’t die until his hit points are reduced to -5 times his Constitution score (-80, normally).

SAITAN’S CHILDREN

While Beast with No Name is the only of Saitan’s children to be featured in this adventure, she’s been working to create creatures like him for millennia. There could be many other children upon the Final Moon, or even spread across the multiverse. A Child of Saitan has the following traits:

Large Monstrous Humanoid: Children of Saitan are similar to humanoids in many respects, but are much larger, with inhuman faces and too many limbs. They have a -1 size penalty to AC and to attacks, and a +1 size bonus to CMB and CMD. They occupy a 10-foot square space and have a 10-foot reach.

+4 Strength, +2 Constitution, +4 Wisdom, -2 Charisma: Children of Saitan are powerful mentally and physically, but their warped appearances and perception of the world around them make them hard to relate to.

Fast Speed: Children of Saitan have a base speed of 40 feet.

See in Darkness: Children of Saitan can see up to 60 feet in even supernatural darkness.

Fast Healing: Children of Saitan have fast healing 1.

Four Arms: Children of Saitan have four arms, which they can use to lift and manipulate objects and to attack. One of these arms is their primary arm; all others are secondary.

Languages: Children of Saitan begin play speaking only Astral Titan. Children of Saitan with high Intelligence scores can choose from any non-secret language.

Development: Realizing that the purpose of the biosphere is to create a new race of creatures is worth 19,200 XP.

Development: A character activating the Plexus from here with a DC 25 Disable Device or Use Magic Device check can travel to the Throne Room.

88. THRONE ROOM

A huge circular window fills the distant wall of this chamber, which is no less than half a mile from side to side. Other than the window, the only feature is a massive throne, carved from a single amethyst over sixty feet high. Within the throne is a being even more massive, who draws herself up to her full height as you finish gathering your bearings. "Ah, the planet's last great hope is here. Good, I was worried I would have to scrape you from my floor without grinding you there myself."

Saitan is cool and confident, not at all afraid of the PCs or the Seed they carry. She believes that none of them have the capacity to activate the Seed, even if they were willing to burn themselves from the universe to try.

In truth, the Seed has not recovered sufficiently to make the reality-warping changes it normally could. A character attempting to trigger the Seed during this encounter can call upon its power, which requires both a DC 20 Will save and a DC 20 Fortitude save. If they pass both, they receive the effects equivalent to a wish. If they pass only one, they receive the effects of a limited wish but also take 2 permanent negative levels. If they fail both, they instead take 4 permanent negative levels and produce no effect.

Saitan will quietly observe the PCs and even answer questions posed to her regarding her race or history. Once she grows tired of them or they attack her, she snaps her fingers and resurrects Asa to battle them once more, this time with a thirst for vengeance.

SAITAN

CR 25 — 1,640,000 XP

hp 562 (page 28)

ASA THE SEEKER CR 10 — 9,600 XP

hp 136 (*Crisis of the World Eater: Immortal Wrath of the Armageddon Angel*)

Entropic Vortex Hazard: As combat begins, Entropy will begin flooding the throne room. Initially, this suffuses a dark mist of Entropy through everywhere outside of an 80-foot-radius column centered on Saitan. Every round, the column decreases in radius by 5 feet. The dark mist is impossible to see through, and anyone entering or touching it must make a DC 16 Fortitude save or immediately gain a temporary negative level.

Development: If the party tries to flee, they will discover the entire throne room to be covered by a dimensional anchor (CL 35th), and the Plexus deactivated.

Development: As the party battles Asa, Saitan prepares the Omega Force to rip them atom-from-atom through a mythic wish. After Asa is defeated, Saitan (page 28) will step in to finish the job. The PCs will likely not be able to stand against her at this time, even with the power of the Seed on their side. Even if they survive her wish, she will quickly defeat the party in single combat. But death does not await the PCs. Before the party is truly destroyed, a higher power than even the gods or Omega intervenes: Change.

CHAPTER 3: CHANGE

After, or shortly before, the party is defeated by Saitan, read or paraphrase the following:

You remember feeling the cold energy of Saitan's Omega Force washing over you, ripping you apart in ways you never even imagined. You had assumed that it was over, that you had lost. But rather than being greeted in the afterlife you were expecting, you and your allies instead find yourself standing together in a farmer's field. All around you smells of peat and grass, while above you the sky is a brilliant silver.

The party has been drawn into the Seed of Change itself, a strange metaphysical landscape that reflects every possible future, good or ill. Though many aspects of the landscapes within the Seed are familiar, it is overall a surreal location. The Infinite Fields of Growth, where the party has landed, appears to be no more than a typical farm—but instead of fruits and vegetables growing on the plants, there are tiny people.

Though the Seed of Change seems to be small, the space within it is infinite, as are many of the realms within. These infinite realms are each overseen by a Steward of Change, a powerful entity who creates and shapes the infinite possible futures that might be attained by mortals and their world.

Normally, the Stewards guide Neyth in relatively stable ways, with no regard toward either creation or destruction. With the damage Omega has done to the Seed, though, some of their guidance has grown more erratic, more dramatic, and often more destructive.

Even as Saitan threatens to destroy Neyth, anything and everything is possible, and even the mightiest of empires could be toppled or founded overnight.

THE INFINITE EXPANSES

Many of the locations within the Seed of Change are infinite expanses. Naturally, in whichever direction the party traverses, they'll never find an end.

Whenever the party moves through an infinite area, they will find themselves in a new portion of that area. It will be mostly the same as other visits there, but its creatures will be different and won't recognize them, and any ways in which party affected the area will be gone.

Each time the characters enter an infinite area, spend an hour traveling, or rest, roll a d10 to determine which sort of encounter they have: peaceful, uneventful, hazardous—or one with the Steward.

TRAVELING THE INFINITE EXPANSES

It is possible (expected, really) for the party to traverse and explore multiple of the infinite expanses within the Seed of Change. Doing so requires the party to be both willful and creative by succeeding at a DC 25 skill check. The type of check is unimportant (at first) so long as the character making the check can explain how the check might allow them to move between locations. Someone making a Perception check might see a subtle shimmer that represents a seam in the reality of the Seed, while someone making a Craft check might literally create a doorway between places.

With so much ground to cover within the Seed, PCs might choose to split up. But they'll have a hard time of it. The Seed recognizes them all as outsiders, and the terrain will twist, change, and even break the laws of physics to keep the outsiders together, especially because that's what Change wants.

This doesn't mean someone can't wander off. But if they do, they'll discover that no matter how far they try to run, they always run right back into the rest of their party, even if they'd jumped into a different infinite expanse.

For full details and restrictions on how to travel about the infinite expanses, read the Seeds of Change chapter (page 27).

CI. THE INFINITE FIELDS OF GROWTH

The Fields of Growth, an infinite expanse tended by the Body Farmer, represent gentle, gradual changes in people over time. Outwardly, the landscape resembles carefully tended fields of all sorts, but instead of fruits or vegetables growing on the plants that flourish here, each plant grows many miniature copies of a single person. Each copy represents a near-future version of that individual; the larger and healthier the copy, the more the person represented is already choosing that future. If a copy is picked, the plant immediately withers to dust, cementing the chosen future at the cost of all others. Once re-planted, the cycle begins anew.

When the PCs first arrive in the Seed of Change, they begin in the Fields of Growth.

Peaceful (1): The party comes across an enormous tree. High up in its branches hang many copies of one of the PCs! Unlike with most plants in the Fields of Growth, the party is unable to affect the tree at all. Characters who examine themselves in detail can identify three versions of themselves that are particularly vibrant: one who is dead, one who is covered in soot, and one who is wearing a resplendent crown.

Peaceful (2–6): The party comes to a group of figures carefully pruning leaves from a cluster of large bushes on which tiny people grow. If the party catches their attention, they will all turn to face the PCs, revealing themselves to be scarecrows with uncarved pumpkins for heads. Despite this, they are friendly and have no trouble conversing with the party. They can explain to the PCs the purpose of the Fields of Growth, but they cannot grasp the idea of leaving. Instead, they suggest the party seek out the Steward, who should be able to help.

If attacked, the scarecrows will not defend themselves.

Uneventful (7–9): The party wanders into a recently tilled field that smells of dirt and fresh rain. Small plants grow in neat lines, and flowers are already beginning to blossom. Examining the plants reveals each flower has a person's face.

Steward (10): The Steward of Change in the Fields of Growth is the Body Farmer. This thirty-foot-tall scarecrow creature moves about in perfect silence, with several full-size humans dangling from its belt and a half-dozen more in the basket on its back. It has no face, or even a head, only a massive straw hat that covers the post that is its neck.

When the PCs first encounter it, the Body Farmer will amble toward them carefully, ignoring any attacks the party might launch, and pick up one character to examine. After a few moments of poking and prodding, it will place them back on their feet, and in a rustling whisper claim, "Good seed, yes. Lots of potential, unless the bugs get to you. Change is in your future, if you can find it. The pathways here are oblique; one must try one's hardest to traverse them, for they cannot be merely walked. You are young and fresh—I sense that you can do it."

With that, the Body Farmer reaches into his sleeve, breaks off a long stick from its arm, and hands it to one of the PCs. This stick functions as a *staff of the woodlands*, and so long as it is within the Fields of Growth, it allows the bearer to cast heroes' feast once a day without expending any charges.

Should the PCs encounter the Body Farmer again, it will approach them and answer any questions similarly to its initial advice, but not much further—it will encourage the party to work things out for themselves.

C2. THE LENS OF CHANGE

There is no gravity in this hundred-foot-wide bubble-like space, with only darkness outside the nearly invisible walls. In the center, a five-foot-wide multifaceted crystal reflects light around it with brilliant intensity. Through it, every sort of scene imaginable flickers briefly, and vanishes seemingly on a whim.

Though the walls of this chamber appear to be made of a paper-thin layer of soap film, they are flexible and durable enough to survive simple contact and even attacks. A single attack of any kind that does 30 damage or more causes the entire chamber to shatter, dumping everything in it into the Fields of Growth.

Characters who look into the huge crystal, the Lens of Change, can catch glimpses of the present state of Neyth as well as the other realms of the Seed, which change from one to another entirely at random. When someone looking into the lens focuses on a scene, the scene remains for as long as the observer focuses on it. Once their attention drifts, the images will once again begin to change.

Anyone who spends more than a few minutes looking through the lens will realize that while the surreal landscapes within the Seed remain active, the rest of the world appears to be frozen in time.

C3. THE IMPOSSIBLE GRINDER (CR 15)

In the center of this huge octagonal chamber, the floor and ceiling curve away from you gently, then dramatically, to make way for a pillar of dark energy at the very center. Along the entire vertical height of the pillar, millions of shards churn in and out, drawing anything that might touch them into the vortex and tearing it apart. Every few seconds, a fragment of something recognizable surfaces amongst the vortex, only to vanish just as quickly.

The Impossible Grinder is where, within the Seed of Change, the least probable changes are destroyed, removing them from possibility. Normally, the Stewards of Change use the Impossible Grinder to dispose of undesirable worlds, but with the touch of Omega, the Impossible Grinder now destroys worlds of all sorts indiscriminately, pulling them from all of the infinite realms without rhyme or reason.

Entropy is doing everything it can to accelerate the grinder, spinning around it in a churning maelstrom of shadowstuff. When the PCs first enter this room, Entropy pods begin breaking away from the vortex to engage the PCs.

The octagonal chamber in which the Impossible Grinder resides is 120 feet across.

ENTROPY POD (16)

CR 2 — 600 XP

hp 19 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

Impossible Grinder Hazard: The narrow pillar in the center of the room is the Impossible Grinder, a churning vortex capable of devouring entire possible realities. Thirty feet away from the center of the room, the floor begins to slope downwards, spilling into the vortex. Twenty feet away from the center, the ground is too angled to stand easily, and characters must make a DC 15 Acrobatics check to avoid tumbling down into the vortex. Ten feet away, the DC increases to 20. Five feet away, the ground is so sheer it can only be climbed, requiring a DC 25 Climb check. Falling into the bottomless vortex is exceptionally dangerous; every round, it does 10d6 slashing damage that bypasses all forms of hardness and damage reduction.

Entropy Vortex Hazard: Entropy whorls around the Impossible Grinder, drawing everything toward the center of the room—and into the vortex itself. Every round, the Entropy Vortex makes a single CMB check against everything in the room with a +10 modifier and a +1 bonus for each Entropy pod not yet defeated.

C4. THE INFINITE CLIFFS OF SHAPE

The Cliffs of Shape are an infinite expanse, watched over by Escher, that represents bold and dramatic changes of all kinds. They appear as bottomless rifts running along cliffs and spires made of limestone and obsidian. Yet the cliffs are unnaturally square and frequently interrupted by hundred-foot-tall canvases where the stone has formed into elaborate dioramas depicting momentous events.

The cliffs zig and zag, creating a maze-like series of walkways rarely more than twenty feet wide throughout the Cliffs of Shape and off into infinity. Climbing one of the hundred-foot-tall cliffs requires a DC 15 Climb check, and PCs who fall are invariably caught on the cliff below. Should a PC somehow fall into the bottomless rifts, they will fall for several minutes before landing on a cliff above the party, taking 20d6 falling damage.

Uneventful (1–3): A thunderous crack sends a sheet of stone cascading from a distant cliff. The sound leaves your ears ringing, and once the distant dust clears, the cliff reveals a scene of the party battling with Saitan in the throne room of the Final Moon.

Hazardous, CR 12 (4–6): The ground beneath the party suddenly gives away, spilling them downward onto a lower level of the cliffs. Each character must make a DC 17 Reflex save or take 10d6 falling damage from the incident. Characters who pass the save take only 5d6 damage, while characters who fail the save by 5 or more are thrown down a second level and take an additional 5d6 falling damage.

Examining the cliff after the collapse reveals it to have collapsed into a perfectly smooth square of limestone.

Hazardous, CR 12 (7–8): A squeaky voice shouts “look out below” before the cliff above the party shatters into a million pieces. Each character must make a DC 21 Reflex save or take 5d6 crushing damage. Characters who fail their save by 5 or more are also buried (Cave-Ins and Collapses, Environment, Pathfinder Reference Document).



Once the smoke clears, the cliff reveals a scene of Shonawing, but with a titanic pyramidal structure where the Capitol Building normally stands.

Steward (9–10): The Steward of the Cliffs of Shape is Escher, a short, rotund figure carrying a golden hammer more than twice as large as he is. Though he appears humanoid, he is actually just a large bearded head, with small spindly legs where his neck should be, and arms emerging just below his ears.

When the PCs first encounter him, he stands at the edge of one of the countless cliffs, contemplating it, sensing the shape of the stone and what possibilities it might hold.

He will greet the PCs like they are celebrities, telling them that their choices have been his honor to depict. He will tell them that they have portentous futures ahead of them, and that the time will come when they will literally have to determine the fate of their world—the single most dramatic change ever to be made on Neyth.

Then, with a single strike of his hammer, he shatters the cliff face below him, transforming it into a new scene in which nature has overtaken Shonawing. When the dust clears, he is gone.

CS. THE HOUSE OF MORTAL WILL

Sitting in the middle of a small green field is a simple white house. Smoke rises in merry wisps from the chimney, and the building itself seems in pristine shape—despite the carnage that

surrounds it. Starting about a hundred feet out from the house, the ground is pitted and scorched with the signs of a great battle, though not so much as a drop of blood betrays who may have been fighting or why.

This small building is known as the House of Mortal Will. The green plains around it function like an infinite expanse, though the house itself is the only feature beyond the flat grassland stretching to the horizon in every direction. The house itself and the rest of the infinite expanse around it is watched over by the Steward, Enso, who represents mortal agency. Despite being a single entity, Enso is by nature a duality: male and female, good and evil, active and passive.

This duality comes across in two simultaneous forms. The first is a young woman with a relaxed and carefree attitude. She is solid black, but with eyes and teeth of piercing white. The second is a stern older man, who is so white that he glows with light and heat; his eyes are narrow slits of blackness.

Unlike the Stewards in most infinite expanses, Enso does not create new realities, but judges those created by other Stewards, with Enso preferring worlds guided by mortal choices.

Since the touch of Omega, Enso has been near constantly under the assault of Entropy, but will still greet the PCs amicably and offer them tea and biscuits. Unlike the other Stewards, Enso will

be straight with the PCs, revealing that the party is within the Seed of Change and that their actions alone will determine the fate of their empire—and their world.

Development: As the party leaves the House of Mortal Will after meeting Enso, they will be attacked by another swarm of Entropy.

ADVANCED ENTROPY POD (16) CR 3 — 800 XP

hp 23 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

C6. THE INFINITE HIGHWAYS OF DIRECTION

The Highways of Direction, an infinite expanse watched over by the Ibontia, represent changes that affect lives and states but do not define them. There are uncountable roads of every imaginable construction, all appearing to run straight and uninterrupted into the horizon in every direction, but one cannot travel more than a dozen feet without finding oneself at a busy intersection, offshoot, or merger. All around the PCs are dozens of creatures rushing every which way at incredible speeds. No matter how clumsy the PCs are, the figures will duck and weave around the party to reach their destinations.

Attempting to get off the highway is impossible—stepping over the edge of a road simply creates a new offshoot route where their foot lands. Even while flying, one cannot escape the highways, and flying characters will find themselves in highway-like jetstreams filled with all manner of flying creatures.

Peaceful (1–4): The party comes to a group of figures at a wide paved intersection, standing there discussing and contemplating which direction one of them should go in. One of the figures asks the PCs for input on some complex dilemma. These questions often won't have a right or wrong answer; they'll be things like "Should I abandon my family for the one chance to follow my dream?" and "Should I live a short but beautiful life or a long but dull one?" After the party has had a chance to provide input, the figure thanks them for their help, then begins walking down one of the roads and disappears.

Uneventful (5): The party finds themselves on a long, dull stretch of poorly paved road. For about twenty feet, it widens to an enormous bridge plated with gold and jewels before returning to its normal state.

Treasure: Nothing is stopping the PCs from prying the gold and jewels from the bridge. There is a total of 200 pounds of gold in total worth 10,000 gp, and 100 small jewels together worth 5,000 gp.

Hazardous CR 12 (7–8): The party finds themselves on a narrow dirt road in the forest. The traffic around the PCs begins to get hectic, and passing travelers clip the PCs as they move by. Each round, the PCs must make a DC 15 Strength check, a DC 25 Intimidate check, or a DC 18 Fortitude save as they are knocked about, or take 2d6 damage per round for 1d4+1 rounds each before the crowd dies down.

Steward (9–10): The Steward of the Highways of Direction is the Ibontia, a creature with the head of a giant stag beetle but the body of a powerful mare.

When the PCs first encounter her, the Ibontia will rocket past them with enough force to knock everyone off balance. After a moment, she will charge back, slowing as she approaches while apologizing for her haste. She sees the PCs as a curiosity—she has little involvement with their lives. They have "long" since been fated to make great choices—it must have been weeks ago that even the party's little decisions began to matter more than the trifling decisions she sorts through.

Before she departs, she will offer to dig the PCs a road to any other infinite expanse to which they might wish to travel. This particular road will only work once, but it can connect anywhere in the Seed—even to otherwise disconnected realms.

C7. THE INFINITE STOREHOUSE OF ERRORS

Though the Storehouse of Errors is an infinite expanse, it is not watched over by a Steward. Within, in bags and boxes and barrels, are countless strange orb-like energy patterns, the choices from other infinite expanses that were rendered impossible before they came to pass: the swing vote cast by a man who was killed, the invention that was never invented. None of the containers are labeled, but shelves and piles of them extend as far as the eye can see.

While most of the crates contain relics obviously from one of the other infinite expanses—shriveled humans with the stem still attached, blocks of unmelting ice with scenes carved within, or slabs of stone with fragments of larger scenes—some contain wholesale relics from worlds that never were.

Treasure: The first time the PCs begin to explore the crates, one of them will be drawn to a flat case. Inside, they will discover the regalia of the empire that never was. The first character to touch this item realizes that it is the outfit of the emperor who would have founded and led a powerful and destructive empire if the Confederate of Nations hadn't been founded when it had. Upon having this revelation, the party gains a bonus of 25,600 XP.

Whether the party finds anything during additional exploration is up to the GM. They might find treasure such as that found in Treasures of Crisis by LPJ Design. Or they might find nothing more of use.

REGALIA OF THE EMPIRE THAT NEVER WAS

Aura moderate abjuration; **CL** 12th

Slot shoulders; **Price** 30,300 gp; **Weight** 8 lbs.

DESCRIPTION

Though you have never seen the series of black, red, and white crosses that adorn the front of this almost blood-red military uniform, it almost feels soaked in blood.

Hidden within the folds of this full military uniform is a +3 mithral chain shirt. The symbol adorning it is the flag of an empire that never came to be, one where non-uniformity is punishable by death. The wearer of this uniform immediately

feels superior to all those around them, making them immune to the effects of the shaken condition (though they can still become shaken, if appropriate). Also, while you wear the regalia, any time you are prompted to make a save by a member of a race other than your own, you receive a +3 morale bonus on that save.

CREATION

Requirements Craft Magic Arms and Armor, *remove fear*, *resistance*; **Cost** 15,150 gp

C8. THE INFINITE GLACIERS OF EVENTUALITY

The Glaciers of Eventuality is an infinite expanse watched over by Gian, the beast who consumes the Sun, representing gradual changes that happen over great periods of time—empires rising, new races being born, and even the passing of time.

The expanse appears as a maze of interconnected slabs of ice floating in an endless sea. Inside each crystal-clear glacier are a thousand different carved scenes, representing the small changes and inevitabilities leading up to a longer-lasting change in the future.

Peaceful (1–3): Along the ridge of one of the glaciers, a thoqqa (Pathfinder Reference Document, Additional Monster Index) and an ice elemental (Pathfinder Reference Document) work together to slowly craft creatures in an alien landscape, full of soaring towers topped with enormous orbs. If the PCs can communicate with them (both speak Aquan, Terran, and Ignan), they explain that they are working on an empire that might exist in twenty-eight thousand years. The fact that the scene sounds unlikely or far off doesn't bother them in the least.

Uneventful (4): The party comes across a half-finished scene depicting a location one of the PCs knows well. Nothing seems out of place, but the reason for its incompleteness cannot be discerned.

Hazardous (5–9): Entropy is seeping in here, slowly melting every long-term possibility that isn't the destruction of Neyth. They are doing this by opening gates to the Plane of Fire, letting the elementals therein roam freely amid the glaciers, which they delight in melting to slag.

ELDER FIRE ELEMENTAL CR 11 — 12,800 XP

hp 152 (Pathfinder Reference Document)

GREATER FIRE ELEMENTAL (2) CR 9 — 6,400 XP

hp 123 (Pathfinder Reference Document)

Slick Ice Hazard: The heat from the fire elementals leaves water flowing over slick, smooth ice. Every round, any character who takes a standard action or moves more than 5 feet must make a DC 18 Acrobatics check or fall prone before completing the action. Doing at least 5 cold damage to a square freezes it solid again until an elemental enters the square or begins their turn in it or an adjacent square.

Steward (10): The Steward of the Glaciers of Eventuality is Gian, the beast who consumes the Sun. Hundreds of feet long, his flaming body slowly coils and winds his ways around the icebergs, sometimes splitting them or drawing them together from fragments. He awaits the day when he can indeed live up to his namesake, especially because that day will not be for millions of years.

When the PCs first encounter Gian, the beast who consumes the Sun, he will rise from the sea in a plume of steam and icy fragments, and tower over the PCs. His deep and crackling voice will rock the glacier, but he is not unkind. He does, however, see things with an incredibly long-sighted view. Why save Neyth when it only has six million years left before Sydereal expands and swallows it?

Ultimately, Gian, the beast who consumes the Sun will leave the PCs to do what they are doing, allowing them to live their brief lives however they choose.

C9. THE HISTORY OF ALL

This small room is built entirely around a marble pedestal holding a single book, half as tall as a man. Bound in black leather and capped with gold, the book has pages made from hammered metal even thinner than paper, its words carved precisely.

This book represents the entire history of Neyth, ever since the Seed of Change was planted there. As big as the book is—thousands of pages, each capable of containing millions of words—it doesn't physically contain everything at once. Instead, in its resting state it contains a simple history of all time from the Seed's arrival to the current day. When someone is reading the book, however, the History of All responds to the reader's whims, changing itself to discuss the desired topic. A creature perusing the History of All, spending one minute concentrating and reading, can pass any Knowledge (history) check. Also, by spending ten minutes perusing the History while making any other sort of Knowledge check, the reader gains a +8 circumstance bonus on that Knowledge check.

The History of All can never be moved from the pedestal on which it rests, nor can the pedestal be moved or damaged in any way. It is an integral part of the Seed of Change. By spending one hour simply reading the History of All cover-to-cover, a character gains a permanent +1 circumstance bonus on all Knowledge checks and an additional +3 (for a total of +4) on all Knowledge (history) checks, as the character can recall a snippet of the detailed histories they read. This bonus can only be gained once by each character; additional readings have no effect.

C10. THE INFINITE GRAVEYARD OF ALL THINGS

While most realms in the Seed of Change focus on things that will or might be, the Graveyard of All Things focuses on things that were. Much like the History of All commemorates

every event that has ever occurred, the Graveyard of All Things immortalizes every creature that has ever lived or will ever live, from the mightiest king to the smallest insect.

Normally, the Graveyard of All Things is stewarded by the Weaver of the Unrealities. With the touch of Omega during the events of the Immortal Wrath of the Armageddon Angel, however, this powerful entity has been shattered into many smaller and less focused entities. These entropic reapers are powerful in their own right, and rather than culling the graves of all creatures that haven't existed or died, they are slowly and chaotically erasing creatures of all kinds, fragmenting history itself and slowly severing the Seed from Neyth. If left unchecked, the Seed will begin to warp all of Neyth in an attempt to compensate—with unpredictable and most likely disastrous results.

Uneventful (1–2): The party wanders along a path to find a series of millions of gravestones marked with today's date. If the party spends time searching, they will find gravestones with their own names.

Hostile CR 13 (3–5): The party comes across a pair of entropic reapers smashing a series of small memorials to animals, which are arrayed in a pattern of interlocking concentric circles. The reapers are oblivious to the party until approached, at which point they will cackle madly and leap forward to attack with glee.

This humanoid figure is made of dirt and stone, topped with a mismatched set of skulls beneath the tombstone perched on its shoulders. Long claws made of broken bones extend from the end of each arm.

ENTROPIC REAPER (2) CR 11 — 12,800 XP

LE Medium undead

Init +1; **Senses** blindsight 60 ft.; Perception +4

DEFENSE

AC 25, touch 24, flat-footed 11 (+1 Dex, +14 natural)

hp 152 (16d8+80)

Fort +10, **Ref** +6, **Will** +14

Defensive Abilities amorphous, undead traits; SR 22

OFFENSE

Spd 30 ft.

Melee 2 claws +18 (2d6+6 plus buried alive)

Ranged 4 gravedirt clods +13 (2d6; range 120 ft.)

Special Attacks gravebreath

TACTICS

Morale Entropic reapers fight until they are destroyed. Upon an entropic reaper's destruction, a new and fully formed reaper will immediately form from a random occupied grave within one mile, unless the Weaver of the Unrealities has been restored. In the Graveyard of All Things, there is a 20% chance that this grave will be within sight of the battle, in which case the new entropic reaper will immediately rejoin combat.

STATISTICS

Str 23, **Dex** 12, **Con** —, **Int** —, **Wis** 19, **Cha** 20

Base Atk +12; **CMB** +18; **CMD** 29

SQ swallow death

SPECIAL ABILITIES

Buried Alive (Su): Any character struck by an entropic reaper envisions being buried alive and must make a DC 18 Will save or be shaken for 1 round. Characters affected by an entropic reaper's gravebreath receive a –4 penalty on this save, and on a failure they are instead shaken for 1 minute, or frightened if they were already shaken.

Gravebreath (Su): Though they don't breathe, an entropic reaper can sharply inhale, stealing the breath of a living target within 60 feet as a swift action. The target must succeed on a DC 18 Fortitude save or become unable to breathe, and must hold their breath or begin to suffocate. (Creatures can hold their breath for a number of rounds equal to twice their Constitution score, or half as many rounds if they are acting during that time, such as participating in combat.) As a standard action, the affected creature can try gasping for breath, making a new save against the effect. An entropic reaper can affect a number of creatures at once with gravebreath equal to its Charisma modifier (5 for most entropic reapers).

Gravedirt Clods (Ex): An entropic reaper can expel bullet-like fragments of dirt and stone from their body at nearby targets. As a standard action, an entropic reaper can create and expel up to four clods as a ranged attack with a 120-foot range increment.

Swallow Death (Ex): As a standard action, an entropic reaper can devour an intact Medium corpse within reach. This destroys the corpse and heals the entropic reaper for a number of hit points equal to 5 times the Hit Dice of the devoured creature as they are absorbed into the entropic reaper's essence.

Steward CR 16 (6–10): The party comes to a large clearing, at the center of which is a colossal throne. On the throne sits the remains of the Steward of the Graveyard of All Things, the Weaver of the Unrealities. This massive cloaked figure normally stands thirty feet tall, shrouded in many layers of robes to keep its true form hidden. Now, however, a dark hole has been burnt clean through the Weaver of the Unrealities, revealing a giant made of gravedirt and the bones of countless smaller creatures.

The first time the party arrives in the plaza, the remains of the Weaver of the Unrealities, not quite dead, will weakly urge the PCs to its side. It requests that they return its shattered essence, which has formed into the entropic reapers. Without them, it cannot begin to reform, and Entropy will have free rein to pervert the past and thereby the future.

He will warn the PCs that he is about to allow entry to the reapers that have been following them, and after a moment for the party to prepare, they arrive.

ENTROPIC REAPER (6) CR 11 — 12,800 XP

hp 152 (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel, page 26)

Tactics The entropic reapers do not willingly move closer than 20 feet to the Weaver of the Unrealities.

To begin recovering from its state of torpor, the Weaver of the Unrealities must devour eight points of essence from the entropic reapers. At initiative count 0, the Weaver of the Unrealities will touch up to two entropic reapers adjacent to it, destroying them and regaining two points of essence. If an entropic reaper is destroyed within 40 feet of the Weaver of the Unrealities, it regains one point of essence.

Development: If the PCs defeat all the entropic reapers without the Weaver of the Unrealities regaining enough essence, it will sigh and say they must bring the reapers closer to the throne next time. Another suitable group of entropic reapers will gather after 2d4 hours, but otherwise this location is safe to rest in and won't change over time, no matter how long the PCs remain here. The Weaver of the Unrealities loses 1 point of essence each hour.

Development: Once the Weaver of the Unrealities has regained enough essence, its injuries begin to heal, and it announces that it can track down the rest of its essence on its own. It apologizes for the trouble its fragments may have caused, and in gratitude creates for the PCs the gravestone spade. After this, it disappears into the Graveyard of All Things.

GRAVESTONE SPADE

Aura moderate necromancy; **CL** 15th
Slot —; **Price** 58,000 gp; **weight** 9 lbs.

DESCRIPTION

This long-hafted shovel is carved from a headstone, yet the edges of the spade are razor-sharp and whorl with dark energy.

In its inert state, the gravestone spade functions as a +4 *ghost-touch halberd*. Once per day as a swift action, the wielder can shorten or lengthen the haft of the spade, allowing it to function as either a +4 *ghost-touch shortspear* or a +4 *ghost-touch dagger* instead.

Whenever the gravestone spade deals damage to a mindless undead creature or a creature made primarily of stone or earth (like some golems and elementals), that creature takes an additional 2d6 damage, and the weapon ignores up to 5 points of that creature's damage resistance or hardness.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *disrupt undead*, *magic weapon*; **Cost** 29,000 gp

CII. OMEGA'S CRATER

You didn't notice how much the area around you was thrumming with energy until it was suddenly absent. The landscape around you is black and charred, and the air is still and dead. In every direction dark rifts snake, dropping out of

sight into the horizon. In the center of this dead and destroyed landscape is a small circle of lush, living green, where an indistinct figure floats gently.

The figure at the center of the clearing is Change, one of the four great powers that guide the multiverse.

Change never looks quite the same, not only due to its own nature, but also because its appearance depends on the viewer. Change is currently trying to appear in a form that the PCs can comprehend, and as such appears in the physical form of the GM. When introducing Change, feel free to describe yourself with as much detail (or vagueness) as possible.

Change will greet the party, conjuring chairs and a table with refreshments so they can relax as it explains the situation. The great power Continuation has long been angling to gain power over Change. It has been empowering heralds great and small to slowly and forever change the fundamental nature of the multiverse. In the material world, one of Continuation's heralds is Saitan—the titan against whom the party had been fighting—and another is Omega, a shadowy deity-like creature who exists outside the flow of time and space as it is traditionally understood by mortals. And because of these heralds' actions, Continuation is beginning to gain an advantage over Change.

The grander situation isn't important to the PCs' immediate issues, though it provides them context as to why Change cares to intervene. They wish to save their planet, a beacon of Change, from Saitan and Omega, heralds of Continuation. Change wishes to grant the party the power they need to defeat Saitan, because for Change to act directly against Continuation would be to open up its defenses in kind. Instead, Change must act through heralds of its own—the PCs.

Change assumes the party isn't interested in the larger scope of things, but if the PCs seem interested, it explains as much of the overarching situation as the PCs care to hear. Once the party is ready to proceed, Change fills them with the power needed to be its heralds. This power heals the PCs, restores all uses of daily abilities, but most importantly grants them ten ranks of mythic power. Once they've regained their bearings, Change returns them to Saitan's throne room for their greatest battle yet!

Development: In addition to mythic power, meeting Change awards the PCs with a bonus of 51,200 XP.

DON'T LEVEL UP YET!

While your players will be tempted to write down all their new mythic powers on their character sheets, take note: Change doesn't tell the players this ahead of time, but once Saitan is defeated the powers will quickly fade away—easy come, easy go. It's recommended that the players create mythic versions of their characters on new character sheets, so they won't have to remake their characters when their power suddenly returns to normal.

MYTHIC POWER SETS



While the players are absolutely welcome to rebuild their characters with mythic power on their own, doing so can be a great deal of work. You're encouraged to use one of the following pre-existing templates, inspired by heroes whose actions have been instrumental in great and terrible changes through the multiverse. For full mythic rules, see the Pathfinder Reference Document (Pathfinder Roleplaying Game: Mythic Adventures).

MYTHIC HEROES

Regardless of which heroic template each character chooses, all characters blessed by Change get the following benefits:

- You gain a +10 mythic bonus to any one ability score, or a +5 mythic bonus to any two ability scores.
- Any equipment that grants a numerical bonus increases by +4. (So, a +3 *longsword* becomes a +7 *longsword*, and a *headband of mental superiority* +4 becomes a *headband of mental superiority* +8.)
- When you go below 0 hit points, you automatically stabilize, and you won't die until your hit points are reduced to a negative value of double your Constitution score.
- Twenty mythic surges. As an immediate action, you can spend a mythic surge to reroll any d20 check you just made or to add 1d12 to any d20 check you are about to make. Otherwise, as a swift action you can spend a mythic surge

to take an extra standard action on your turn, to end any one condition currently affecting you, or to use a special ability of your character's mythic path.

HEROIC TEMPLATES

In addition to the benefits listed in the last section, each character gains one of the heroic templates listed in this section.

THE AVATAR OF POWER

A pinnacle of martial prowess, you are an unstoppable combat machine.

- You may spend a mythic surge to move up to your speed and make a single attack at your highest bonus with a +10 bonus to attack and damage. This attack bypasses all forms of damage reduction.
- As an immediate action, you may spend a mythic surge to reduce the damage from one attack that just hit you by 50 points.
- You gain a +10 mythic bonus to AC, CMB, and CMD.
- You never provoke attacks of opportunity, and you can make an unlimited number of attacks of opportunity, following all other rules for attacks of opportunity.
- You confirm all critical hits automatically, and all critical hits do maximum damage.

- You cannot die, no matter how low your negative hit points, but you remain unconscious until returned to above 0 hp.
- Whenever you make a saving throw, roll twice and take the better result.
- You take no distance penalties on ranged attacks.
- On your attack and damage rolls, you may choose to use your Dexterity or Wisdom modifier instead of your Strength modifier.
- Your current and maximum hit points increase by 50.

THE FREEDOM OF REALITY

You follow your own way. Even the laws of physics don't hold sway over you.

- You may spend a mythic surge to make a single attack at your highest bonus with a +10 bonus to attack. The target of this attack is considered flat-footed, and the attack's damage bypasses all forms of damage reduction.
- You never provoke attacks of opportunity, and you can take an unlimited number of attacks of opportunity.
- You may spend a mythic surge to become invisible as greater invisibility. This invisibility lasts until you choose to deactivate it.
- You gain a +10 mythic bonus on all skill checks.
- You can stand in a square occupied by a creature larger than you. While you do, that creature is considered flat-footed against you.
- Whenever you roll any 1s and 2s on damage dice, count them as 3s.
- When making a full attack, you may move any distance before or after any of your attacks. The total distance you move may not exceed your base speed.
- When you confirm a critical hit, you multiply all damage, even special or precision damage.
- During each round, you automatically deflect the first two ranged attacks, even ranged touch attacks, made against you.
- You ignore the effects of difficult terrain when you move.
- Your current and maximum hit points increase by 40.

THE INSPIRATION OF ONE

You stand as a beacon against the darkness. Your very presence buoys your allies and demoralizes your foes.

- All of your cohorts or animal companions gain the benefits of being a mythic hero, and gain 40 hit points. They do not gain a template.

- By spending a mythic surge, you may allow an ally within 30 feet of you to make one attack at their highest bonus with a +10 bonus to attack. This attack bypasses all forms of damage resistance.
- You gain blindsense out to 30 feet, and you're always affected by true seeing.
- When you spend a mythic surge to add a bonus to your d20 roll, you add 2d8 to it instead of 1d12.
- When you take the aid another action, your target gains a +12 bonus instead of +2.
- As a standard action, you may spend a mythic surge to heal 25 damage to all allies within 100 feet.
- Whenever you will make a saving throw, you may choose one ally within 30 feet who must make the same save. They may use your save result instead of theirs.
- Whenever a spell or ability you use grants a numerical bonus, that bonus increases by +5 for the duration of the effect.
- You gain a +10 mythic bonus on all skill checks.
- Whenever you cast a spell, you may expend a mythic surge as a free action to avoid expending that prepared spell or spell slot.
- During each round, you automatically deflect the first two ranged attacks, even ranged touch attacks, made against you.
- You take no distance penalties on ranged attacks.
- As a standard action, you may spend a mythic surge to grant a weapon you touch a special ability with up to a +4 base price modifier. A weapon may only benefit from this ability once, but you may change it at any time by using this ability. The weapon remains enhanced for 24 hours.
- Your current and maximum hit points increase by 40.

THE ARCADE OF CHAOS

Magical energy flows through your body effortlessly. The power of the universe is at your fingertips.

- When you are about to cast a spell, you may spend a mythic surge to apply a metamagic feat you know to it without increasing the spell's level or casting time, or without preparing it separately. This metamagic feat cannot increase the spell's level by more than two.
- While casting a spell, you may spend a mythic surge to avoid expending that prepared spell or spell slot. If this spell must attempt to bypass a target's spell resistance, roll twice with a +10 mythic bonus and take the better result.
- When you cast a spell that does energy damage, you may spend a mythic surge to change its damage to fire, electricity, cold, or acid.

- When you cast a spell with a range of touch, you may spend a mythic surge to change its range for this casting to 100 feet.
- Select ten spells you know. As a free action, you may spend a mythic surge to cast any of these spells as mythic spells (Pathfinder Reference Document, Mythic Spells).
- You succeed on all concentration checks automatically.
- Your caster level and your level for the purposes of non-spell class abilities (such as domain and bloodline abilities) are considered to be four levels higher.
- You gain a +13 armor bonus to AC, as though under the effects of mage armor.
- You ignore the need for all material and focus components worth less than 1000 gp.
- You gain a fly speed of 60 feet (perfect).
- When casting a cure or inflict spell or using a class feature that uses positive or negative energy, treat any 1s, 2s, and 3s you roll as 4s.
- Your current and maximum hit points increase by 40.

CHAPTER 4: BATTLE FOR THE FUTURE

After speaking with Change, the party finds themselves back in Saitan's throne room, the power of Saitan's attack washing over them harmlessly like a stern wind.

As the Omega Force washes over you harmlessly, Saitan's look turns in a heartbeat from one of arrogance and triumph to near-defeat. She recovers quickly, but where there was confidence in her voice before, there is now anger—and a hint of doubt. "Very well, you can die by my hand rather than Omega's. It matters not. I will have my victory, and your world, in the end."

No longer sure of her victory or even her invincibility, Saitan will stop toying with the PCs and attack.

SAITAN

CR 25 — 1,640,000 XP

hp 562 (page 28)

If the PCs search for the Seed of Change, they will find it frozen in place, hanging in the air and entirely immobile. It remains frozen in time and space, at least until the end of the encounter. Once per round as a move action, a character can touch the Seed to receive the benefit of heal cast at 20th level.

Should a PC attempt to activate the Seed's power, Change will warn that if they attempt to call upon the Seed's power, it will have to withdraw its blessing. Its herald drawing power from it would be akin to direct action, allowing Continuation to counter with a strike no less decisive.

Development: While Saitan is normally a CR 25 encounter, the party isn't really facing her on normal terms, so they shouldn't receive her listed XP value for the fight. Instead, they gain 153,600 XP, the equivalent of a CR 18 encounter.

CONCLUDING THE ADVENTURE

When Saitan is defeated, the adventure is over. Without her influence, the Final Moon will immediately begin to collapse—both inward and outward at once, thanks to the gravity and expansion of the star at its core. The PCs will be thrown against the floor by gravity a thousand times stronger than they are used to. Before any real harm comes to them, however, they find themselves transported to Shonawing, the powers of Change's blessing already fading.

In the sky, Saitan's ship implodes in a fantastic whorl of fire and shadow. The storm of Entropy is drawn into the vortex growing in the sky. Even the horizon around you begins to pull upward, and the very heavens seem to narrow. Then, the force changes direction and releases a huge shockwave—the sky has been torn asunder. Where the Final Moon had hung above is a twisted knot of energy, each entwined cord running into a different hole in the sky, and a different world beyond. And every one of them is drawing closer and closer.

As planar space weakens from the passing of so much Entropy, the raw power of the Final Moon's heart, and the wondrous engine of the Chronicler's ship all in one place, space itself has shattered. The vast distances between worlds have collapsed into merely hundred or thousands of miles, bound together by twisted chains of energy formed as Omega grabbed hold of the Nexus Pathways that connect every world.

Major Marco DePompa, whom the PCs will find is only a few hundred feet from where they returned, is shaken by the growing scope of the situation he has found himself in. He was willing to sacrifice himself for his nation, and his nation to save his world... but to sacrifice even more to save the dozen worlds that now hang in the sky, being drawn slowly together to their destruction? He doesn't feel himself worthy or capable of making that decision. But he does ask the PCs: if there is anything they can do to help, can they? They have already done so much, but the world, and the nation, are not yet safe.

Fortunately, though the planets in the sky are drawing together, they are doing so very, very slowly. It will be days, if not weeks or months, before any of them are close enough to be dangerous to one another or to Neyth.

Major DePompa, now the acting emperor, rewards the PCs as handsomely as he is able, awarding them each with 10,000 gp, as he sends out for the greatest minds in the land to help solve the dilemma the worlds now all face. The Chronicler cannot help: she has disappeared, and the ship she had supposedly been building—the Ark—is nowhere to be found.

By the time the sun rises the next day, there are at least some answers. The chains of energy that bind the worlds together all connect to one place: the remains of the Capitol Building, where

the Seed of Change was stored for so long. By pressing one's hand against a chain, one can travel its length to a distant world. If, somehow, the chains could be severed—one at a time, and at the other end to be safe—the ever-tightening knot of energy drawing the worlds together might just unravel. Entire worlds might be saved.

The adventures that the PCs might have on these worlds are detailed in the second set of side quests for this adventure serial. Once the PCs are level 18, or should they simply wish play the next adventure, proceed to the Omega Adventure, Crisis of the World Eater: Inheritor of the Entropy Heart.

SEEDS OF CHANGE

Not every world has a Seed of Change, but there is a Seed on every world where life evolves to build great civilizations or magical wonders. These Seeds are artifacts crafted by a power greater than deities, and with their power entire worlds rise—or fall.

In the hands of a mortal, a Seed of Change may seem like little more than a metallic rock, reflecting from its many-faceted surface a distorted view of the world around it. But those who hold the Seed know it contains incredible power. As a full-round action, any living creature holding the Seed may envision one change of any scope, from the completion of a mundane task to the creation or destruction of a deity. As the desire is reflected in the Seed, the wisher must make both a DC 30 Will save and a DC 30 Fortitude save.

If neither save is passed, the change doesn't take place, and the wisher and everything they are touching (except the Seed) is destroyed instantly, erased from the universe beyond recovery by the direct intervention of the Seed. A deity or similarly powerful entity might re-create such a lost creature if they desire to, but what it produces won't be the original, but merely a duplicate.

If either save is passed, but not both, the desired change takes place immediately, but the wisher is destroyed. This destruction is not as absolute as if the wisher had failed both saves, but they are beyond even the reach of any single spell, even true resurrection or wish. Deific intervention, or true resurrection paired with wish (or comparable spells), is required to restore the character to life once more.

If the wisher passes both saves, the desired change takes place just as the wisher desired. The wisher remains intact but fundamentally changed in some way. The exact nature of the change depends on the wish—and ultimately it's up to the GM—but it typically mirrors the wish in some way. Someone who wishes for the fall of an empire might find that they now detest all forms of civilization, or possibly that the empire they toppled is immediately replaced by one ruled by themselves!

INSIDE THE SEED

Each Seed of Change contains within it a multitude of realms, infinite expanses unto themselves watched over by powerful entities known as the Stewards of Change. Though any of these

spaces can be traversed in any direction as far as can be imagined, it is entirely possible to travel from one to another, provided the traveler has the will and the creativity to do so.

Creating or locating a threshold between infinite expanses requires a DC 25 skill check. This check can be of any type desired: the explorer could find a trail leading through a fold in reality with a Perception check, or they could create a door to the next infinite expanse with the materials on hand by using a Craft check. Encourage the players to be creative, because once a skill has been used to cross a threshold, that skill must always be used to cross that threshold from either direction in the future. Further, the thresholds of the Seeds of Change are fickle—once a character crosses a threshold with a particular skill, that character cannot use the same skill to cross any other thresholds; they must invent a new way to pass through the realms beyond.

For example, a character might find a place where there is an unusual amount of traffic with a Survival check, but then later they could not reveal the same route by praying to their god with a Knowledge (religion) check. Alternatively, they could view a threshold like an enormous mechanism with Disable Device, but doing so for a second threshold would only reveal a passage back to the expanse from which they came. In this way, each type of skill check is like a key that can only open a door between two specific infinite expanses.

Typically, a passage opens to a random “adjacent” expanse. Characters who exceed their check by 5 or more gain an inkling as to which expanses this passage might connect, and may choose between them. Also, characters who know which expanses to which a passage links may always choose to travel to those expanses.

STEWARDS OF CHANGE

The powers a Steward wields vary as widely as their appearances, but each one's power is absolute within their own realm. They foresee, create, and guide the infinite number of possible realities of the world their Seed is tied to, their every whim resulting in the creation or the destruction of entire future realities.

Amongst creatures who are aware of the existence of the Stewards, it is a subject of much debate whether these creatures guide mortal “free will” or vice versa. Most agree that the actions of the Stewards reflect the actions of the mortal world, but some few Stewards—and the futures they created—have indeed been influenced by mortal or immortal hands.

OTHER INFINITE EXPANSES

No two Seeds of Change, or Stewards, are exactly alike. Like the worlds they come from, each is unique. This section gives a number of Stewards, and their infinite expanses, that might appear in other Seeds of Change.

THE ARGENTRIX'S INFINITE HALL OF MIRRORS

The Hall of Mirrors is an infinite expanse that reflects turns of fortune, where the meek become strong, the rich become poor—even the dead raised and the living slain. Creatures wandering the

Hall of Mirrors notice that though they can always see their own reflection in any reflective surface, nothing else reflects, as each mirror instead shows one of the Argentrix's reflected realities.

The Argentrix is a ten-foot-tall alabaster statue of a beautiful woman, with a spherical mirror floating where her head should be. She can see from the surface of any mirror in any reality—including her own head, and the surface of the Seed of Change. If angered, she will promptly reverse any good fortune of those who so angered her; until her ire is resolved, any natural 20s that creature rolls are treated as natural 1s. Likewise, when she is pleased, creatures find bad fortune suddenly turning good; once per day, when such a creature rolls a natural 1, they may treat it, and any other d20s they roll until the end of the next round, as a natural 20.

THE TOPOR'S INFINITE ARTERIES

The Arteries are long expanses within colossal veins, often running with inches or even feet of bright red blood. Here, changes in health, life, and body are grown organically from the walls, where they form as half-exposed bodies showing what one's own body may become. Despite the macabre nature of the place, the Infinite Arteries are not all about death and injury, though they certainly play a large role. Growth and birth are also commonly represented here, as are changes to a person's health and well-being, such recovering from an illness, or becoming old and frail with age. Finally, the Infinite Arteries feature elaborate body art, every possible combination of changing one's body through external means, from tattoos to replacement limbs.

The Topor is a collection of ten thousand limbs, faces, and other appendages, constantly folding in upon themselves. The size of the Topor is incredibly dynamic: it can squeeze itself into the tiniest creature, or unfold itself to fill entire buildings' worth of space. If the Topor becomes irritated, the subjects of its ire will find themselves unable to change their bodies for the better—only for the worse; whenever such a creature would recover ability damage or drain, there is a 50% chance that the recovery fails. When pleased, the Topor will change the subject's body for the better—each morning after resting, they will find they can apply a +4 sacred bonus to one attribute of their choice, which lasts until the next morning.

THE MICROCOSM AND THE INFINITE EMPTY EXPANSE

The Empty Expanse is a vast cloud of light fog, without gravity or even the sun by which to orient oneself. The fog is much more than mere decoration: it represents every small and seemingly insignificant change and choice, from a speck of grit that doesn't get cleaned to the roll of the dice in a game of chance. Exploring the Empty Expanse for long enough, one can discover the many clusters hiding in the fog, the many small changes that add up to larger and larger outcomes.

The Microcosm is, unlike the content of his domain, large beyond measure. His rubble-strewn, planet-sized body will appear to visitors in his domain from out of the fog, speaking through telepathy. When his ire is risen, characters will find that small choices they make have disproportionately large, and negative, outcomes; any time a character takes an action to

avoid provoking an attack of opportunity (such as casting a spell defensively or taking a 5-foot step), they still do provoke an attack of opportunity, and it is a critical threat. When he is pleased, characters find that the small choices they make turn out to be particularly insightful; once per day, characters who prepare spells can retroactively change any one spell they had prepared to any other spell they could have prepared. Characters who do not prepare spells can instead, once per day, choose to not provoke an attack of opportunity for an action that would.

SAITAN, THE DELIVERER OF OMEGA

Standing nearly a hundred feet tall, this powerful and graceful feminine titan has three faces, six arms, and three legs.

SAITAN

CR 25 — 1,640,000 XP

LE Colossal outsider (evil, native, lawful)

Init +17; **Senses** all-around vision, darkvision 120 ft., true seeing; Perception +39

Aura Shadows of Omega

DEFENSE

AC 44, touch 31, flat-footed 31 (+16 deflection, +13 Dex, +13 natural, -8 size)

hp 562 (25d10+425)

Fort +31, **Ref** +23, **Will** +21

Defensive Abilities deific protection, Omega projection; DR 20/epic, 5/—; Immune aging, death effects, disease, mind-affecting effects; SR 36

OFFENSE

Spd 60 ft., fly 40 ft. (perfect)

Melee 6 slams +36 (2d8+19)

Ranged 6 Omega barrages +30 touch (8d6)

Space 30 ft.; **Reach** 20 ft.

Special Attacks Omega barrage

Spell-Like Abilities (CL 20; concentration +36)

Constant—true seeing

At will—break enchantment, quickened greater dispel magic

3/day—limited wish

1/day—mythic wish

TACTICS

Before Combat Saitan has already used her mythic wish today in an attempt to slay the PCs before Change intervened.

During Combat Saitan focuses her attacks on one character each round, seeking to disable or kill individual foes as quickly as possible. Once a foe drops, she immediately changes targets. Once one PC has used the Seed of Change to heal, she spends a full round attempting to destroy the artifact (to no avail).

Morale Saitan fights to the death.

STATISTICS

Str 48, **Dex** 36, **Con** 44, **Int** 32, **Wis** 24, **Cha** 42

Base Atk +25; **CMB** +52 (+54 to trip); **CMD** 75 (79 vs. trip)



Feats Alertness, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Initiative, Improved Trip, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Vital Strike

Skills Acrobatics +38, Bluff +44, Climb +44, Craft (technology) +34, Diplomacy +41, Escape Artist +38, Fly +38, Intimidate +41, Knowledge (arcana, engineering, planes, religion, technology) +39, Perception +39, Sense Motive +38, Spellcraft +36, Use Magic Device +41

Languages Astral Titan; truespeech

SQ mythic entity, Omega resurrection

SPECIAL ABILITIES

Deific Protection (Su): Saitan is protected against the direct intervention of deities, outsiders, and other immortals. When acted upon by any immortal entity whose CR is 21 or higher, Saitan gains 10 mythic ranks for a year and a day. During this time, when she is slain, she is resurrected by her Omega resurrection after 1d4 rounds.

Interstellar Teleport (Su): Astral titans are masters of teleporting on a vast scale. As a full-round action, Saitan can teleport between planets in a solar system while carrying up to 500 pounds, or between star systems while carrying up to 50 pounds. She can also teleport without error within 500 miles while carrying up to 50 tons, plus an additional 50 tons for each full minute spent concentrating, up to a maximum of one day—at which point she can teleport up to 500 miles while carrying any amount of matter.

Mythic Entity (Ex): Though she does not truly possess mythic power, Saitan is considered a mythic or non-mythic entity, whichever is more beneficial to her, for the purposes of spells and effects.

Omega Barrage (Su): As a standard action, Saitan can create and throw up to six spheres of energy at targets with a range increment of 100 feet. These spheres of energy do 8d6 points of fire, cold, electricity or bludgeoning damage, chosen when the orb is created. Alternately, Saitan can combine all of these spheres into a single explosive blast, which does 8d6 damage to all creatures in a 30-foot radius of any point within 100 feet (Reflex DC 26 for half).

Shadows of Omega Aura (Su): Saitan is constantly cloaked an aura of shadows drawn from the Shadow Plane—Entropy trying to break through into the material world. All light within 100 feet of Saitan is reduced by one step. Once per round as a free action, Saitan can create 2d4 Entropy pods (Crisis of the World Eater: Immortal Wrath of the Armageddon Angel) in adjacent, unoccupied squares. Each round, any living creature in this aura of decreased light must make a DC 31 Will save or become shaken. Characters affected by the aura may make a new save to end its effect once each round.

Omega Projection (Su): Saitan is protected by the power of her faith in Omega, granting her a deflection bonus to AC equal to her Charisma modifier (normally +16).

Omega Resurrection (Su): Saitan cannot truly be killed so long as she is suffused with the power of Omega. Even if she is reduced to ash, Omega's power draws her remains together to resurrect her at the opportune moment—maybe a moment from now, maybe an eon, according to Omega's whims.

Saitan is an astral titan, one of the dwindling few survivors of her race, created by the first deities of the universe to shape the planets and stars of the Material Plane. When the war between the titans and the gods began, the astral titans sided with their elysian brethren in war and in victory. After the war, however, the gods turned their backs to their first children, the astral titans, and the titans grew resentful. They had sacrificed much in the defense of the gods, and for that they were abandoned.

So they began a second war, one that threatened to return the Hekatonkheires from the gulf of space to which they were banished—and the fall of the gods. Now betrayed twice, the gods were not so merciful. The second titan war was quick and decisive: the astral titans were slaughtered almost to a man.

Among the few survivors was Saitan, one of the last mothers of her race. She began anew, raising an army only to be struck barren by the deities she was striving to impress—or, as they see it, overthrow. And it was in this state of anguish that Omega found her. It offered her the power to strike mortals from all worlds, while keeping her out of the reach of the deities themselves. With anger and greed filling her heart, she agreed and was filled with the Omega Force.

Flooded with power unlike any she had ever known, she descended to the nearest mortal world. Despite being challenged by deities and mortals alike, she waged war for one hundred and one years before discovering the Seed of Change buried deep within the planet. Omega whispered to her: devour the Seed, and grow still greater in power.

With the power the Seed granted her, in a single day she crushed the planet, one that had taken a dozen titans decades to assemble from the dust of stars. But the glory of victory, and the power from devouring the Seed, didn't last. Omega whispered to her that other worlds too had Seeds. Other mortal worlds.

So she set out across the multiverse blazing a path of revenge. Revenge for her lost race, revenge for being abandoned by her creators, and revenge for her lost children. She fully intends on single-handedly destroying every mortal world that will ever be, gods be damned.

Over the past eons, she has destroyed thousands of planets and devoured just over a thousand Seeds. Each Seed she devours gives her less satisfaction, and less of a surge of power. But with each world she devours, Omega's goal comes closer to realization: the end of all change, and the end of the multiverse.

And that suits Saitan just fine.

DRONES ON THE FINAL MOON

With the destruction of thousands of worlds at her hands, and millions of years spent in empty space between them, Saitan has developed and stolen tens of thousands of magical and

technological devices to aid and defend the Final Moon. Most of them are extremely specialized and rarely see use, but the most common drones are those she has constructed in the millions: drones that protect the Final Moon from damage or intrusion.

SECURITY DRONE

This man-sized quadruped resembles a spider, with a central body that hangs down between four huge legs made of stone and covered with steel rivets.

SECURITY DRONE

CR 10 — 9,600 XP

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision, scanners; Perception +1

DEFENSE

AC 26, touch 18, flat-footed 23 (+5 deflection, +3 Dex, +8 natural)

hp 141 (13d10+20 and force field with 50 hp)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities adaptive defenses, construct immunities; Hardness 5

Weakness vulnerable to critical hits

OFFENSE

Spd 40 ft., fly 60 ft. (perfect)

Melee 4 slams +18 (2d6+5)

Ranged cluster missile +16 (5d6 fire and 5d6 piercing; range 60 ft.)

STATISTICS

Str 21, **Dex** 16, **Con** —, **Int** —, **Wis** 13, **Cha** 6

Base Atk +13; **CMB** +18; **CMD** 31 (35 vs. trip)

Languages Binary; telepathy (robots only) 200 feet

SQ no manipulators

ECOLOGY

Environment outer space

Organization solitary or squad (2–6)

Treasure none

SPECIAL ABILITIES

Adaptive Defense (Ex): A security drone can rapidly change its composition to modify its defenses to be more suited to the threats it is confronting. As a swift action, it can gain immunity to any one type of energy damage it was affected by in the previous round. These defenses last for one minute or until the security drone changes them.

Cluster Missile (Ex): Upon striking its target, this missile explodes in a burst of shrapnel, dealing 5 fire damage and 5 slashing damage to creatures in adjacent squares.

Force Field (Su): Security drones, despite not being robots, are surrounded by a protective force field, exactly like the force field ability of the robot subtype. However, this effect is supernatural and not extraordinary in origin, and while active it also grants the drone a +5 deflection bonus to AC.

Scanners (Ex): As a move action, a security drone can sweep the surrounding area with its scanners. This detects all creatures within 60 feet of it as though the drone had true sight, though the effect lasts until the end of the round.

No Manipulators (Ex): A security drone has no ability for fine manipulation, and cannot hold items or wield weapons.

Despite their technological enhancements, security drones are not true robots, but magical golems. They receive their instructions upon creation, and cannot be reprogrammed or confused—perfect sentinels, to a point. They attack everything in their patrol area, and they'll continue to do so even if their creators decide otherwise. To be reprogrammed, a security drone must be completely dismantled and the spirit bound to its core must be replaced with one containing a fresh set of instructions.

TELESCOPIC DRONE

This ten-foot-tall triangle is slightly concave, but otherwise featureless, on its front and back faces. At each corner, an array of lights and instruments whirs endlessly.

TELESCOPIC DRONE

CR 6 — 2,400 XP

N Large construct (robot)

Init +5; **Senses** blindsight 120 ft., foresight, low-light vision; Perception +15

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 74 (8d10+30)

Fort +3, **Ref** +4, **Will** +5

Defensive Abilities construct immunities; Hardness 5

Weakness delicate instruments, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Spd fly 60 ft. (perfect)

Melee slam +17 (1d6+10)

Ranged 3 lasers +8 touch (1d10 laser, range 100 feet)

Special Attacks self-destruct

STATISTICS

Str 31, **Dex** 12, **Con** —, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +8; **CMB** +19; **CMD** 29 (can't be tripped)

Feats Flyby Attack, Hover, Improved Initiative, Skill Focus (perception)

Skills Fly +19, Perception +15

Languages Binary; telepathy (robots only) 5 miles

SQ hyperdrive, no manipulators

ECOLOGY

Environment outer space

Organization solitary or array (2+)

Treasure none

SPECIAL ABILITIES

Delicate Instruments (Ex): At each of its corners, a telescopic drone has a collection of protected but fragile sensors. They can be targeted separately from the drone's body, and have

AC 24, hardness 10, and 5 hp. If a sensor array is destroyed, the drone loses its foreversight effect and it can make only two laser attacks per round. If two are destroyed, it loses blindsight, and it gains darkvision and the see in darkness ability, but it can make only one laser attack per round. If all three are destroyed, it loses the ability to see in darkness and cannot attack with its lasers—at this point it typically self-destructs.

Foreversight (Ex): A telescopic drone does not take penalties for sight-based Perception checks, even at interstellar distances. It still needs to know where to look, but with accurate information it can see any location.

Hyperdrive (Sp): A telescopic drone can reach incredible speeds between stars, completing a journey between planets in the same system in 2d4 days, and between systems in the same galaxy in 2d4 months.

No Manipulators (Ex): A telescopic drone has no ability for fine manipulation, and cannot hold items or wield weapons.

Self-Destruct (Ex): Telescopic drones contain a highly explosive payload. Any time a drone takes damage from a critical hit, it has a 10% chance of accidentally self-destructing. It can also choose to self-destruct as a full-round action. When it self-destructs, creatures within 100 feet must make a DC 14 Reflex save or take 8d6 fire and slashing damage from the explosive shrapnel.

Sporting enormous arrays of long-range sensors, telescopic drones are sent all over the universe for reconnaissance. Often they are used in groups, from a dozen to hundreds, to survey large areas. Once their data is recorded, they share it with one another, so if they are attacked, several of them can sacrifice themselves to ensure at least one returns intact.

THE CHRONICLER

Tall, and lithe, this bronze woman has a left arm made of raw energy. Despite her mechanical exterior, her eyes are bright and lifelike, and her metallic face, despite its total lack of features, moves ever so slightly as though it were a mask overtop of something beneath.

THE CHRONICLER CR 14 — 38,400 XP

LN Large construct (augmented humanoid, robot)

Init +16; **Senses** low-light vision, darkvision 60 ft.; Perception +11

DEFENSE

AC 34, touch 22, flat-footed 22 (+12 Dex, +12 natural, –1 size)

hp 185 (19d10 +30 plus force field with 50 hp)

Fort +4, **Ref** +14, **Will** +17

Immune construct traits, fire

Weakness vulnerable to critical hits, vulnerable to electricity

OFFENSE

Spd 40 ft., fly 30 ft. (perfect)

Melee plasma arm +30 touch (20d6 plasma) or 2 slams +30 (2d8+7)

Ranged wrist-mounted laser +30/+30 touch (10d6 laser, range 500 ft.)

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

TACTICS

During Combat The Chronicler stays at range as long as she can. When forced into melee combat, she grapples her opponents, using her plasma arm to burn through them as quickly as she can.

Morale The Chronicler considers her mission, warning all worlds of the coming of Saitan, to be above the life of any one person, or even any one world. If the opportunity presents itself, she flees.

STATISTICS

Str 25, **Dex** 34, **Con** —, **Int** 21, **Wis** 33, **Cha** 14

Base Atk +19; **CMB** +27 (+29 to grapple); **CMD** 37 (39 vs. grapple)

Feats Deflect Arrows, Greater Grapple, Improved Initiative, Improved Iron Will, Improved Grapple, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Diplomacy +20, Disable Device +32, Fly +32, Knowledge (astronomy) +27, Knowledge (technology) +27, Survival +30, Use Technology +27

Languages universal translator; telepathy 100 miles

SQ electronic telepath, energy shape

SPECIAL ABILITIES

Electronic Telepath (Ex): The Chronicler can wirelessly communicate with and control technology within 100 feet. Unattended technological items and robots with an Intelligence score lower than 2 receive no save against this effect. Attended technology, and robots with an Intelligence score of 3 or higher, can negate this control with a DC 21 Will save. Robots controlled in this way are controlled as though affected by dominate monster.

Energy Shape (Su): The Chronicler's mind and soul are suspended in a matrix of living plasma in the center of her robotic shell. This allows her to control not only the plasma within herself, but also mundane energy sources. She can manipulate plasma or fire as though it were a solid object. As an immediate action, whenever an area effect centered within 100 feet of her would do fire or electricity damage, she may completely protect a number of squares equal to her Charisma modifier (2 normally) from the effect.

Plasma Arm (Ex): The Chronicler's left arm isn't a typical physical substance, but living plasma wreathed in a molecule-thick force field. She can safely touch anything she chooses, but any creature she is grappling or that touches her arm without her consent takes 20d6 plasma damage.

Universal Translator (Ex): The Chronicler is capable of understanding all spoken and written languages. When she communicates, she can freely do so in any language she has encountered, but in only one language at a time.

Wrist-Mounted Laser (Ex): The Chronicler's integrated laser has a range increment of 500 feet and deals 10d6 laser damage on a successful touch attack. She does not need to reload this laser; it draws power from her internal power source.

Long ago, the Chronicler was a mortal woman named Reshal. Born on the technologically advanced world of Taal Prime, she was an engineer, inventor, and explorer. Her life was good, as were the lives of most of her people. Then, Saitan came to her world.

Despite everything she had done to improve the lives of her people, and despite their advanced technology, standing up against the titan only resulted in greater destruction. Desperate, Reshal fled to seek help. Her people had allies amongst the stars; perhaps they could aid her world.

Wary of the fates of their own worlds, none would stand against Saitan. By the time Reshal returned to her world, it was nothing but a dead husk. Wracked with grief, she lashed out at the worlds who had refused to aid her. And as she did, Saitan followed her. Soon, two more worlds lay in ruin—billions were dead because of her carelessness.

Aghast at the destruction, at what she had let happen, Reshal retreated to the depths of space. It wasn't long before she knew what had to be done: She would share the story of her world, of the other worlds Saitan had destroyed. And the story of Saitan herself. Surely, hers couldn't have been the first, and she had now seen first-hand that it wouldn't be the last.

So she adopted a new mantle: The Chronicler. She salvaged everything she could from her former home and from every ruined world she could reach. She learned who Saitan was and what she did—though she never truly discovered why, or how.

As the years turned to centuries, the Chronicler did more than salvage to keep her ship repaired: she began to upgrade her body. She uploaded her mind into a matrix of plasma confined within a metal shell. On every world she came to, she told her story, and warned of the coming of the Devourer of a Thousand Worlds, the Deliverer of Omega. And in turn she learned the stories of those worlds.

It has been nearly five thousand years now, and despite the Chronicler's efforts Saitan still destroys nearly every world she visits. But not every one. By the Chronicler's urging, some worlds took up arms and carried forth the Seeds of Change, and could fight off Saitan, if only for a generation.

But a century ago, Saitan's herald Asa finally tired of the Chronicler's meddling and struck her ship, the Chariot, with a meteor. Down she fell, to the surface of Neyth, where she would soon be discovered by a powerful empire, and a band of heroes.

NOTORIETY AND GOLD

When you're engaged in important tasks such as saving the world, it's easy to argue that people should give you any help they can. After all, if you fail, it's their lives and livelihoods that will suffer.



But life isn't so simple. If they give you everything they have so you might save them, then they will be no better off than if they'd never aided you at all. So, people are forced to measure how much they can afford to help you without ending up worse off in the end.

How far the PCs can push these limits represents their notoriety, a renewable resource that they can spend like gold. The heroes' fame and importance allow them to pay for things they need without having to pay full market price.

At first level, each character begins with a maximum notoriety of 10, but this increases to 200 at 2nd level, 500 at 3rd level, and 1000 at 4th level and by 1000 for each level beyond (up to 17,000 at 20th level).

The PCs can spend notoriety as though it were gold, reducing the cost of items in part or in full as they desire.

At the end of each day, so long as they have been actively adventuring—having at least one CR-appropriate encounter, combat or not—the PCs recovers 10% their notoriety, up to their maximum notoriety.

However, notoriety is only useful in places where people know of you. At levels 1–4, a character can spend notoriety only in a single settlement no larger than a small town (or a similarly sized district of a larger town). At levels 5–8, a character's influence expands to a large city or three small towns (or a similar number of districts in a larger city). At levels 9–12, it expands to cover a metropolis, three large cities, or up to nine small towns (or similarly sized districts in a larger city). At levels 13–16, it expands to cover every city within a single country. At levels 17–19, it expands to cover every city on a continent. At 20th level, a character can spend notoriety anywhere in the world.

In all cases, the GM selects the cities (or countries, or continents) in which PCs have notoriety based on where they spend the most time.

CHECKS AND BALANCES

Notoriety increases the party's wealth and thus their possible power. But it also increases their obligations! NPCs might expect items returned after a certain adventure or a certain number of days; they might insist the PCs do them favors to pay them back, from drumming up business to finding rare reagents; or they might flat out expect to be paid after the adventure, instead of before.

Notoriety isn't intended to give players more stuff, but to give them ways to get it other than shuffling around giant piles of treasure. If you're worried about your players abusing the system, the best check is the simplest: any notoriety they spend before an adventure comes out of the treasure they would have found during it.

Characters using notoriety can take the following feats.

OVERSPEND

You can convince people of the importance of helping you—far beyond how much they normally would. You can spend more notoriety than you have, to a minimum negative notoriety equal to half of your maximum notoriety. However, on any day you begin with a negative notoriety, you recover notoriety by half the normal amount, and you cannot spend notoriety for any reason.

Normal: You cannot spend more notoriety than you have.

PARTIAL PAYMENT

You know just when to pay back your debts. Once per day, you can repay someone to whom you've paid notoriety within the past week. For every 2 gp of repayment, you regain 3 notoriety, up to a maximum of your normal notoriety score.

SHORT MEMORY

By not impressing very much upon people when you impose upon them, they are quicker to forget favors to you. Your maximum notoriety decreases by 50%, but you regain 25% of your maximum notoriety each day, instead of 10%.

GLOBALLY FAMOUS

Prerequisite: 2nd level

Your name and deeds have spread far and wide. You are considered four levels higher when determining where you can spend your notoriety.

Special: You cannot take both this feat and Locally Famous.

LOCALLY FAMOUS

Prerequisite: 4th level

No matter how big you get, you never make quite as big of an impression as you do back home. You are considered to be four levels lower when determining where you can spend your notoriety, but your maximum notoriety increases by 25%.

Special: You cannot take both this feat and Globally Famous.

SMOOTH TALKER

Prerequisite: Charisma 16

You know just the right thing to say to get the biggest discount and the best deals. Whenever you spend notoriety, you can make a DC 15 Diplomacy check to reduce the amount of notoriety you spend by 5%.

Special: You may take this feat multiple times. Each time you do, when you spend notoriety you can increase the Diplomacy DC by 5 to increase the discount received by 5%.

THE FAITH OF FOUR

While many mortals understand and adhere to a four-point morality system, few realize that the structure of good, evil, law, and chaos reflects a larger, underlying facet of the multiverse. Good and Evil are simply labels mortals give to their interactions with Beginning and Ending. Law and Chaos are just how mortals perceive Continuation and Change.

These four fundamental powers, sometimes together and sometimes apart, define and guide and even serve as a font of power for every deity, entity, and force of nature known to mortals throughout the multiverse.

These forces aren't properly comprehensible to mortals, and their true nature and scope are obscured even from deities and similar higher-level beings. They exist to serve their own nature and do not have motives in the way mortals might perceive them, except perhaps one borne from their opposition to their counterpart.

Still, these great powers do act in the material world. Sometimes their interference is obvious and direct, but far more often it is indirect, mysterious, and performed by one of many proxies. When mortals, or even deities, perceive the manifestations of these forces, they struggle to comprehend what they are seeing, interpreting them as having a physical form not unlike their own. This further serves to obscure the nature of these entities, as their actions are frequently attributed to other creatures or deities.

Some scholars who study the nature of the universe understand the nature of these meta-divine entities, and the ways in which many of their actions play out only on the grandest scale. Some actions might seem trivial or even counterproductive now, but might be an important piece for a move planned a million years in the future—or even in the past.

HISTORY

The four great powers have existed for at least as long as the universe has, but their grand scope leads many dedicated worshippers to believe that they existed long before and will continue to exist long after.

The truth is more complex than that. These four powers are manifestations of—or, some argue, the source of—the fundamental structure of the universe; they came into being alongside it, and cannot be suppressed or separated from it without dramatic consequences. In previous universes there were similar powers—and in future universes there will most likely also be similar powers, but they are not all the same.

With the scope of their powers, reaching into past universes or seeing into future ones is not out of the question, and the four powers occasionally do just that, learning from their predecessors or manipulating future universes to ensure their own continued existences—for even a creature whose lifespan is best measured in hundreds of billions of years has some concern for their own continuance.

RELATIONSHIPS

The four great powers are two pairs in diametric opposition: Beginning and Ending, and Change and Continuation. Despite their fundamental duality and opposition, they are not enemies. Rather, each begrudgingly accepts the existence of their other half, all the while pursuing their own agenda so that they remain superior. They have a modicum of respect for the other pair of entities, seeing in them aspects of themselves.

Nearly all across the universe at all times, the four powers are interacting. Change and Beginning bring about new life, while Change and Ending take it away. Continuation and Ending burn planets to desolate ash, while Continuation and Beginning found empires and save immortals from destruction.

Deities have complex relationships with the great powers, occasionally seeing them as greater entities, and otherwise seeing them as aspects of themselves. Only an enlightened few of the deities truly understand the great powers as their own separate entities, and treat them with the deference they deserve.

Of the four powers, Ending is most often related to “evil,” shunned and stood against by mortals and deities alike. Yet Ending isn't always bad—a person overcoming a cold has ended the virus, a country overthrowing a tyrannical king has destroyed the seat of corrupt power. Even death is a natural part of the cycle of life, and the universe. Even Beginning accepts this; though the beginning of the universe was its ultimate victory, both know that the very last moment will be a triumph for Ending as it absorbs even itself before the next universe can begin.

APPEARANCE

The great powers do not have their own physical forms, and instead appear according to the perceptions of those observing them.

Beginning typically appears as a plain yet attractive female, similar in most ways to any fond memories of the observer's own mother.

Ending typically appears as a distorted reflection of the observer, blended with whatever the observer fears will kill them—be it a hated enemy, disease, or merely old age.

Continuation appears as a featureless figure of living stone, which naturally takes a form similar to the race as the observer.

Change appears in the semblance of someone the observer views as a powerful creative figure, though their features shift and morph whenever they're not being closely watched.

PROVIDENCE

When Beginning is pleased or Ending is displeased, the being's followers will find the land about them more fertile, buildings and objects around them needing less maintenance, and the act of creating new things requiring less effort. When Ending is pleased or Beginning is displeased, the being's followers will find things crumbling at their touch, and find it impossible for those around them to create anything of quality, no matter how much they try.

When Change is pleased or Continuation is displeased, the being's followers find new opportunities presented to them, and growth rapid and abundant. When Continuation is pleased or Change is displeased, the being's followers will find long stretches of uniformity and fewer options available.

THE CHURCH OF THE FOUR

There is no formal faith of the Four—they do not speak to or interact with mortals in the same way that normal deities do. Those who worship them are typically eager to meet any who see the universe in same way they do.

TEMPLES AND SHRINES

The Four do not have centers of worship, but as the creatures who follow or worship them are typically powerful and enlightened, grand monuments have occasionally been built in their names, often in ancient and remote locations where few are likely to tread by accident. These temples are made of metal and stone: things that will stand the test of time. Within them, grand murals or statues of four entities reaching toward the same central point are prominent, as is architecture of the grandest possible scale.

HOLY TEXT

The Order of the Universe is the book most commonly used in discussions of the four great powers. It discusses each of the four forces impartially, alongside details on how one might appease any or all of them. It is not a religious text, however, but more of a scientific and philosophical work.

HOLIDAYS

With no formal church, the faith of the Four has no official holidays. However, all followers of the Four ascribe great significance to New Year's Day, for it represents aspects of each of the Four: it is a consistent holiday, where the old year ends and is replaced by the new.

Titles: The Four Powers, The Great Four, Beginning, Ending, Continuation and Change

Adjective: follower of the Four

Home: none

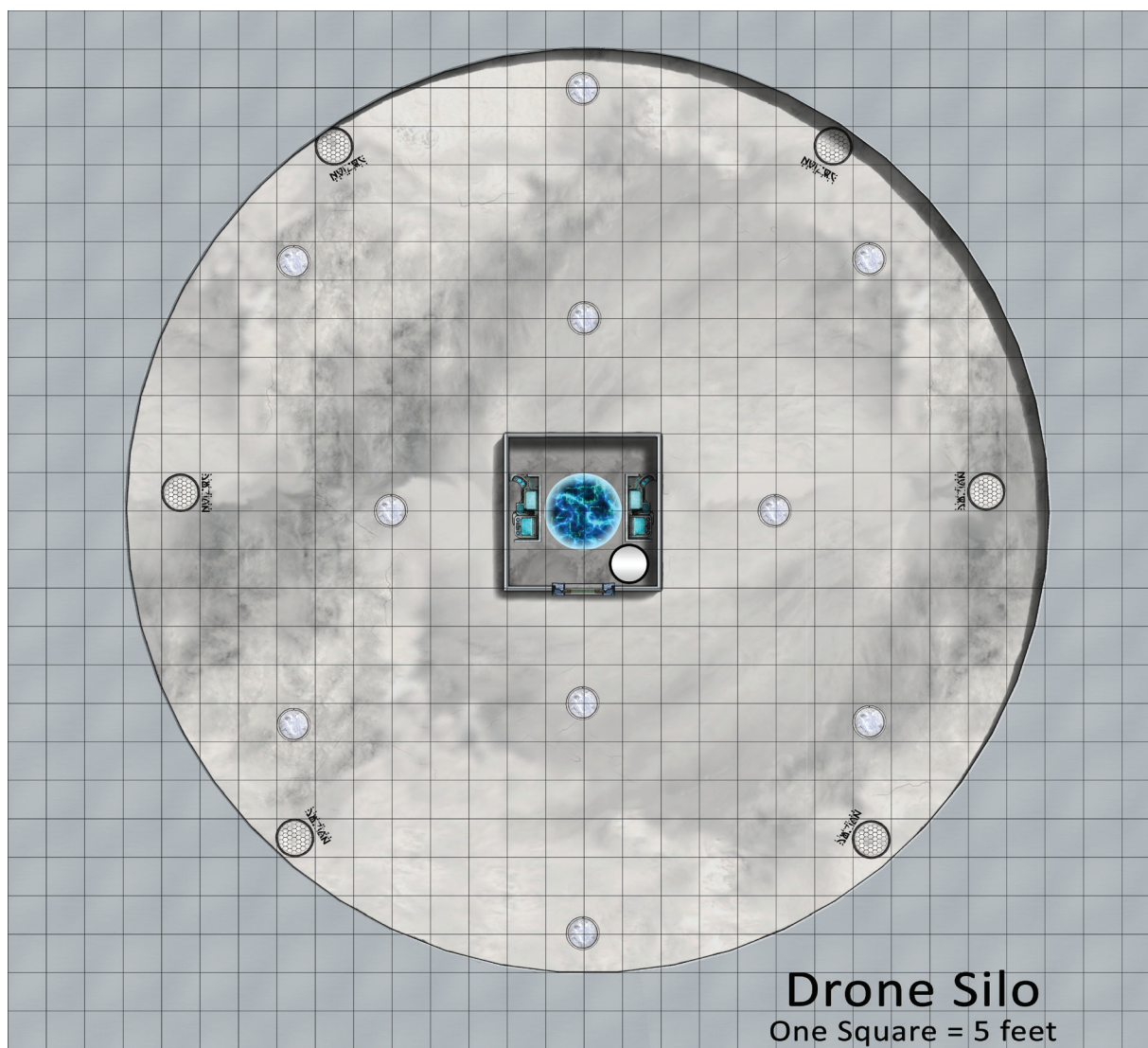
Alignment: any

Followers: high-thinkers, deities

Domains: any one

Subdomains: any one

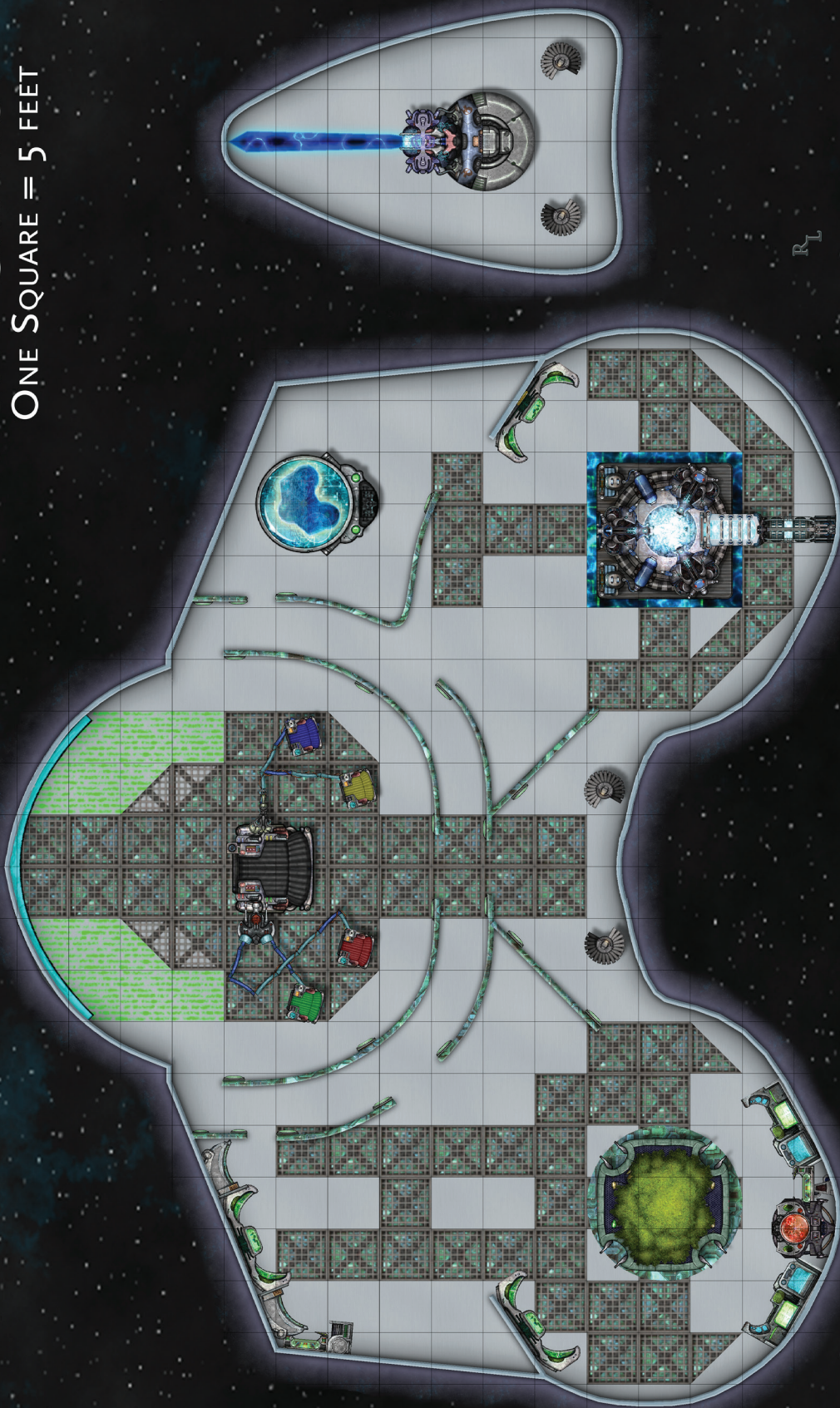
Symbol: four figures reaching in toward a central point



Drone Silo
One Square = 5 feet

THE CHARIOT

ONE SQUARE = 5 FEET



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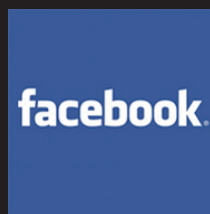
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OF THE WORLD EATER

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