# PLANEWALKER ADVENHURES

# CELESHIAN'S COMPASS

A PATHFINDER RPG ADVENTURE FOR 6TH LEVEL CHARACTERS

by Jessica Redekop

PLANEWALKER ADVENTURES

# CELES+IAN'S COMPASS

## CREDITS

Author Jessica Redekop

Cover Artist Jessica Redekop

Interior Artists Hunter Bonyun (dapperowl.tumblr.com), Jessica Redekop

**Special Thanks To** 

the Planewalker community

This adventure makes use of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Advanced Player's Guide*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. Celestian's Compass is published under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Planescape, Dungeons & Dragons, their logos, Wizards of the Coast, and the Wizards of the Coast logo are © 2017, Wizards of the Coast, a subsidiary of Hasbro Inc. and used with permission as a planewalker.com project

# BACKGROUND INFORMATION

Long ago, in ancient times, priests of the god Fharlanghn created a relic to seal a dangerous planar rift. A temple was erected around the site to guard the relic and a city around the temple. This city became Danygas. Centuries passed, Danygas' people forgot why the temple was there, and all but a fraction of Fharlanghn's faithful forgot what the relic was for.

Ari, a wizard and fanatical member of the Doomguard faction, learned of the relic while exploring the Library of Thoth in the Outlands. It wasn't until years later when the Doomguard Oracle Valeria told him what she'd learned of the Harbinger House and the Focrux, which she believes to be the heart of Sigil, that he began to devise a plan.

Ari traveled to the Prime Material world of the relic, used his magic to infiltrate the Church of Fharlanghn, and stole the relic from them. He fled to a dire wolf den he knows to contain a portal to Sigil, intending to study the relic first before returning to the Cage.

With the relic missing, the churches of Fharlanghn and Celestian have been using all of their magical strength to keep the rift sealed themselves, but they cannot keep it sealed this way forever. Celestian's priests have created a magical compass that shines a light toward the relic as long as the relic and the compass are on the same plane.

None of the Doomguard know for certain what will happen when the relic is used on the Focrux, but Ari's hope is that it will close all of Sigil's portals and shut the Cage down, ideally triggering a planar apocalypse. Any other apocalypses he might have inadvertently begun on the Prime Material Plane are an added bonus for him.

## In This Adventure...

The adventure begins as the player characters follow the light of Celestian's Compass toward an important relic stolen from the Church of Fharlanghn. After tracking the relic to a dire wolf den, the PCs stumble upon a portal that takes them to Sigil, a fantastical Planar Metropolis. They must navigate the city, overcoming strange encounters with the city's locals, and follow the compass' light to the Harbinger House where they confront a group of Doomguard and, hopefully, recover the relic.

# Characters

Celestian's Compass is a planar adventure designed for a group of five 6th-level clueless characters. It begins on the Prime Material Plane and can be used to introduce Planescape to your players and game. If you are using this as a one-shot adventure, pre-generated characters have been provided.

# INTRODUCTION

Read the following to introduce your players to the adventure and get them started.

The city of Danygas is in grave danger. Long ago, before the city was ever there, priests of the god Fharlanghn created a relic to hold something back. A temple was erected around the site to guard the relic and a city around the temple. These were ancient times and life went on. After centuries passed away, the people forgot why the temple was built and what the relic was for. They forgot that something terrible lingered under their feet.

As the temple grew and the clergy's numbers swelled, less and less initiates were told of the relic. Those tasked to guard it became but a sect of the faith, those who had proven themselves trustworthy.

#### But the relic has been stolen.

Fharlanghn is the god of travel, and of horizons; he is the protector of roads. The relic that his faithful made was created for one purpose: to close a door, to keep a road hidden and impossible to traverse, for the things that lay on the other side of that door are terrible and monstrous. With the relic gone, Fharlanghn's priests have been using all their magic to keep this road closed, but they cannot keep it closed forever. If the relic is not found, there will be destruction.

The priests of Celestian, Fharlanghn's brother, have created a compass that shines a light in the direction of the relic. Two days ago you were given this compass and set out in search of the relic. For two days, you have followed the compass' light, and it has led you to the mouth of a dark cave.

# Following the Light

The player characters begin the adventure standing at the mouth of a large cave. The light of their compass shines into the cave but otherwise it is completely dark. The branches vary between 10 to 25 feet wide by 10 to 15 feet tall, big enough to comfortably accommodate large creatures.

A DC 10 Knowledge (Nature) check identifies the cave as a wolf den. A DC 15 Knowledge (Nature) check reveals that the wolves are dire wolves.

The cave has numerous branching pathways, and as the PCs explore it, the compass always clearly favors one branch over the other. If they follow a path not indicated by the compass, they head directly toward the dire wolves' nest and the wolves immediately attack.

The PCs can attempt a Perception check, opposed by the dire wolves' Stealth check, to hear them down one of the paths or following behind them.

## DEN OF WOLVES (CR 7)

The dire wolves attack the PCs once they have descended deep into the cave, past several branching paths, or if the PCs follow a cave branch into their lair (any pathway the compass' light does not shine down). They can placate the wolves and avoid fighting them by succeeding a DC 25 Wild Empathy check, provided they are not approaching the lair.

If the PCs fail their Perception check to hear the dire wolves, they are ambushed from either side. As the cave is completely dark, save for any light source provided by the PCs, pay attention to the light level in the cave. The dire wolves use the darkness and their familiarity with the cave network to their advantage.

DIRE WOLF (2) CR 3
XP 800
N large animal
Init +2; Senses low-light vision, scent; Perception +10
DEFENSE
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)
<b>hp</b> 37 (5d8+15)
Fort +7, Ref +6, Will +2

OFFENSE Speed 50 ft

Melee bite +7 (1d8+6 plus trip) Space 10 ft; Reach 5 ft TACTICS

#### IACTICS

**During Combat** The dire wolves use their speed and senses to their advantage. If their positioning is favorable, the dire wolves wait on the peripheries of the PC's senses while the advanced dire wolves drag them out into the darkness one at a time.

**Morale** If the PCs are attempting to enter the nest, the dire wolves cannot be reasoned with and fight to the death to defend their home. If the dire wolves confront the PCs in the other passageways, succeeding on a DC 25 Wild Empathy Check and ceasing all attacks convinces the wolves to back down and allow the PCs to continue through the cave.

#### STATISTICS

Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Base Attack +3; CMB +8; CMD 20 (24 vs trip)
Feats Run, Skill Focus (Perception), Weapon Focus (Bite)
Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

#### ADVANCED DIRE WOLF (2)

XP 1200 N large animal Init +4; Senses low-light vision, scent; Perception +9 DEFENSE

AC 18, touch 13, flat-footed 12 (+4 Dex, +5 natural,

-1 size)
<b>hp</b> 47 (5d8+25)
Fort +9, Ref +8, Will +4
OFFENSE
Speed 50 ft
Melee bite +8 (1d8+9 plus trip)
Special Attacks drag
Space 10 ft; Reach 5 ft
STATISTICS

Str 23, Dex 19, Con 21, Int 2, Wis 16, Cha 14

Base Attack +3; CMB +10 (+12 to drag); CMD 22 (26 vs trip)

Feats Run, Power Attack, Improved Drag

Skills Perception +9, Stealth +5, Survival +3 (+7 scent

tracking); **Racial Modifiers** +4 survival when tracking by scent

## The Strange Passage

Continuing deeper into the caverns, the PCs see light in the distance. Torches line the walls at the furthest depths of the cave, illuminating a final passage with a crude wooden door at the end. The compass' light shines brightly in this direction, signaling that the relic is near.

If the PCs investigate the door, A DC 26 Perception check or a *Detect Magic* spell with a DC 21 Knowledge (Arcana) check reveals that the door is under the effects of an *Alarm* spell. It can be removed with *Dispel Magic* or a DC 26 Disable Device check from a character with Trapfinding.

Additionally, the door is old and creaky, and makes a loud sound when opened unless the PCs succeed on a DC 30 Stealth check to open it silently.

You open the door and step through to the other side. Contrasting the rough, natural walls of the cavern, it has been

CR4

sparsely furnished with a bedroll, makeshift writing desk, and several chests and crates. In one corner lies the remnants of a fire and some utilitarian cookware. It is clear that someone has been living here.

A robed figure seated at the desk turns when the door opens and scrambles to his feet. With the light from the compass shining on him, the figure casts a spell, drawing a piece of charcoal from the camp fire to his hand, and then runs at full speed for the wall by his desk, disappearing into it. After following the figure to the wall, the compass' light goes out, and for the first time since it entered your possession, it doesn't point anywhere at all.

**Ari** (see page 6) flees immediately when the PCs open the door. If the players have readied actions to attack when they open the door, or otherwise insist on trying to stop him, give Ari a +4 bonus to AC from cover against attacks made from the doorway and activate his *Contingent Mirror Image*, which provides him with 1d4+2 illusory decoys. He can also use his Shift school power to teleport 15 feet as a swift action if any of the PCs close with him. This scene is not meant to be a fight.

The charcoal is the portal key for the portal to Sigil in the cave wall. The PCs need to collect one piece of charcoal each (there is plenty) and then run at the wall in order to use it.

If the players seem lost, have them make a Knowledge (Planes) check DC 15 to remember stories they've heard about portals, magical passageways that connect different planes of existence to each other, some of which require special items or phrases as keys to activate them. If the relic was taken through a portal, that would explain why the compass cannot find it anymore.

If they use a *Detect Magic* spell to investigate the wall, they sense a strong Conjuration aura, and if they spend several minutes studying the portal, a DC 25 Knowledge (Planes) check reveals that it leads to Sigil, the City of Doors.

# The City of Doors

You pass through the wall and experience, in a single moment, a new and strange sensation similar to swimming but also completely different. The world around you is brighter than the cave, and light shines from your compass once more. The air is thin and smoggy, and your surroundings are like a sepia painting of a great metropolis. Countless people push their way through crowded, muddy streets. Tall buildings of brown and gray stone stretch upward, and peering up through the thick brown fog, in place of the sky you can just barely make out the shapes of upside-down buildings and streets, dotted with tiny lights you could have almost mistaken for stars.

Prominent metal spikes and wrought iron seem to be the only consistent elements to the architecture, and from the sludge puddles and poor repair of everything you appear to have stumbled into some sort of slum. A young boy spots you from the other side of the busy street, and he weaves his way through the crowd to reach you. He wears a ragged wool shirt and a too-large hat that almost covers his face, and he has a hooded lantern in one hand. After pushing his hat up from his eyes, the boy flashes a toothy grin and hooks his free thumb on his belt.

# "Hoh! Now that's some blitzing there, cutters! What's got you so eager to get into the Cage?"

Despite his young age, **Bevan** (CG male tiefling rogue 1) is actually a very competent Sigilian guide, and for the low price of 5 silver pieces, he helps the PCs navigate the city. He raises his price to 7 silver pieces if the PCs reveal that they are on an urgent mission, and can be haggled down to 4 sp with a DC 10 Diplomacy check.

If the PCs question Bevan's age or qualifications, he feigns offense and presents them with a long list of references and endorsements written almost illegibly across the backs of four dirty playbills. If they question his integrity, Bevan claims that he works in order to provide for his elderly mother and disabled sister.

Bevan can help the PCs navigate the city, and offers to take them to The Night Market; whether the PCs indicate they are looking for a person, for an item, or for information, Bevan insists they can find anything there.

## Chaos Attacks

Bevan leads the PCs down cobbled roads, up dirt side streets, and back twisting alleyways through Sigil's Hive district. He navigates them all with flippant ease. It is often impossible for him to follow the compass' light exactly, but he manages a reasonable approximation. Eventually, he reaches a dead end and stops, his puzzled expression giving way to annoyance.

"Pike it! This street didn't open that way half a turn back. Awh! They got me for the mazes today."

Bevan turns around and attempts to backtrack, intending to use a parallel street, but his path is blocked by a trio of Xaositects. One of them interposes himself in Bevan's way, while the other two are fascinated by the compass, should the PCs have it out.

**Tobias** (CE male tiefling rogue 1) is the tallest of the trio. He wears a worn purple top hat that fails to conceal his large brown horns, a tattered brown coat, and no less than five vests layered one on top of another, each in different bright, clashing colors.

**Sparky** (CN male gnome bard 1) is a short gnomish man with small pointed ears and a finely trimmed mustache and goatee. His hair is tied back neatly in a ponytail with an attractive silk ribbon, and he wears pale kid gloves on his hands. Though his attire and grooming would, alone, give the impression of civility, the small man won't stop fidgeting. He twirls his

mustache, then his cane, then his mustache again, fingers constantly curling. His over-large eyes are at the same time childish, curious, and cunning.

CELES+IAN'S

**Lib** (CN female cansin wizard 2) is dressed in bright patterned britches under a bright patterned skirt.

She has short brown hair and has a flipped-up eyepatch resting above one of her two perfectly normal eyes. She wears a string with small knit gloves on either end as if it were a scarf, and a white-furred weasel rides in the left glove.

Tobias points at the feet of one character and yells that the PC has his feet, demanding them back.

The Xaositects's only goal is to confuse and frustrate the PCs by behaving strangely, but they can do this in a number of different way. While Tobias is evil, the group together aren't malicious, and they run away immediately if the PCs move to attack them. Some possible activities for the Xaositect trio include:

 Trick the PCs into fulfilling one of the Doomguard's membership requirements by asking them to stop a Dabus from trimming their "rose bush" (actually a patch of razorvine).

Bevan

- Ask the PCs to paint a mural with them.
- Wear silly hats with the PCs. Make hats out of dirty flyers. Trade hats. Give their hats to the PCs.
- Point in two opposite different directions if the PCs
   ask them for directions
- Impersonate members of the Fraternity of Order by asking the PCs a series of riddles. They do not know the answers to any of their riddles.

## The Night Market

The great iron spikes of an arched tower rise up from the distant skyline. The buildings in this area are made with dark marble blocks, crumbling and poorly repaired. Soup kitchens and almshouses appear every couple streets now, and the vagrants of this district look less desperate.

Approaching the spiked tower, a huge line is visible leading all the way up to its gates. A slim man in a long ragged coat breaks from the crowd and approaches, speaking in a hushed, gravelly tone,

"Hey, hey, cutters. Looking for something, aren'cha? Ain't no jark's from me, blood. I find you what you need." **The Night Market Dealer** (TN male human expert 1/rogue 3) listens to the PCs, giving them his undivided attention. If they ask to purchase goods or information, roll his Diplomacy check with a +12 bonus to determine if he can accommodate their request. If they want to be disguised, he possesses a

disguise kit and can make Disguise checks at a +10 bonus. If they ask for information about Sigil itself, he can make Knowledge (Local) checks at a +9 bonus.

If the PCs provide a description of Ari and a reasonable guess of how long it's been since he came through the portal, the Night Market Dealer possess useful information if he succeeds on a DC 25 Diplomacy check. He tells the PCs that the man they are looking for was seen recently headed toward the Lower Ward, and that he is a member of the Doomguard, a faction devoted to entropy and destruction. The dealer does not know his name, but he does know that he is an associate of Valeria, a Doomguard Oracle of Entropy.

If the PCs want to shop, they can purchase any nonmagical piece of equipment in the Core Rulebook for its listed price from the Night Market Dealer. If they want to buy magic items, the dealer must succeed on a Diplomacy check DC 20 + the item's Caster Level to locate the item. The Night Market Dealer can locate up to 1d4 magical items for the PCs.

## The Harbinger House

You follow the light's path for some time, crossing a bridge over a ditch of sludge-like water, and the city's oppressive crowds lessen until you finally reach a strangely quiet dead end. One building at the end of the road, a large old house, towers over all the others, its multiple levels rising in all directions, piled haphazardly over each other like building block toys.

The house's walls tilt at insane angles, and dark windows reflect the lantern light of nearby hovels. Staircases climb and descend all around the house like latticework adornments, some reaching entryways while others leading nowhere at all. Doors of all sizes and descriptions fill the outside walls, only a handful even possible to reach. The House feels ominous as you approach it, but the light of the compass tells you that what you seek is within.

Bevan becomes visibly uncomfortable as the PCs grow closer to the Harbinger House, and refuses to enter the deadend Lower Ward street the House is on.

If asked, he tells the PCs they are heading toward the Harbinger House and warns them that they should stay

away from it. Bevan can tell them that the House is a nexus of mysterious power. The Believers of the Source, a faction dedicated to personal progression and self-improvement, have set up kip in the House and are using it to hide a serial killer called Sougad Lawshredder.

If offered an additional 2 sp, Bevan waits at the end of the block for the PCs return, but he will not enter the House under any circumstances.

## Inside The House

If the House looked mad from the outside, no words describe the inside. The jumble of stairways and doors continue to line the walls, with crisscrossing corridors at odd angles. Some of the doors are too small to even imagine using, while others are too high on the wall to reach, or positioned at strange and contrary angles. Inside the House, the compass' light moves rapidly, shining in all different directions. The House seems larger on the inside than it was on the outside, as well.

A wounded elderly man in orange and red robes lies on the ground, unconscious.

**Old Favur** (NG human cleric 2 of The Great Unknown) is unconscious at 0 HP when the PCs find him. If healed, Favur can provide the players with information about himself, the house, and his attackers.

**Himself:** Favur is one of the custodians of the House and a member of the Believers of the Source. He watches over the House and those who are residing in it, both of which will be of tremendous importance when the Final Ascension comes.

**The House:** Harbinger House is a nexus of power, believed to be the center of Sigil, which in turn is the center of the Multiverse. With the correct key, every door inside the House is a portal. The heart of the House is the Focrux, a conduit to all of the energy in the Multiverse.

**His Attackers:** Favur was attacked by four members of the Doomguard; a robed man, a heavily armored woman, and two Earth Genasi wearing breastplates. He believes they are interested in the Focrux, but he isn't sure why.

**Sougad Lawshredder:** If the PCs ask about Sougad Lawshredder, Favur tells them Sougad's nascent divinity has left him out of touch with himself and a little barmy. His attackers didn't seem interested in any of the powers-to-be and he believes Sougad is still under guard elsewhere in the House.

Favur can cast *Shield of Faith* on one of the PCs before they leave, granting them a +2 Deflection bonus to AC. If they ask him to, Favur can accompany them through the house, but he is extremely old and hobbles slowly behind them if not assisted. If he does not accompany them, Favur leaves the House to alert members of his faction of what is happening.

## NAVIGATING THE HOUSE

Inside the House, the compass' light moves constantly, and always points away from any door the PCs approach. When a character opens a door, have them make a Charisma check. A DC 15 Charisma check successfully influences the House, causing it to lead them toward the Focrux. If the PCs open every door in a room, the compass' light shines toward the door with highest result.

Exploring the House, each new room the PCs find is just as strange as the first, filled with doors and stairs and unusable architecture.

Once they succeed on 3 consecutive Charisma checks, the PCs reach a room where the compass' light singles out one of the doors, shining brightly toward it.

Though the compass' light had been largely unreliable during the search of the House, moving from door to door in a constant state of uncertainty, this room is different. Though it is indistinguishable from the House's other rooms in every other way, all mad angles with steps and doors everywhere, the compass seems certain that what you seek lies on the other side of one door in particular: a wooden door on a small balcony. There are no stairs that lead to this balcony directly, but there is a winding staircase that runs around the room before hitting a dead end into a wall with no door. It should be possible to climb or jump to the balcony from the staircase.

To jump across from the staircase to the balcony, the PCs must succeed on a DC 15 Acrobatics. To lower themselves down from a section of the stairs that runs above the balcony, they must succeed on a DC 15 Climb check.

Players who reach the balcony can perform an aid another action to provide a +2 bonus on another character's check.

If the PCs investigate the door, A DC 26 Perception check or a *Detect Magic* spell with a DC 21 Knowledge (Arcana) check reveals that it is under the effects of an *Alarm* spell. It can be removed with a *Dispel Magic* spell or a DC 26 Disable Device check from a character with the Trapfinding ability.

If the PCs spend a long time getting onto the balcony, or make a lot of noise while they are on it, the Doomguard in the next room attempt a Perception check DC 15 to hear them and begin preparing.

# The Focrux (CR 8)

Opening the door and looking into the room, a huge shimmering orb of clear blue color is the most noticeable thing in the center of the room. The edges of the orb shift tumultuously, jutting out suddenly in spikes and then smoothing back over, wavering in and out like a chaotic storm. In front of the orb is the robed figure you saw in the wolves' den. Three warriors with deadly looking swords are also in the room.



CR 5



If the players have the Compass out when they open the door, its light betrays them immediately, shining directly onto Ari.

#### ARI

XP 1,600 Male human conjurer 6

NE Medium planar humanoid (human)

Init +5; Senses Perception +7

DEFENSE

AC 16, touch 12, flatfooted 15 (+1 Dex, +4 armor, +1 deflection) hp 52 (6d6+30) Fort +6, Ref +3, Will +6

#### OFFENSE

Speed 30 ft Melee mwk dagger +3 (1d6-1/19-20) Special Attacks shift 8/day (15 ft) Wizard Spells Prepared (CL 6th, concentration +15)

3rd — haste, heroism, slow (DC 20), disruptive web (DC 17)

2nd — bear's endurance, bull's strength, create pit (DC 17), mirror image, resist energy fire

1st — alarm x2, mage armor, magic missile, ray of enfeeblement (DC 16), touch of gracelessness (DC 18) 0 (at will) — bleed, detect magic, mage hand, open/close **Opposition Schools** Evocation, Divination

#### TACTICS

Before Combat Ari casts Mage Armor, Mirror Image and Bear's Endurance on himself, and Heroism and Bull's Strength on Valeria. If the PCs fail to approach silently, he additionally casts Haste.

During Combat Ari begins by casting *Slow*. In the following rounds, he casts *Disruptive Web* or *Create Pit*. His primary defense is his Mirror Image, making other spellcasters his biggest threats. He uses *Shift* to reposition himself. Morale Ari is too fanatical to give up on his plan. He considers surrender only if his allies have all been defeated. Base Statistics Without mage armor and bear's endurance, Ari's statistics are **AC** 12, touch 12 flat-footed 11; **hp** 46. STATISTICS

#### Str 8, Dex 12, Con 18, Int 20, Wis 13, Cha 10 Base Attack +3; CMB +2; CMD 13

Feats Combat Casting, Disruptive Spell, Greater Spell Focus (Transmutation), Improved Initiative, Spell Focus (Transmutation)

Skills Acrobatics +7, Athletics +2, Bluff +3, Escape Artist +7, Knowledge (Arcana) +14, Knowledge (Engineering) +10, Knowledge (Nobility) +10, Knowledge (History) +10, Knowledge (Planes) +14, Perception +7, Spellcraft +14,

Stealth +7

- Languages Planar Trade, Fiendish, Abyssal, Yugoloth, Khaasta, Rhebus
- SQ arcane bond (ring), focused school (teleportation), summoner's charm
- Gear mwk dagger, headband of vast intelligence +2, ring of *deflection +1,* spell component pouch, spell components worth 200 gp, spellbook

CR 5

#### VALERIA

#### XP 1,600

Female human oracle 6 of the Doomguard NE Medium planar humanoid (human)

Init +5; Senses Perception +10

#### DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +10 armor,

+1 natural)

hp 72 (6d8+30)

Fort +8, Ref +6, Will +7; conditional modifiers +4 vs disease

Immune sickened

#### OFFENSE

Speed 20 ft

- Melee +1 falchion +13 (2d4+14/18-20)
- Special Attacks surprising charge 1/day

Oracle Spells Known (CL 6th, concentration +8)

3rd (3/day) — inflict serious wounds, magic vestment, protection from energy

2nd (6/day) - align weapon, fog cloud, inflict moderate wounds, spiritual weapon

1st (7/day) — deathwatch, divine favor, doom (DC 13), enlarge person, entropic shield, inflict light wounds 0 (at will) - bleed, create water, detect magic, guidance, purify food and drink, resistance Mystery battle; Curse wasting

### TACTICS

Before Combat Valeria casts Magic Vestment on herself. If the PCs fail to approach silently, she casts Enlarge Person, Spiritual Weapon, then Divine Favor, depending on how long she has. **During Combat** Valeria casts Spiritual Weapon if she hasn't already and charges the least armored PC she can reach. If she is the target of elemental attacks, she casts Protection From

Valeria

#### Energy on herself.

**Morale** Valeria will not surrender, but if Ari is defeated she may accept a truce if the PCs succeed on a DC 15 Diplomacy check. If Gail or Glaw are still conscious, she knocks them out to prevent them from breaking her truce.

**Base Statistics** Without *magic vestment, heroism*, and *bull's strength*, Valeria's statistics are **AC** 21, touch 11, flat-footed 20; **Fort** +6, **Ref** +4, **Will** +5; **Melee** +1 falchion +9 (2d4+11/18-20); **Skills** Diplomacy +6, Intimidate +11, Knowledge (Engineering) +9, Knowledge (Planes) +9, Knowledge (Religion) +9, Perception +8, Sense Motive +8, Spellcraft +10

#### STATISTICS

**Str** 20, **Dex** 12, **Con** 18, **Int** 12, **Wis** 8, **Cha** 14 **Base Attack** +4; **CMB** +9; **CMD** 20

Feats Extra Revelations, Furious Focus, Improved Initiative, Power Attack, Weapon Focus (Falchion)

Skills Diplomacy +8, Intimidate +13, Knowledge (Engineering) +11, Knowledge (Planes) +11, Knowledge (Religion) +11, Perception +10, Sense Motive +10, Spellcraft +12

Languages Planar Trade, Fiendish, Ignan

SQ revelations (weapon mastery, skill at arms, surprising charge)

**Gear** +1 falchion, mwk full plate, +1 cloak of protection, +1 amulet of natural armor, iron holy symbol

#### GAIL AND GLAW CR 3 XP 800

Earth genasi barbarian 2/fighter 2

CN Medium planar outsider (native)

**Init** +1; **Senses** Darkvision 60 ft; Perception +8

#### DEFENSE

**AC** 15, touch 11, flat-footed 16 (+1 Dex, +6 armor, -2 rage) **hp** 56 (2d12+2d10+20)

Fort +10, Ref +1, Will +3; conditional modifiers +1 vs fear

Defensive Abilities uncanny dodge; Resist acid 5

#### OFFENSE

Speed 30 ft

Melee mwk greatsword +12 (2d6+15/19-20) Special Attacks rage 8 rounds/day, no escape

#### TACTICS

**During Combat** The two barbarians rage immediately and charge anyone they can reach. They use their No Escape rage power to chase anyone who tries to flee.

**Morale** Unless their Rage runs out, Gail and Glaw are too frenzied to even consider surrender.

#### STATISTICS

Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 8 Base Attack +4; CMB +10; CMD 21

Feats Blind Fight, Furious Focus, Power Attack, Weapon Focus (Greatsword)

Skills Acrobatics +8, Climb +11, Intimidate +4, Perception +8

Languages Planar Trade, Fiendish, Terran
Combat Gear potion of bull's strength x2; Other Gear mwk greatsword, mwk breastplate

# CONCLUDING THE ADVENTURE

Bevan is waiting at the end of the block for the PCs, surprised but happy they survived the House.

The players don't need to kill the Doomguard in order to complete their mission. Though Ari won't surrender it unless his allies have been killed, the relic can be taken from his person if the Doomguard are incapacitated.

Regardless of whether the Doomguard are alive or dead, the PCs need to decide what they do with them. Any corpses left in the Harbinger House are cleaned up later by Old Favur and the Believers of the Source. Should the PCs bring dead bodies out with them, Bevan suggests taking them to the Dustmen in the Mortuary. For 2 sp, he can do this for the PCs.

The Doomguard can be made to swear to leave the PCs, the relic, the Church of Fharlanghn, or even the players' entire Prime world alone. If that oath is sufficient, the PCs may allow the Doomguard to walk free. If they want to take them to the local authorities, Bevan suggests the Harmonium, though he is skeptical about what the Hardheads might do. Alternatively, the PCs may want to bring the Doomguard back to Danygas for justice.

If the PCs attacked the Focrux during the battle, it can be shattered by an attack with a magical weapon. Should this occur, the Focrux explodes in a huge pillar of light, blowing the House's roof off. The shadow of the Lady of Pain casts down across the ground, and the Lady's gaze flays any remaining Doomguard instantly. The Lady leaves the PCs unmolested, and Bevan is terrified and cowering when the PCs return to him.

Regardless, if the PCs are successful, the adventure ends with them stranded in Sigil with the relic in their possession. Now, they must find their way home before it is too late.

If the PCs are defeated by the Doomguard and did not bring Favur with them, he returns to the House with support from his faction. The Godsmen defeat the Doomguard, heal any PCs that are still alive, and allow the players to leave with the relic. If the PCs were all killed, the Godsmen cast *Speak With Dead* (DC 18) on one of them, asking the following questions: 1) How did you die? 2) Why did you come to Harbinger House? 3) What does the relic do?

Use the dead player's answers to determine if the Godsmen keep the relic or deliver it to the Church of Fharlanghn.

If the relic is not returned to Danygas within 2d4+4 days, a rift to the Far Plane opens beneath the city and the PC's world is devoured by alien beings.

# Enfys Llewellyn

Sorcery was rare, but not unknown, in the Llewellyn family. The only one of a set of triplets to be born with magic in their veins, when Enfys' gift manifested in their ninth year, the family sent them to live with their great aunt, the solitary witch Zahra.

Like the other sorcerers in their family, Enfys' most potent spells are elemental in nature. Zahra taught them to control their magic and to speak the language of the dragons, in addition to passing on her extensive knowledge of arcane and planar lore.

Charismatic and passionate, Enfys is a follower of Jooramy, goddess of fire, volcanoes, wrath, anger, and quarrels.

#### ENFYS LLEWELLYN

Human sorcerer 6 CG Medium prime humanoid (human) Init +6; Senses Perception +11 DEFENSE AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 40 (6d6+18) Fort +5, Ref +6, Will +7 Resist fire 10 OFFENSE Speed 30 ft Melee mwk dagger +4 (1d4/19-20) Bloodline Spell-Like Abilities (CL 6th; concentration +11) 8/day — elemental ray (1d6+3 fire) Sorcerer Spells Known (CL 6th; concentration +11) 3rd (4/day) — *fireball* (DC 20) 2nd (6/day) — mirror image, scorching ray, spider climb 1st (8/day) — burning hands (DC 18), charm person (DC 16), endure elements, mage armor, magic missile 0 (at will) — dancing lights, detect magic, flare, mage hand, open/close, prestidigitation, read magic **Bloodline** primal elemental (fire) STATISTICS

#### Str 10, Dex 14, Con 12, Int 14, Wis 11, Cha 20 Base Attack +3; CMB +3; CMD 15

- **Feats** Elemental Focus (Fire), Eschew Materials, Improved Initiative, Spell Focus (Evocation), Toughness
- Skills Appraise +8, Bluff +11, Knowledge (Arcana) +11, Knowledge (Planes) +11, Perception +11, Spellcraft +11
- Languages Common, Draconic
- **SQ** bloodline arcana (+1 damage per die rolled with fire spells)
- **Combat Gear** *wand of magic missiles (CL 1st, 50 charges);* **Other Gear** mwk dagger, *headband of alluring charisma +2, cloak of resistance +2, eyes of the eagle,* flask of alchemist fire x2, satchel, chalk, ink, inkpen, small steel mirror, trail rations 3 days, waterskin, 20 gp



# Finley Gray

Finley Gray has always loved traveling. Born into a powerful merchant family of a distant metropolis, Finley knew from a young age that the bureaucratic lives of their parents wasn't what they wanted. A follower of Fharlanghn, god of horizons, travel, and roads, they left home to wander wherever their feet would take them.

Equally comfortable in the city as they are in the wilds, Finley is a tough and dexterous archer, skilled in tracking, nature lore, and stealth. A friend to animals, they are accompanied by a steadfast and fearless badger named Honey.

FINLEY GRAY			
Human ranger 6			
NG Medium prime humanoid (human)			
Init +4; Senses Perception +9			
DEFENSE			
AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)			
<b>hp</b> 72 (6d10+24)			
Fort +8, Ref +10, Will +5			
OFFENSE			
Speed 30 ft			
Melee mwk longsword +8/+3 (1d8+2/19-20)			
Ranged +1 composite 2 longbow +10/+5			
(1d8+7/x3)			
Special Attacks favored enemy (humans +4,			
animals +2), point-blank shot			
Ranger Spells Prepared (CL 3rd, concentration +5)			
1st — <i>gravity bow, magic fang</i>			
STATISTICS			
Str 14, Dex 18, Con 14, Int 12, Wis 14, Cha 10			
Base Attack +6; CMB +8; CMD 22			
Feats Deadly Aim, Point-Blank Shot, Precise Shot,			
Manyshot, Toughness, Weapon Focus (Longbow)			
Skills Climb +10, Craft (Bowyr) +8, Handle Animal +9,			
Heal +6, Knowledge (Nature) +10, Perception +11,			
Profession (Guide) +8, Spellcraft +8, Stealth +12,			
Survival +11			
Survival +11 Languages Common, Elven			
<b>SQ</b> hunter's bond (companion), favored			
terrain			

(urban +2), track +3, wild empathy +6 **Gear** +1 composite 2 longbow, efficient quiver with arrows, mwk longsword, +1 chain shirt, belt of incredible dexterity +2, cloak of resistance +1, trail rations 3 days, badger food 3 days, waterskin,

#### HONEY BADGER

badger water dish

N Small animal **Senses** low-light vision, scent; Perception +7 DEFENSE **AC** 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size) **hp** 30 (3d8+12)

Fort +5, Ref +7, Will +2

Defensive Abilities evasion

#### OFFENSE

**Speed** 30 ft, burrow 10 ft, climb 10 ft **Melee** bite +7 (1d4+1+1d6 frost), 2 claws +7/+7 (1d3+1+1d6

frost) Special Attacks rage 6 rounds/day, favored enemy

(humans +4, animals +2)

STATISTICS

Str 11, Dex 18, Con 15, Int 2, Wis 12, Cha 10
Base Attack +2; CMB +1; CMD 17
Feats Toughness, Weapon Finesse
Skills Perception +7, Stealth +14, Survival +7
SQ share spells, empathic link, tricks (attack, down, come, fetch, seek, track)
Gear +1 amulet of mighty fists (frost)



# Harper Doran

A wanderer at heart, Harper Doran is a devout priest of Fharlanghn, god of horizons, travel, and roads. They have traveled the world extensively, though they have never left their home plane.

Quick-moving and lucky, Harper is a member of Fharlanghn's church in Danygas. A skilled healer who channels positive energy, they have also been trained by their church as a diplomat and spellcaster. They spend their time traversing the countryside, assisting travelers and helping people to find their way.

## HARPER DORAN Human cleric 6 of Fharlanghn NG Medium prime humanoid (human) Init +0; Senses Perception +2 DEFENSE AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield) hp 55 (6d8+24) Fort +8, Ref +5, Will +8 OFFENSE Speed 50 ft Melee mwk heavy mace +9 (1d8+4/x2) Special Attacks channel positive energy 5/day (DC 15, 3d6) Domain Spell-Like Abilities (CL 6th, concentration +8) 5/day — agile feet, bit of luck 1/day — good fortune Cleric Spells Prepared (CL 6th, concentration +8) 3rd — dispel magic, fly, searing light 2nd — bear's endurance x2, lesser restoration, locate object, spiritual weapon 1st — bless, divine favor x2, shield of faith, true strike 0 (at will) — create water, detect magic, detect poison, light D Domain spell; Domains Luck, Travel STATISTICS Str 18, Dex 10, Con 14, Int 10, Wis 15, Cha 14 Base Attack +4; CMB +8; CMD 18 Feats Combat Casting, Lighting Reflexes, Selective Channeling, Toughness Skills Acrobatics +6, Diplomacy +6, Heal +6, Knowledge (Planes) +5, Knowledge (Religion) +5, Sense Motive +8, Spellcraft +8, Survival +5 Languages Common Combat Gear wand of cure light wounds (CL 1st, 50 charges); Other Gear mwk heavy mace, +1 mithral breastplate, mwk buckler, belt of giant's strength +2, cloak of resistance +1, boots of striding and springing, backpack, 3 days trail rations, waterskin, wooden holy symbol, spell component pouch

# JACK STARLING

Born part of a large family in a small fishing village, even as a child Jack Starling knew that a life in the country wasn't right for them. A worshiper of Celestian, god of stars, space, and wanderers, they've never stayed in one place for long, and left to pursue life as an adventurer when they were a teenager.

Agile and sly, Jack is skilled in spotting and disabling traps, in stealth, and in escaping undesirable situations. When they need to fight, they do so with two weapons, taking advantage of openings in their foes' defenses.

JACK STARLING	
Human rogue 6	
CG Medium prime humanoid (human)	
Init +5; Senses Perception +9	
DEFENSE	
AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)	
<b>hp</b> 60 (6d8+24)	
Fort +5, Ref +11, Will +3	
OFFENSE	
Speed 30 ft	
Melee +1 kukri +9 (1d4+2/18-20), +1 kukri +9 (1d4+1/18-20)	
Ranged mwk light crossbow +10 (1d8/x3)	
Special Attacks sneak attack +3d6	
STATISTICS	0.9
Str 12, Dex 20, Con 14, Int 14, Wis 10, Cha 11	
Base Attack +4; CMB +5; CMD 20	
Feats Combat Expertise, Improved Feint, Toughness,	
Two-Weapon Fighting, Weapon Finesse, Weapon Focus	
(Kukri)	
Skills Acrobatics +19, Appraise +8, Bluff +9, Climb +10,	
Diplomacy +9, Disable Device +17, Escape Artist +14,	
Knowledge (Local) +8, Perception +9, Sense Motive	
+9, Sleight of Hand +14, Stealth +14	
Languages Common, Elven, Halfling	
SQ rogue talent (weapon finesse,	
weapon training, fast stealth),	
trapfinding +3	
Gear +1 kukri x2, spring-loaded	
wrist	
sheath x2, mwk dagger x2, mwk light crossbow	
with 20 bolts, +1 mithral chain shirt, belt of	
incredible dexterity +2, cloak of resistance +1,	
boots of elvenkind, pocketed scarf, mwk thieves	
tools, trail rations 3 days, waterskin, flint and	
steel, puzzle box, loaded dice, grappling	
hook, 50 ft silk rope, 150 gp	

# Skyler Azeri

Strong in both body and mind, Skyler Azeri is a formidable warrior, trained in the sword all through their youth by an uncle who was a retired adventurer.

Skyler joined Danygas' city watch as soon as they reached adulthood and served the city for several years before leaving to travel as an adventurer. They specialize in single combat with the bastard sword and are a skilled athlete.

Uninterested in the teachings of gods or their priests, Skyler prefers to live on their own terms and make their own choices, both good and bad.

#### SKYLER AZERI

Human fighter 6 CG Medium prime humanoid (human) **Init** +2; **Senses** Perception +1

#### DEFENSE

AC 25, touch 13, flat-footed 22 (+8 armor, +2 Dex, +5 shield, +1 dodge)

hp 72 (6d10+24)

Fort +8, Ref +5, Will +6; conditional modifiers +2 vs fear Defensive Abilities bravery +2

#### OFFENSE

Speed 30 ft

**Melee** +1 bastard sword +14/+9 (1d8+4/19-20) **Ranged** mwk longbow +9/+4 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

#### STATISTICS

**Str** 20, **Dex** 14, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Attack +6; CMB +11; CMD 23

Feats Dodge, Exotic Weapon Proficiency (Bastard Sword), Furious Focus, Iron Will, Power Attack, Toughness, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword)

Skills Acrobatics +8, Climb +14, Intimidate +5, Knowledge (Dungeoneering) +5, Survival +6 Languages Common

**SQ** armor training 1

Gear +1 bastard sword, mwk

longbow with 20 arrows, +2 breastplate, +2 large shield, belt of giant's strength +2, cloak of resistance +1, handy haversack, bedroll x5, blanket x5, large tent, cooking kit, stove can, firewood 3 days, trail rations 3 days, waterskin, 10 gp

# CELES+IAN'S

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, or audio representations; names and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated reduction activities of the Dense but the Content for the the open Game Content of the Product of the Dense but the Content of the Marker of the Second Secon products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a

2. The License: This License applies to any Open Game Content that Contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You

must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does

not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title

and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License. to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from

the Contributor to do so

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Celestian's Compass © 2017 Planewalker; Author: Jessica Redekop

