



Campaign Guide 2

What Lies Beyond Reason
Adventure Path

by Micah Watt

Campaign Guide 2

An Evolving Campaign Guide for the What Lies Beyond Reason Adventure Path

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Table of Contents

Page

How to Use this Guide

4

The Story So Far

5

Managing the Reveals

7

Magical Research

11

Evolving Play

13

NPC Gallery

16

The Side Treks

20

Airship Issues

20

Bank Heist

26

Beneath the Waves

33

Lost Souls (A Cold Day in Hell)

38

Legal Appendix

44

How to Use this Guide

This is a GM resource and contains significant spoilers for the epic adventure *What Lies Beyond Reason*. If you are intending to play the Adventure Path do not read any further!

What is this Campaign Guide?

This Campaign Guide - #2 - is a toolkit for GMs running the *What Lies Beyond Reason* Adventure Path. It is intended to add material to deepen the lore and immersion surrounding the main adventure, and assist in dealing with the ever more complicated main plot. It is also designed to help keep the story on track, and manage the inevitable 'off the rails' play or unintended results from player choices or unforeseen consequences of story threads.

Finally, it allows me, the author, to offer a more detailed examination of my intentions regarding the story, themes and interpretations for the Adventure Path. This is in no way meant to be a statement of the 'right' way to play. The 'right' way is the way you play that makes it fun for you and your group. This is merely a chance to help put it all together so you can get a sense of my perspective. How you use this information (if at all) is entirely up to you.

The Campaign Guide 2 is divided into 5 sections;

The Story So Far covers the history of the adventure path to date. This provides the abridged backstory for the campaign and the expected plot points and reveals at this stage.

Managing the Reveals offers advice and material on managing the major plot elements of the campaign play. The core adventure is written with certain expectations in mind, and this section helps gauge the state of knowledge, and how to manage this as organically as possible to maintain continuity.

Magical Research discusses in depth some of the magical mechanics introduced by the plot in various adventures that assist the story, but don't necessarily fit easily into the game rules set. It discusses how to manage these and the options in offering them as character resources.

The NPC Gallery introduces two new non-player characters designed to serve an ongoing function in the campaign. While completely optional, they have niche skills or value that are particularly useful if the players make certain campaign choices.

The Side Treks are a series of additional encounters or adventures designed to add peripheral content that of the main adventure line. These are purely optional although all offer something to the story.

Micah Watt

Pyromaniac Press



The Story So Far

Prologue - Difficult Circumstances

Forced together by circumstance, a desperate group of adventurers must escape the confines of an underground cavern complex made treacherous by severe storms and burdened by an eclectic ensemble of bystanders.

Escaping to the surface in possession of a strange object, the group is thrust into a nightmarish trek to the city of Anduria, plagued by madness and visions, and hunted by an unknown assailant. Succor within their reach, the characters must negotiate with several city factions for custody of an ancient and potentially devastating artefact.

Adventure 1 - A Simple Job

Recovering from their previous ordeal, the heroes are approached by an amiable stranger, who proposes a simple job - obtain and deliver a shipment of cargo from point to point. Seems simple enough.

What follows is a cascading series of errands taking the heroes across the entire city, to strange locales and meeting even stranger creatures in an effort to fulfil the

conditions required to obtain their cargo.

Adventure 2 - Ignorance is Bliss

People are turning up assaulted and left in catatonic states, alive but devoid of personality and memory. The heroes are drawn into the investigation when they stumble onto one of these unfortunates.

Following several leads, the heroes traverse the seedier side of Anduria, and discover that someone is stealing memories through the use of drugs and a unique creature 'grown' for the task.

The evidence leads to an ally, Damien, who turns out to be not as the heroes expected. In the final confrontation the heroes learn that there are greater events afoot, and are urged to look deeper as Damien makes his escape.

Adventure 3 - From the Ashes

Delving into the motivation behind Damien's criminal actions, the heroes are drawn to his abandoned family home. Haunted by unquiet spirits and shades of past misdeeds the heroes discover the manor holds a tale of a twisted childhood that shaped the path of Damien from

being well intended to dangerously obsessed with saving the city from an impending doom.

Deep underground they find another ancient artefact bound to the first, and slowly begin to uncover more details about the vast powers at work in the city.

Adventure 4 – Sanitarium

The madness and hysteria associated with the Machine artefacts begins to rise, strange occurrences and psychotic breaks becoming alarmingly frequent. The population of the city begins to panic and riot. In the midst of investigating disappearances and the nature of the Seekers, one of the character's friends is committed to the Sanitarium, a huge psychiatric facility run by the Guild of Peace and Healing (Healing Hands). Infiltrating the complex, the heroes uncover two shocking secrets – The Healing Hands have been harbouring (and cannibalizing) the still living body of the fallen god Aether to power their waning magic, and that this practice has left them shattered and rife for takeover by the Seekers, who now control the guild and bent it towards their will.

The heroes extract their friend, and in doing so they discover a method by which they can protect the city – a powerful runic spell. Unveiling the dark truths of the Healing Hands Guild, the party faces the City Council to answer for their actions as the trial of the century rocks the city's power structure to its foundations.

Adventure 5 – Seeking Silver

The key to saving the city is in a massively complex runic spell. This spell needs to be engraved on the city walls in silver, but the silver supplies have been secretly dwindling for almost a year. The nearby mining town of Silverton (the main supplier of silver for generations) has mysteriously ceased trade relations.

The heroes are dispatched on the Council's behest to re-open negotiations and obtain the required silver. On arrival they discover the town under occupation by humanoid forces, the population forced to work for their oppressors, producing weapons of war.

The heroes broke the grip of the devilish overlord controlling the region and free the township from slavery, acquiring the needed silver and new allies along the way.

The silver wards are enacted, with the heroes playing a

role in determining the method to power them, and the traumatised city experiences a period of calm, though one filled by tension and mistrust.

Major Plot Points

At this point the heroes should be aware of the following things, or close to discovering them. If they have not, you are encouraged to use the material provided in this book to begin to fill in the blanks;

- There are powerful, corrupt artifacts in the world that generate negative emotions or warp reality in horrifying ways. They are part of a larger Machine that is located somewhere in Anduria, that has the ability to warp reality when activated.
- The Machine is broken, and some parts scattered, but these parts are resurfacing around the city, being drawn back to the Machine both magically and by the design and will of a being who wants to use the Machine for their own ends.
- The Machine requires some very specific conditions to operate, including a source of energy bordering on the astronomical.
- The city was destroyed 300 years ago, and has since been rebuilt. There is evidence this has happened multiple times in the city's history (few surviving records, generational architecture).
- The city of Anduria is under assault by creatures from another realm that are slipping or being released into this reality. While not overwhelming yet, the appearances are increasing.
- *It may or may not (depending on DM choice and reveals) be known that the incursion is related to Cthulhu the Dreamer. This is a campaign style choice.*
- A God once ruled the city – Aether – and under his reign 300 years ago the city suffered a cataclysm. This is the root of the cultural mistrust of religion.
- There is a creature known only as the Echo of Faith that appears to be engineering or using the current conditions in the city to its own ends.
- There are hints that the Echo has taken an interest in at least two individuals – Damien the Alchemist and Eiria the Guildmaster of the Explorers Guild, but not yet the reasons why.

Managing the Reveals

How much can the characters learn about Anduria's past, the history of Aether, and the use of the Machine, and *when* should these details be revealed?

Each group is different, and may want more or less interaction with the overall story. Some groups may be content to let the story unfold, while others may prefer to proactively seek out the secrets of Anduria through research or divination.

It falls to you - the GM - to manage this flow based on the style of game they wish to play. The history of Anduria and the events leading to the adventure path are outlined early to allow them to direct the action knowing the endgame. The adventures have moments where information can be conveyed but these are often vague to allow the GM to pace as they will. It was always intended that the GM make the story their own and not stick dogmatically to only what is written in the modules.

The story line is its own mystery - *What is this threat plaguing the city?* - but also comes with 3 'big' reveals or twists in-built. The first is Damien's betrayal (**Ignorance is Bliss**) and his subsequent history and motivations (in **From the Ashes**), the second is the misdeeds and fall from grace of the Healing Hands (in **Sanitarium**) and the final is the reveal of Eiria as the Echo (**World in Shadow**). Each of these reveals has lead up information that can be used to foreshadow not only the event itself, but its relative importance in the story line. It is left to the GM to manage this information and build the atmosphere to the tone of the campaign being played.

In addition to placement in the adventures, the Campaign Guides offer optional methods to introduce such information but again I caution you to use this judiciously because it can spoil your carefully crafted mystery if that is the style you are going for.

Ignorance is Bliss - The Art Book of Phineas

The book shows scenes both abstract and specific - all thematically tied to the madness of R'lyeh. Some objects/scenes shown are in the past, giving the impression that those the characters don't recognise may very well either have happened or will happen with some semblance of

accuracy. Again, these are vague enough to not commit the GM to anything, but at least two should be considered for special use;

A beautiful woman whose face is hidden in the shadow cast by a monstrous figure looming over her
(an abstract depiction of the Echo of Faith)

This vague piece can be used more directly if you wish to more directly connect Eiria as a figure of great potential in the characters eyes. The next time the characters encounter Eiria after seeing this piece have them connect the picture to her, either through exposition or by having them make an appropriate ability or skill check against a DC you set (Intelligence or Sense Motive for example). They recognise that the woman is supposed to be her. If you want her to be perceived as more overly villainous or suspicious, suggest that the monster might be an artistic abstraction of intent. If you wish to draw deeper into the idea she may be a potential victim or target (which also plays into how the Echo represents her in **Ignorance is Bliss**) you could suggest the monster looms over her threateningly. Making this connection for the players rather than leaving it as a subtle clue might help to better connect Eiria to the unfolding story line.

The second piece is the future vista of the city;

A city vista of the Eternal city (several landmarks such as the council building and walls are clear). The city appears to be a twisted abstract version with buildings and features in positions and angles that defy logic, under a swirling rainbow sky (the city has the potential to actually look like this in the future - at least temporarily - featured in the final adventure Doors Best Left Closed).

This is intended to foreshadow the very real threat to the city that is the consequences of failure in the Adventure Path. Special care should be taken to ensure this message is conveyed as it directly demonstrates the stakes. If the Players shrug it off, or appear to disregard the message, it needs to be emphasized. This can be done via a call back in the next adventure (see below).

From the Ashes - Alternate Visions

At the climax of **From the Ashes**, the characters can encounter the heavily warded Keystone and gain a series

of fairly vague images and feelings meant to invoke the unremitting corruption of the artefacts. The scene is set as suggesting the stone offers dreams of power;

Feelings of avarice and ambition rise to the surface, and against your better nature, you begin to feel like you are destined for great things to be achieved at the expense of others. After all, no one is more deserving than you, no one is as worthy as you. All are insects before your might...

This is both mysterious and vague, as are most of the early 'clues', as was intended. However, if the characters are passively accepting the story line and/or have not fully explored their options they may not be advancing their understanding of what is really going on here. As an option you could tie this to the possible future cataclysm befalling Anduria (as represented in the paintings of Phineas above) to more closely reveal the specifics behind Damian's obsession with saving the city. Utilizing this device allows heroes to more clearly understand Damien's motivations, and reiterates the overall stakes for the campaign.

Revealing Aether & the Machine

While the GM has access to the history from the first book, the player content does not discuss Aether at all until **Adventure 4 - Sanitarium** where suddenly his body is found and the purpose of the Seekers revealed (either through befriending Triast, or when the Seekers are charged and tried). The heroes can discover some of this in the Sanitarium complex in Ranark's journals or via the prisoners, but something as simple as a few random directional choices can bypass these altogether. If the heroes have not sought to research on their own, and some foreshadowing is desired, the GM can use any/all of the following tools;

The Celestial Scriptorium

The library is already made a resource that has been available to the heroes since Adventure 1, and was introduced for just this purpose. Lysenese collects folklore and history, Morrigan specializes in the arcane, Ethrial specializes in religion and Radiant Soul is essentially an expert in all things. They know enough about the history of the city that if a connection is made between recent events and ancient history, they can impart the public portions of

the history involving Aether (ie everything except that which only Aether, the Echo or Barret would know), his religion, the failed ceremony of enlightenment (though not why it failed) and the subsequent destruction in the city.

Morrigan and Radiant Soul are aware of the existence of the Machine infrastructure, and have become more aware of the overall Machine with the recent appearance of the Machine artefacts. Given the advancement of the campaign they can even possibly connect the Machine to Aether at the time of the Ceremony before the events of Sanitarium, can certainly can do so afterward. The one connection they can't make is what he was trying to do and why it failed without further information.

If added tension is desired, the GM can have the helpful ladies of the scriptorium begin to disappear as they delve more deeply into the mysteries (after imparting the desired knowledge, of course). Radiant Soul has a story part to play, so she cannot be treated so, but the remainder of the experts are expendable. While safe in the scriptorium, when they leave they lack Radiant Soul's protection, and the Echo could discover the unwanted meddling in subjects best left alone. The specific ladies in question could simply vanish forever, or turn up somewhere in the city (maybe floating in the canals) horribly slain and/or displayed as a warning to leave well enough alone.

The Great Andurian Library

Though much more reliant on players to undertake research, the Great Andurian Library has some surviving texts from several hundred years ago – those penned just after the fall of the city to try to preserve some of the civilization of that time. Though the Echo has purged as much of the library as possible, even she is not infallible.

Anyone looking to undertake research can find a suspicious lack of books in the library dealing with that time period. Its common knowledge in the city that Anduria suffered a cataclysm 300 years ago, but histories from that time are conspicuously lacking, despite works on other subjects (architecture, agriculture, poetry, trade and craft) surviving. The GM can have appropriate checks (Profession or Knowledge) at a set DC reveal this, or simply state it to players that take the time to investigate.

The library is not completely bereft of sources however.

Using an appropriate skill or background feature, or an Intelligence check if the GM desires the characters can find a few obscure references;

DC 5 The Minaret: An architectural triumph (by S. Peterson)

DC 10 The Wistful Remembrance: A collection of poetry from L. Theobald

DC 15 Blackwood's Guide to Agricultural Techniques (A. Blackwood)

DC 20 The Art of Glassblowing (C.A. Smith)

The Minaret: An architectural triumph (by S. Peterson)

This is an ancient book from the cataclysm period of Anduria. It is an overly flowery ode to minaret design through the ages, highlighting the various types, heights, forms, sizes and styles as well as what constitutes a minaret from a tower, turret, spire, steeple etc. It also rates the styles according to the author's aesthetic tastes rather than any structural or functional criteria. The relevant passage in the book reads;

*"...when one considers height and taper angle of the most elevated spire of the minaret once cannot go past the adornments seen on the Cathedral of Aether. I'd wager there is not a single place in the city, and indeed outside the walls, where these delicate yet robust crystal needles cannot be viewed as they pierce the heavens and threaten the clouds themselves with impalement. Centrally located as they are, and arranged just so, they crown the city capital of the world, which befits the home of a living god.
Moving on to the subject of window edgings...."*

The Wistful Remembrance: A collection of poetry from L. Theobald

This thick tome is a collection of abysmal poetry penned in the years after the fall by a 'gentleman' experiencing life in a post cataclysm era. For the most part the poetry centres on the daily struggles of the young man to find love in a disillusioned and uncaring society, and is overly sentimental drivel. However, a portion of one poem - called "The Melancholy Heart" has the following verses;

*Her grey eyes stared into mine, and the briefest thought shared,
The longing, and loss, and grief abound, a single moment paired,
I see in her face my memories twinned, of that fateful, hateful night,
Where cost was paid in mortal blood, a mad god's scheme took flight.*

My melancholy heart, it beat but once, in mutual memory,

*The lie given, in miracle promised, in ascendant ceremony,
Naive we were to trust in he, in our devotion he did revel,
Took power offered and turned away, to leave us to the Devil,*

*In fire we died by number score, madness for madness sake,
of souls he did deeply draw, light fled in horror's wake,
And now we sit in ruin's run, where bleak we lie, where blank we stare,
our souls bereft, his kingdom come, empty thoughts and spirits bare,
Her eyes reflect the pain in mine, we wait for clouds to part,
For love I see there is no time, sleep my melancholy heart.*

Blackwood's Guide to Agricultural Techniques (A. Blackwood)

Blackwood's guide is a no-nonsense tome (written in a dry and lecturing tone) detailing the various agricultural techniques around the cataclysm era. Most of it is useless, but a section refers to the prevailing conditions after the fall of the city.

"The land and particularly the water around Anduria carries a taint not seen prior to Aether's cataclysm. Aberrant mutations in crops and aquatic creatures are rare, yet occurring with a frequency that cannot be ignored. It is possible some fell magics still linger from the failed ceremony, or that the Great Machine continues to leach strange substances into the surrounding environment due to its damaged state. In any case, these mutations have, in all cases, proven to be poorer strains than the original, and should be culled from the gene pool to ensure these traits don't breed true."

The Art of Glassblowing (C.A. Smith)

This thin book is far more contemporary than the rest, having been penned only 70 years ago. It is a delicate looking tome that is almost half diagrams of various glassblowing techniques and illustrations of finished products. Within the last pages is an illustration of a blown glass statuette, a regal man with long blonde hair, in gold tinged armor. The description of the piece reads "Aether, God of Anduria, circa -3 M.A."

While this in itself is interesting, the fact that an illustration of a glass statuette of Aether was drawn 70 years ago, some 250 years after the cataclysm is of potential use. The glass statue survived the fall, and has been in the possession of the glass artisan's family ever since. 70 years ago C.A. Smith used it in his work, then returned it to storage as it was known to be an object of contention.

The heroes can discover (either by visiting the Hall of Records, or through connections in the Artisan's Ward (Thorgrim perhaps) that the Smith family of glassblowers still reside and trade within the city. The Glassmith family, as they are now known, are reluctant to discuss such taboo topics with strangers, but will open up to either artists, glass art enthusiasts or just a genuine plea for help (DC 15 Diplomacy check or appropriate skill as the GM decides). The family has a proud history and lineage that they have fervently carried through the generations, and can trace their family back to the fall. While the stories details have become vague, they can tell a version of the history presented to the GM, including the rise of Aether and religion in Anduria, the ill-fated Ceremony of Ascension, the destruction wrought to the city and the disappearance – and presumed death – of Aether. They can say that the citizens of Anduria turned bitter to the Gods from that time on. If the Player characters have been respectful and the DM feels it appropriate, the family can reveal that they have an ancient *runestone necklace* (similar to the one found in **From the Ashes**, but of a clearly much older design) and will gift it to the PCs.

The Shadow of Eiria

The Echo is growing more powerful with the collection of the Machine artefacts and the slow restoration of the Great Machine. She is inextricably linked to it, R'lyeh, and the groundswell of power that the new Ceremony of Ascension will bring. As her power grows she becomes more overt in her actions, and less concerned with concealment. By the mid-point of the Adventure Path (adventures 4 & 5) not only are most of her activities successful she has begun to slip deeper into her own brand of madness, convinced that her actions are divinely inspired and sanctioned, and therefore pre-ordained for success.

The Echo will begin to appear as a reflection in surfaces, first in proximity to Eiria when she is in control of her, then simply periodically even when she isn't. Finally, the Echo will find the tight binding to Eiria loosened, and be able to roam some distance, or project through surfaces as a means of communication. While instances of this are cited in the adventures, the GM should begin to foreshadow this in other ways.

Meeting with Eiria

The adventures place Eiria in the characters path

numerous times, initially in Ignorance is Bliss, but periodically afterward as well. The opportunity to create a bond or professional relationship with the NPC is certainly there, and goes beyond the scope of the adventures themselves. When meeting with Eiria the character should begin to notice the reflection of the Echo over time;

- When in Eiria's presence characters notice a weird purple shadow on a nearby reflective surface – window glass, silverware, a crystal wine glass – for just a moment then it's gone.
- While talking to Eiria near a window, a character momentarily thinks they see an old woman peering back, but as they blink it's gone.
- A shiver runs through characters in Eiria's presence. They notice that she shivers too, or mentions the weather is turning cold, or the like.

Abilities of the Echo

In the original **Campaign Guide** statistics are given for Eiria and the Echo presence. It is worth mentioning that these were intended as a guide only, and are not fixed. The truth is as the campaign unfolds it was never going to be possible to perfectly predict the requirements of the arch villain years in advance of the material being completed. As GM YOU are empowered to make this YOUR campaign. Don't be afraid to change spells, items or even abilities as needs. In the last book – **Doors Best Left Closed** – the Echo will be presented with a statblock, but as always this is just a framework. Any changes that you want to see should be made with confidence.



Magical Research

In addition to general information research, covered in the section above, there are a couple of other items that the characters may come across and wish to research and apply

The Runestone Necklace

The runestone necklace could be discovered in From the Ashes, along with the potential method to craft more. Should characters wish to pursue this, it should be allowed. The formula can be found with the necklace itself, reverse engineered from the item (with a successful DC 20 Knowledge (arcana) check) or even given to the party by Damien himself if they cultivate an alliance at the close of Seeking Silver.

The Runestone Necklace

The runestone necklace is crafted from a slice of human bone, engraved with an ancient version of the Elder Sign (a 5 branched rune), and enchanted to ward against the chaotic emanations of R'lyeh and its inhabitants.

The wearer gains a *sacred* bonus of +2 to all saves vs the spells, spell-like abilities and supernatural abilities of aberrations, natives of R'lyeh and effects from the Machine parts or the realm of R'lyeh itself.

Aura faint abjuration; **CL** 6th; **Slot** neck; **Price** 3000gp
Construction: Craft Wondrous Item, *bless*, *protection from evil*; **Cost** 1500gp

Damien's Rune/Tattoo Magic

Similar to the above, at the end of **Seeking Silver** the characters may have access to Damien himself as an ally, or his corpse and his research if they slay him. Lacking the knowledge of the full rune magic prior to this point, they have not been in a position to replicate it. However, the finale to the adventure literally releases that knowledge into the campaign, so its not unreasonable to assume the characters may want to utilise an effective tool.

The issue is that these 'wards' were developed as a Deus Ex Machina to allow for an overwhelming threat to be included for story purposes, but not actually immediately overwhelm the protagonists. If you as GM allow them to wield this power - which doesn't fit in with the standard ruleset - you run the risk of trivializing

the threat. Similarly the 'cost' of use is significant in a roleplaying and story sense (the sacrifice of years of life) but generates little mechanical penalty for characters whose story plays out in levels rather than time. Many players might happily pay 'years' to gain a mechanical benefit, knowing that the characters will never be played out in a human span, let alone a longer lived race lifetime (the campaign only these place over a year or two in time).

So how do you handle this form of magic in the game, particularly if they do ally with Damien? It seems logical he'd share the secret to get more options and resources in the fight against the coming threat. Here are a few suggested options and their strengths/weaknesses as choices;

Damien doesn't really understand the nature of the magic to teach it.

As a sorcerer who has dedicated his entire adult life to research and experimentation he accidentally stumbled onto it by combining his natural affinity with the protective runes. It was a lucky fluke that he was able to 'connect' with the runes to power them, and he can't replicate it for another. He can continue to generate the rune wards at the cost of his own life, but he can't pass - or teach - that burden.

The strength of this approach is it makes a certain kind of logical sense, and it keeps the powerful rune magic from becoming commonplace. The weakness is it robs the characters of agency, useful tools, and a desired achievement. It also artificially inflated Damien's worth and status to the campaign and pressures players to choose the redemption arc. Ideally this choice should be influenced as little as possible. Damien is designed to be a tool for the characters - not the other way around.

Damien can teach the magic, and it works as advertised.

Damien is able to teach the runic wards, and they drain life energy in the form of premature aging. Characters that wish to learn and use the magic may do so.

The strength of this approach is that it offers the characters a tool for use and the agency to use it, does not set Damien up as a mary-sue that is 'required' for the campaign and thus frees the players to make decisions on his fate uninfluenced. The potential weakness is that players who are less invested in the role play aspects of the campaign and characters might not feel that life/years loss is much (if any) cost or impediment to using

this ability and do so with impunity, thereby reducing the story impact/sacrifice element of the magic.

Damien can teach the magic, but it requires a mechanical sacrifice to learn. To shape it toward a more mechanical realization of the magic, which doesn't fit into the standard rules system, GMs can impose a rule based cost. The best example would be to make it accessible through the Item Creation feat *Inscribe Magical Tattoo*. It would then be created as a magical tattoo 'item'. A second option would be to require the character to give up a spell slot or level based ability to add the rune magic ability to their class.

The strength of this approach is that it conflates the new ability to the rules system and it would introduce a mechanical cost that would cause the players to assess an investment in the ability that is based in mechanics rather than just roleplay. The weakness is that without a free feat available to select it when first acquired, it may be some time before they 'qualify' in its use – if at all in the campaign.

It is your game to run, but I would suggest either the second or third options. Option one is the simplest method to deal with the runes, but robs players of agency. The ability to gain the magic – albeit at a cost – once again places the characters at the forefront of influencing events. In any case, the ability functions as below;

Runic Wards

Using esoteric knowledge, you are able to trace runic wards on a surface or body on the body of a creature. The location or creature so warded gains a permanent effect similar to *protection from evil* save that it protects against aberrations, denizens of R'lyeh, Machine parts and the effects of the realm of R'lyeh itself.

Aura strong abjuration; **CL** 8th; **Slot** none; **Price** 10,800gp
Construction: *Inscribe Magical Tattoo*, *bles*, *protection from evil*; **Cost** 5400gp, and 3% lifespan (3 years for every 100 years span).

The Silver Cog

The silver cog that is found in Seeking Silver is a small and more or less harmless piece of the Machine. Its importance lies in the fact it is the first piece that the characters are able to keep without harm and are able to

study it if they wish. The reason for this is that it is actually a 'spare' piece that was not attached to the Machine at the point of failure and has not been corrupted like the other parts. Unfortunately it also doesn't have a strong link to the Machine link the other artefacts.

The benefit lies in the possibility of determining at least some of the purpose of the Machine, and perhaps where it is located (if the heroes don't already know).

The cog detects as magical, specifically transmutation and conjuration magic. An *identify* spell or DC 18 Knowledge (arcana) reveal that while it has no purpose of its own, it is a part of a larger Machine that has the ability to warp and alter reality, likely on a massive scale. It has much in common with the *wish* spell. Here is also an indication that an astronomical amount of power needs to be gathered to activate and use the Machine. It's unlikely the heroes haven't guessed or implied as much by now, but the cog offers confirmation of these theories.

Using the cog as a subject of *commune*, *divination*, or other information gathering spells can net the above, and if the correct spells, questions or focus of the magic it applied can link the piece back to the Machine itself. If the location is determined in this way, it can be located as the entirety of the city itself, but the core (where the cog actually fits) being located under the city centre – directly under the Council Chambers. Spells that allow characters to find an entry or path (such as *find the path*) will direct them to a conduit that is not collapsed, and toward the central core – see **Centre of Eternity** side trek in the **Campaign Guide**). While there are other ways into the core from the Council Chambers sub basements, the Echo keeps these inaccessible unless in direct use to ensure no one stumbles onto the activity there. Particularly clever or persistent parties might logically be able to find these with luck or diligence, but early detection isn't covered until the final adventure – **Doors Best left Closed**.

Evolving Play

In a campaign this long, the story, characters, locations and relationships are going to evolve, not just as intended by the arc of the adventure, but also through the player's choices, and occasional missteps I expect.

This section is designed to help GMs deal with some of these evolutions. As always, it can't possibly cover every eventuality, and GMs are encouraged to make the campaign their own. Despite its fairly tight story arc, there is ample opportunity for players to explore Anduria in ways the main adventures don't account for.

Likely Outcomes and Loose Ends

The adventures do all run on the premise that there will be 'likely outcomes' at the end. If the characters succeed, events are expected to proceed accordingly. Certain elements remain variable, such as the characters relationships with the NPCs – but otherwise the 'state of play' advances along the main plot, with the plans of the Echo growing ever closer to fruition. This might seem like a Deus Ex Machina, and in many ways it is, but the story is about the players/characters uncovering lost history and threats before the final encounter rather than countering the machinations ahead of time.

Adventures, by their nature, do tend to leave a number of loose ends as player choice affects outcome. Where possible the adventure Path has attempted to anticipate these and offer tie-ins at a later point to close out some of these, but it's simply not possible to account for every eventuality. My advice in this is to keep a campaign log and a list of NPCs and their relationships to the characters. Flag any 'unfinished business' or 'opportunities' or anything players mention as points of interest or things they'd like to revisit when the pacing dies down. This will help you keep track of plot holes, discrepancies, resources or possible player driven choices down the track.

Character Based Play

Character exploration of the city and its features is encouraged. Side sessions to alleviate the main tension is wise, and the opportunity to pursue their own personal goal for character development is a must. This however, is unique to your campaign an impossible to feature

as part of the published material. For example, in my playtest we had a 'wheeler and dealer' rogue, a charlatan 'noble' duellist and a 'fish out of water' barbarian, among other characters. I arranged a visit to the The Hideaway, the speakeasy hidden in the Retreat, embroiling the characters in the petty politics of young and indolent nobility. The barbarian was commissioned as a ringer in a bare knuckle boxing match, the duellist was called out by a rival for a duel, and the rogue was able to expand his 'contacts' among the less savory scions of the city. The event culminated in a bullette vs dire bear match in the pit, though unknown to all the dire bear was infected by a Crinisphear, and the death of the bear set it loose among the patrons. The characters had to save who they could – if they wished – slay the threat, and get out before the watch arrived. This side trek didn't make it into this Campaign Guide due to its tight focus, but it's an example of character focussed play that doesn't advance the main story directly, but does bind them more deeply to it.

Using Side Treks

The side treks offer small adventures or hooks to deal with some of the more likely branch choices, or to add depth or explanation to an offstage event, NPC or sliver of history or lore. While not required, using the side treks is highly encouraged. Not only do they help 'fill in the blanks' in some cases, they offer opportunities for the characters – and by extension the players – to become more connected and invested in the story. The new side treks will be dealt with in the Side Treks section.

Managing 'Off The Rails' Play

It is of course possible that the players make a leap of logic, or that you mistakenly reveal a key piece of information too early, and it threatens to derail the adventure. Suspicious players might guess or assume Eiria is the villain, and begin to treat her accordingly, or try to assassinate her to end the threat. Maybe they discover the Machine, determine its purpose, and actually find a clear way to get to it, then begin to try to disassemble it and horde parts to foil the 'big plan'. Maybe they discover a plot hole or loose end to exploit in my carefully crafted story that neither you nor I saw coming. Players often surprise GMs, and the written material can only account for so much. When the action takes a wild turn from the plot, there are a number of things you can do;

The Echo isn't a static villain

The Echo has been planning this for a long time, is well informed about the characters and have significant resources at her disposal. She also has a 'bigger picture' mentality. If her plans as written are derailed spectacularly by the characters, she will simply change tactics. This may mean you as the GM have to put in extra effort to bridge the gaps created, or alter her thinking, but keep her big goals in mind;

- Find and obtain the missing Machine pieces
- Reassemble the Machine
- Complete the Ritual of Enlightenment

Everything else, including her cover in the explorer's guild, the activities of the heroes (and Damien) and the larger politics and activities of the city are irrelevant. Almost all of what the Echo is doing is designed to disrupt concerted and coordinated efforts to oppose her, and cause confusion and harm to her foes. If she can keep all the power groups from banding together, she stands the best chance of succeeding. Bear in mind at this point the echo knows where all but one Machine piece is. She knows of the Ring (whatever the heroes did with it), the Keystone (under Damien's manor), the Crystal Needle (Sanitarium basement, though she was unaware of Aether's body being there as well), and the Warp Rod (in the Vault, see Bank Heist below). She is even aware of the Silver Cog, though has no interest in it as it's a non-critical component. She can get these at any time, but she is waiting for the final piece to be discovered – the Soul Stone, which will be uncovered through play in World in Shadow. Until that discovery is made she cannot proceed, but she doesn't need to remain inactive.

The characters don't rate any special protection, it's merely that the Echo is using her resources in other ways throughout the adventure path. It's a race to complete her task before her opponents uncover the depth of the activity. When one group or another gets close, she expends effort to stop or inconvenience them, such as she did by using Damien's methods to turn the heroes against him in Ignorance is Bliss.

If, however, the heroes have derailed her plans or become enough of an impediment, feel free to have her turn to more direct methods to attack them directly, or if they are unaligned with the Watch, to have their illegal activities exposed to the authorities. The Echo is adept at using the legal infrastructure of Anduria against her foes.

Similarly, if the Echo/Eiria is somehow outed as the villain she is still protected by her position and the burden of proof the characters need to bring to bear. They cannot simply walk into the Explorer's Guild or Council Chambers and attack her. If the characters actually can prove it to the authorities – which should be tough, but probably not impossible – she simply goes underground to continue her activities in a less public manner. She has less freedom, but becomes a hell of a lot harder to find and counter.

Welcome to the Team – Vigilantes to Constables.

One of the story developments in Seeking Silver is that the heroes are offered the opportunity to become legitimate law enforcement – in a sense. Anduria as a city takes its law enforcement and rules seriously, and the heroes have been skirting this for some time. They have been allowed to operate only because the Watch are outmatched by the forces arrayed against the city and its people. The transition from vigilante to legitimate authority is a natural progression given the loss of the other semi-official body for dealing with the supernatural is no longer legitimate.

The appointment of the heroes serves also to help keep the story on track. An official law enforcement role can bring with it renewed focus, and a contact to launch from if there is some confusion or indecision amongst the players as to any given 'next step'. It can be as subtle as a shared information to as overt as an assigned mission. It also gives the characters a chance to be recognized and appreciated for their efforts on behalf of the city.

We don't need no stinking badges!

Appointment to law enforcement will not be right for all groups. Some groups will be set in their 'counter authority' mind-set, or might not want the limiting of their freedom. Some want to work for themselves, or may not trust the Watch, as the guilds are clearly not incorruptible. This is fine. Like all options in the campaign, it is entirely optional.

If direct employment may not work, there are two other possibilities that might be a better fit, or simply drop the concept altogether.

The first is to run the offer like a 'secret police' or Special Forces. The heroes aren't officially acknowledged as part of the Watch, but they are handled by Guildmaster

Wingate or Inspector Sharps as a covert team of troubleshooters. If it suits the playstyle, you might even run them like a 'deniable' mission impossible team, who, if caught, will be disavowed by those in charge.

The second option is to forgo the law enforcement angle, and set them up as an illegal, but supported vigilante team. If the characters lean more toward the criminal side of things, this could be masterminded by Saravel, who turns out to be a much more powerful underworld figure than previously thought. He has substantial criminal interests that are being disrupted by the recent events, and the characters are hired to put an end to it, for fun and profit. If the characters are less criminal, but more independent minded, the arrangement might be backed by Radiant Soul, who is somewhat more altruistic, but still runs a less than legal enterprise. In this case the integrity of the heroes can be preserved while not being accountable to the legitimate authorities.

If the characters do not end up becoming a legitimate entity, it remains a risk that they will continue to run afoul of the law, with compounding consequences if they are caught and arrested. This of course isn't a problem, merely a play style to embrace, and one that could make use of a new NPC included just for this purpose - Quintus Marston (see NPC Gallery).

Using the Non-Player Characters

This first Campaign Guide offered suggestions for various roles and uses for the NPCs introduced in the early adventures, and these still apply, assuming these NPCs remain available for play. A few new NPCs have been introduced in the mid path adventures, and again, these are for the most part offered to add depth to the campaign without assumption of future roles in most cases, because how they fit into the story is almost entirely up to player choice. For example, a small band of arcane casters were introduced as Damien's apprentices in the depths of Seeking Silver. It is equally possible these were slain as foes as it is they become allies in some fashion. Some NPCs are likely to be of limited use due to their location and preoccupation - such as all the surviving ally contacts in Silverton, who will now be focussed on the rebuild.

The following is a list of some NPCs that the party might have developed connections with and their suggested uses. It is by no means a comprehensive list, nor indicative

of any expected relationship.

Sanitarium

Acolyte Virgil - can be used as a contact in Pilgrimage, and an information source on the Healing Hands and the Seekers of Asmodeus.

Seeking Silver

Tavo - covered in the NPCs section of this campaign guide

Silvira - Silvira has little interest in Anduria, but if the heroes find a way to maintain contact she may act as advisor or councillor on various subjects. She knows nothing of the Machine, or of Andurian history or politics, but she is aware that there was an explosive cataclysm from the city 300 years ago that wiped out most of the population of the time. She can advise on the nature of dragons if the heroes have such questions

Oswin the Cheesemonger - as a wizard and diviner, Oswin may be of some use to the heroes. He can advise, cast some spells, and provide the odd magical cheese, though he won't leave the Silverton area. Interestingly, he is acquainted Damien from many years ago, before his obsession took hold. They had dealings, and Oswin even provided the magical cheese found in From the Ashes. He can act as a character reference for who Damien was prior to the events of the fire, and fill in small snippets of his history the heroes may not have uncovered.

The Council of Silverton - Celene the Sheriff; Terlamin the Smith; Lanos the Bard - The nominal leaders of Silverton owe a debt to the heroes, and are likely to assist with any reasonable requests made of them. The Heroes will always have a warm welcome and place to stay in Silverton. The council is focussed on restoring the town, however, and resources are limited, so outlandish or detrimental requests - including those for large amounts of silver - are regretfully denied.

Reighar - After the events of Seeking Silver, once the anvil is lost to him, Reighar has little purpose in Silverton, and moves onto Anduria. The heroes may encounter him in any capacity, though he may hold a grudge if they reneged on any deals made for assistance in the citadel. Reighar, being primarily interested in undead, may be a good NPC to use to introduce the side trek - The Cancer Pit (the Kickstarter 2 exclusive location) - sponsoring or leading a foray into the area.

NPC Gallery

Presented here are two Non Player Characters that can be added to the recurring personalities of the city if the GM desires. Both represent services the heroes are likely to need at some point, and can add depth to these encounters. Additionally, updated statistics for Damien are provided as per his appearance in **Seeking Silver**.

Quintus “Quinn” Marston, B.S.

Quintus is an ex-adventurer, who occasionally moonlights in his old profession, or finds himself on the seedier side of events due to his current profession. While mild enough looking, Quintus can easily defend himself from most threats the city sees fit to produce, though current trends – and monster sightings – have him worried.

Quintus is generally affable and kind, though he has a well-managed temper that occasionally flares in the face of gross injustice or evil. Good at his job, Quintus ironically has little respect for the law, but sees it as a tool he can wield to fit his own morals, for the good of the citizens. Too many in his profession – unfortunately – seek to twist it to their own ends.

Quintus works for Pa’lin’vale, Ulgrath and Stern, which is one of the oldest and most respected law firms in the city. They owe much of their success to their outreach to the under served orc and goblin communities, championed by senior partner Bonesnapper Ulgrath, a grizzled orc of towering stature, who cuts a comical figure, practically crammed into his three piece suit. Gelisandrathnea Pa’lin’vale, Enlightened Sage of the Whispering Woods, an ancient wood elf sage, founded the firm during Anduria’s most recent rebuilding, and wrote some of Anduria’s foundational legal codes herself. The ever-put-upon human Robert Stern is in charge of much of the day to day management of the firm, assigning junior partners to cases, conferring with the council and guildmasters, and quelling the constant arguments between Gelisandrathnea and Bonesnapper.

Quintus’ abilities are known to Robert, who assigns him ‘the weird stuff’ when it arises.

Quintus is a skilled barrister, able to command a high fee for a junior associate (1 gp/hour). He has been marked for partner



While Quintus doesn’t generally speak of his magical abilities, but anyone proficient in Arcana can tell his amulet is an arcane focus, and he readily admits to being a sorcerer. His bloodline is descended from an obscure Deity of Justice, and he is loathe to admit his powers come from a divine source knowing the city’s prejudice against religion all too well. However, any character can make a DC 20 Knowledge (religion) check to recognise the obscure deity from a distant land.

Quintus despises the Seekers and will do anything to hurt them (even work for half his hourly rate!). He also has a long-standing, bitter rivalry with Damien. He was a junior intern when Damien was prosecuted for Dark Magic, and sees his acquittal as the ultimate manipulation of justice.

Using Quintus

The most obvious place to introduce Quintus is in the closing chapters of Sanitarium, as the character’s legal defence council. If the firm is contacted for services such as legal representation or the research of laws, they assign Quintus Marston to the party, being far too busy to deal with such matters themselves. Quintus might also show up to offer his services should word spread that the party has gotten into legal trouble.

Quintus "Quinn" Marston, B.S.

CR 7

XP 3,200

Chaotic Good, Human Male, Sorcerer (Celestial) 8th

Init +7; Senses Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 mage armor, +3 dex)**Hp** 46 (8d8+16)**Fort** +3, **Ref** +5, **Will** +9

OFFENSE

Speed 30 ft;**Melee** dagger +3 (1d4-1 /19-20)**Ranged** light crossbow+7 (1d8 /19-20)**Special Attacks** Heavenly Fire 8/day (30ft, +7 ranged touch, evil creatures take 1d4+4 damage, good creatures healed). Spell Penetration - +2 to overcome SR.**Sorcerer Spells Known** (CL 8th; concentration +12/+16 casting defensively).**Metamagic** - Empower spell (+50% effect, +2 spell levels), Heightened Spell (increase spell level, equal to spell level),**4th** (4/day)— *screy* (DC 19),**3rd** (6/day)— *dispel magic*, *fireball* (DC 18), *magic circle against evil* (DC 18)**2nd** (7/day)— *alter self*, *blindness/deafness* (DC 17), *detect thoughts* (DC 17), *resist energy***1st** (8/day)— *bless*, *charm person* (DC 16), *comprehend languages*, *mage armor*, *memory lapse* (DC 16), *shield*.**0th** (at will)— *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 12, **Cha** 20**Base Atk** +4, **CMB** +3, **CMD** 16**Feats** Combat Casting, Empower Spell, Eschew Materials, Heighten Spell, Improved Initiative, Iron Will, Spell Penetration**Skills** Bluff +16, Diplomacy +13, Knowledge (local) +9, Profession (lawyer) +12, Sense Motive +9**Language** Common, Draconic**Equipment** Quintus always wears a fine suit, even in the most rugged situations. He carries a pocket "basic lawbook", two daggers, a light crossbow and 20 bolts, and a platinum amulet worth 50gp.**Credit - Cameron Davis****Octavio "Tavo" Velderve**

Tavo is a captain of fortune, a bold adventurer, rogue, rake and occasional pirate, a man of boundless courage and audacity... at least to hear him tell it.

If asked about his past he will say he was born in a storm, the son of the sea and sky, destined to sail from his first breath. Ofcourse the truth is somewhat more pedestrian. The middle child of a minor nobleman who had 12 children, Tavo was a wastrel who excelled at his fencing and other lessons, but never had the ambition to succeed at anything. Eventually his father grew tired of his indolent son, and sent him to sea on one of the several ships owned by the family.

For years Tavo got by on his charm, wits, and when these failed, superb fencing skills. He learned the various roles aboard both sea and sky ships, trading vessels and berths at each port, usually one step ahead of the watch, local gangsters or an angry parent of a lovely, but not so innocent, social debutante.

As fortune's fickle attention came and went, Tavo was content to live a life of freedom. However, during his latest voyage on a skyship known as the Emerald Vision most of the crew simply vanished in the night, including the captain and all of the officers, leaving the vessel adrift. Tavo and the remaining sailors managed to pilot it to Anduria by dumb luck.

Tavo wasn't about to let this opportunity go to waste, claiming the vessel as his own (sufficiently bribing the existing crew) and the title of Captain. After concocting a fanciful tale of storms and sky pirates, he put on a new crew and became a merchantman (his family education serving him well) while he sought new opportunities and adventure.

Tavo is a lovable rogue, quick with a smile and story, and a few flirtatious words for attractive adventurers and passengers. While not *strictly* trustworthy, he is generally accommodating to paying customers as long as his pride and joy, the slightly shabby Emerald Vision, is not placed at risk.

Tavo is a gambler, liar, braggart, charmer, schemer, occasional pirate, and even more rarely, hero.



Using Tavo

Tavo is the captain of the Emerald Vision, and airship hired to transport the heroes in the adventure Seeking Silver. Tavo can be used as a recurring personality, encountering the characters in taverns, docks or any time they need transport.

Octavio "Tavo" Velderve

CR 7

XP 3,200

Chaotic Good, Human Male, Bard 8th

Init +8; Senses Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 dex)

Hp 57 (8d8+24)

Fort +4, **Ref** +10, **Will** +7 +4 vs bardic performance, sonic and language depended effects.

OFFENSE

Speed 30 ft;

Melee scimitar +11/+6 (1d6+4 /18-20)

Ranged light crossbow+10 (1d8 /19-20)

Special Attacks Bardic Performance 22 rounds/day (Dirge of Doom, Distraction, Fascinate, Suggestion)

Bard Spells Known (CL 8th; concentration +12).

3rd (3/day)— *dispel magic, displacement, haste*

2nd (5/day)— *cat's grace, hypnotic pattern* (DC 16), *invisibility, locate object*

1st (5/day)— *cure light wounds, disguise self, expeditious retreat, feather fall, unseen servant*

0th (at will)— *detect magic, light, mage hand, mending, prestidigitation, summon instrument*

STATISTICS

Str 17, **Dex** 18, **Con** 12, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6, **CMB** +9, **CMD** 23

Feats Combat Reflexes, Dervish Dance, Improved Initiative, Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +15, Bluff +15, Diplomacy +15, Escape Artist +15, Perception +12, Perform (Dance) +9, Performance (Oratory) +15, Performance (Stringed Instruments) +15, Profession (Airship Sailor) +12, Profession (Merchant) +12, Profession (Sailor) +12, Sleight of Hand +13, Swim +11.

Language Common, Auran, Elvish, Dwarven

SQ Bardic Knowledge (+4 to KS, make KS untrained), Countersong, Inspire Competence, Inspire Courage, Loremaster, Versatile Performance,

Equipment leather armor, scimitar, dagger, a light crossbow and 20 bolts, compass, maps and skyship charts, three gold rings (20gp each), a silver locket (30gp), a pouch containing 34gp, 12sp, 52 cp, a set of dice, a deck of cards and a dozen gambling markers.

Credit - Miguel F. Santiago Irizarry



Damien Anthilas

XP 25,600

Neutral, Human, Male, Sorcerer 10 (Tattooed Sorcerer), Alchemist 5

Init +9; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 17 (+4 armor, +3 deflection, +1 Dex.);**Hp** 81 (10d6+5d8+25)**Fort** +9, **Ref** +9, **Will** +12; +4 vs. poison**Resist** Fire 10**Special** protection from evil vs aberrations and R'lyeh
OFFENSE**Speed** 30 ft.**Melee** mwk dagger +9 (1d4+poison)**Ranged** bomb +9 (3d6+2 fire, DC 16)**Special Attacks** bomb 7/day (3d6+2 fire, DC 16)**Sorcerer Spells** (CL 8th, Concentration +12, +16 casting defensively)**5th** (3/day) - *teleport***4th** (5/day) - *dimension door, dimensional anchor, elemental body^{BL}***3rd** (6/day) - *dispel magic, fireball* (DC 19), *magic circle against evil, protection from energy^{BL} trial of fire & acid* (DC 19),**2nd** (7/day) - *acid arrow** (DC 18), *anti-summoning shield* (DC 18), *fog cloud, share memory* (DC 18), *scorching ray^{BL}* (DC 18)**1st** (7/day) - *burning disarm* (DC 17), *burning hands^{BL}* (DC 17), *feather fall, mage armor, memory lapse* (DC 17), *protection from evil*.**0th** (at will) - *acid splash** (DC 16), *detect magic, detect poison, light, mage hand, mending, ray of frost** (DC 16), *read magic, resistance*

* can be changed to fire energy type when cast

Alchemist Extracts Prepared (CL 5th)**2nd** (3) - *blur, invisibility, see invisibility***1st** (5) - *comprehend languages, cure light wounds, expeditious retreat, heightened awareness, shield*
STATISTICS**Str** 11, **Dex** 12, **Con** 12, **Int** 14 (18), **Wis** 12, **Cha** 18 (22)**Base Atk** +8; **CMB** +8; **CMD** 19**Feats** Brew Potion, Mage's Tattoo (Abjuration +1 CL, resistance 3/day), Throw Anything, Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Craft Ooze, Improved Initiative, Iron Will, Spell Focus (Abjuration +1 DC), Inscribe Magic Tattoo, Selective Spell (+1 level, exclude 6 targets)**Skills** Appraise +6, Bluff +12, Craft (alchemy) +22, Craft (tattoo) +17, Disable Device +9, Fly +5, Heal +6, Intimidate +8, Knowledge (arcana) +10, Knowledge**CR 15**

(local) +3, Knowledge (nature) +10, Knowledge (nobility) +3, Knowledge (planes) +10, Perception +13, Profession (Merchant) +2, Sleight of hand +5, Spellcraft +20, Survival +5, Use Magic Device +8.

Languages Common, Dwarven, Gnomish**SQ** Favoured Class bonus (1hp/level of Sorcerer), Skilled (+1 skill point/level), Bloodline (Elemental - Fire), Bloodline Arcana (energy spells can be changed to bloodline energy type), Tattoo Familiar (greensting scorpion, +4 initiative), Create Spell Tattoo (1/day), alchemy (alchemy crafting +5, identify potions), mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, swift alchemy.**Discoveries** Cognatogen (mutagen enhances mental abilities and penalizes physical), Collective memory (while using cognatogen +1/2 class level on Knowledge Skills + untrained use)**Combat Gear** *potion of cure moderate wounds* (CL 5th, 2d8+5)x2, 2 vials of memory thief poison (injury; save Fort DC 14; frequency -; effect paralyzed for 1d4 rounds; Cure 1 save; Successful save indicates staggered for 1 round. The save is Constitution based), a *spell tattoo of dimension door* (as scroll, CL 8th)**Tattoo 'Gear'** *reservoir tattoo* (generally holds *protection from energy - fire, tattoo of resistance +2* (as cloak), *tattoo of armor +4* (as bracers), *tattoo of Spell knowledge 3* (dispel magic, as per ring), *tattoo of levitation* (as boots), *tattoo of proof against detection and location* (as amulet), *tattoo of elder sign* (protection from evil vs aberrations)**Other Gear** *headband of mental prowess +4* (Int & Cha), *ring of protection +3, metamagic rod of quicken* (lesser), *metamagic rod of piercing* (lesser), *masterwork dagger*, *formula book* (contains all prepared extracts as well as the following: **1st** - *enlarge person, endure elements, disguise self, identify, jump, true strike*; **2nd** - *cure moderate wounds, detect thoughts, invisibility, resist energy, spider climb*)
TACTICS**During Combat** Damien is not a particularly combat focused, but can hold his own if needs be. His tactics for the encounter are listed above. For other situations, he will use defensive buffs (*blur, shield, and protection from energy - fire*) and use his fire magic where appropriate (ie fireball only if there is space and limited collateral damage) as well as his bombs. If he finds himself in dire straits he will use his metamagic rod of quicken to up his damage output, and always saves a spell slot or spell tattoo of dimension door to ensure an escape.**Morale** Damien will always seek to escape when the tide turns against him, until such time as the city is safe. He has sacrificed too much to waste his time on futile battles when the war remains to be won.

Side Treks

The side treks are designed to be placed in and around the main adventures as a method of exploring some of the peripheral characters and concepts that do not have a direct requirement in the main plot, but will add depth or detail to the ongoing campaign. It is up to you to decide if these side treks add value or not to your table.

All the Side Treks are designed for character levels 6-8, though they can be easily adjusted as the GM sees fit.

Airship Issues

This side trek occurs when the characters are at the PTC airdocks, and they must foil a theft of one of the few remaining airships in the city. It allows for more interaction with Octavio 'Tavo' Velderve, and is a fun, swashbuckling encounter. It must be run just before or after Seeking Silver, and while it has no direct impact on the main story, the characters may secure the Emerald Vision for the ultimate/penultimate combat of the campaign.

Bank Heist

This side trek sees the characters called upon by Radiant Soul to help foil a robbery at the Vault, where one of the Machine pieces is stored. While it is unlikely they will succeed - though not impossible - they will receive an item critical to saving Eiria Valdorn later in the campaign, if they wish to do so.

Beneath the Waves

This side trek takes the characters on a short trip out into the ocean, chasing a sunken treasure. It offers meaningful interaction with a campaign NPC of your choice, and offers the opportunity to seed in a powerful - if very focussed - magical item. Nothing in this side trek affects the main plot, and it can be run at any time.

Lost Souls (A Cold Day in Hell)

This side trek sees the characters enter the 9 Hells to retrieve the soul of a dragon traded to a devil. It offers a deeper interaction with Silvira the silver dragon, and while it doesn't affect the main plot directly, it rewards characters with the ability to summon her for assistance once. This is a powerful boon.

Be warned! The final encounter as the heroes try to leave Hell might be particularly punishing - but Hell is not a place one leaves easily.

Airship Issues

The Emerald Vision is an airship of limited quality, but it is the pride and joy of Captain Octavio 'Tavo' Velderve, a dashing (in his estimation) rake of the skies. Acquired in a series of trades, Tavo dotes on the ship, which has seen better days. He is always seeking to improve and upgrade the vessel, and takes on various jobs and schemes in order to make quick money. Unfortunately, as often as not, the ship takes damage or breaks in some way, and Tavo never really seems to get ahead - just keeps the Emerald Vision in flying condition by repairing things as they break.

Tavo's dubious choices and even more dubious luck have once again caught up with him, as a criminal gang have decided to take 'what he owes them' by stealing his ship.

Hook: The heroes are seeking to embark on a new journey (such as the beginning of **Seeking Silver**) or are returning from a voyage (such as the end of **Seeking Silver**), and are on the Skydock in the PTC compound near the ship, having just disembarked or are negotiating to embark.

You stand on the skydock at the PTC, wind whipping at you, fighting the ever present vertigo you get being hundreds of feet into the air. Captain Octavio stands nearby, animatedly discussing weather conditions and recounting a tale of dashing heroics while PTC dockhands move crates and containers between the ship and platform by hand and using cranes.

Suddenly there is a shout and the dockhands begin running onto the ship en masse, while several brandishing weapons close on you and the Captain.

There are 2 thugs per character, and two for Tavo.

Thugs (X) - Hp - 16

While the heroes fight those on the platform, the rest of the 'dockhands' attack the crew on the Emerald Vision (skeleton crew - as they have either mostly disembarked or not yet embarked) and try to cast off the ship. It takes mere moments for them to begin to get underway, as those already in the hold take the bridge immediately. On the round that the first character reaches the ship it is already pulling away, around 10-20 feet from the dock. This leaves the characters with few options if they wish to assist;

- Heroes can take a running leap at the ship as it is pulling away, requiring a DC 15 Strength check to land on the deck. If failed by 5 or less, they miss the deck but catch in the netting strung down near the sails (which are on the side of the ship). Failure by more than 5 and they fall, landing on a dock 50 feet below, and taking 5d6 falling damage.
- Heroes can grab the ropes hanging from the cranes, freeing them with a quick slash from a knife and swinging across onto the ship. This requires a DC 15 Acrobatics check, with success landing them on the deck location of their choice. Failure by less than 5 deposits them on a random deck location or in the balloon rigging. Failure by more than five sees them miss the deck and swing back to the platform.
- Heroes can commandeer one or more of the airskiffs - small 2 man 'emergency' airships that the PTC keep tied to the docks. Piloting requires a DC 12 Profession (Airship Sailor) or Wisdom check to maneuver correctly. Failure by less than 5 means the skiff can move at ½ speed. Failure by more than 5 means the skiff sits idle, floating 20 feet in a random direction for the round.
- Any other course of action they would like to take.

The thugs are distributed as set up on the tactical map. Reaching the bridge - which is in a sealed cabin - is likely to take the heroes some time. On the second round after the ship takes off, a second wave of thugs reaches the platform from below (they were taking care of the PTC guards) and either engage remaining heroes on the docks, or take skiffs to chase and join up with the Emerald Vision.

The bridge is held by the gang leader (**assassin**) and his two lieutenants (**bruisers**).

The heroes can storm the bridge or otherwise disable the ship (damage the rigging or balloon for example) to force the leaders up on deck, though Tavo will strongly object to the latter.

Assassin - Hp - 61
Bruiser (2) - Hp - 42
Thugs (8) - Hp - 16

Conclusion

Regardless of the outcome, Captain Tavo is extremely grateful for the intervention of the characters, declares

Swashing the Buckles

This is intended to be a very dynamic and cinematic combat. Chases, escapes, boarding, counter-boarding, crashing, and so forth are all on the table. You should consider allowing just about any daring plan a chance of success, and make the characters feel like real heroes.

Some suggestions for drama include;

- A skiff tangles with the Emerald Vision rigging, or another skiff
- Fire begins on the deck, rigging or sails of the Emerald Vision
- The ships are required to dodge through the peaks of the buildings of Anduria, or under high story overpasses and bridges.
- A hyppogriff courier flies up to see what is happening and gets caught in the action

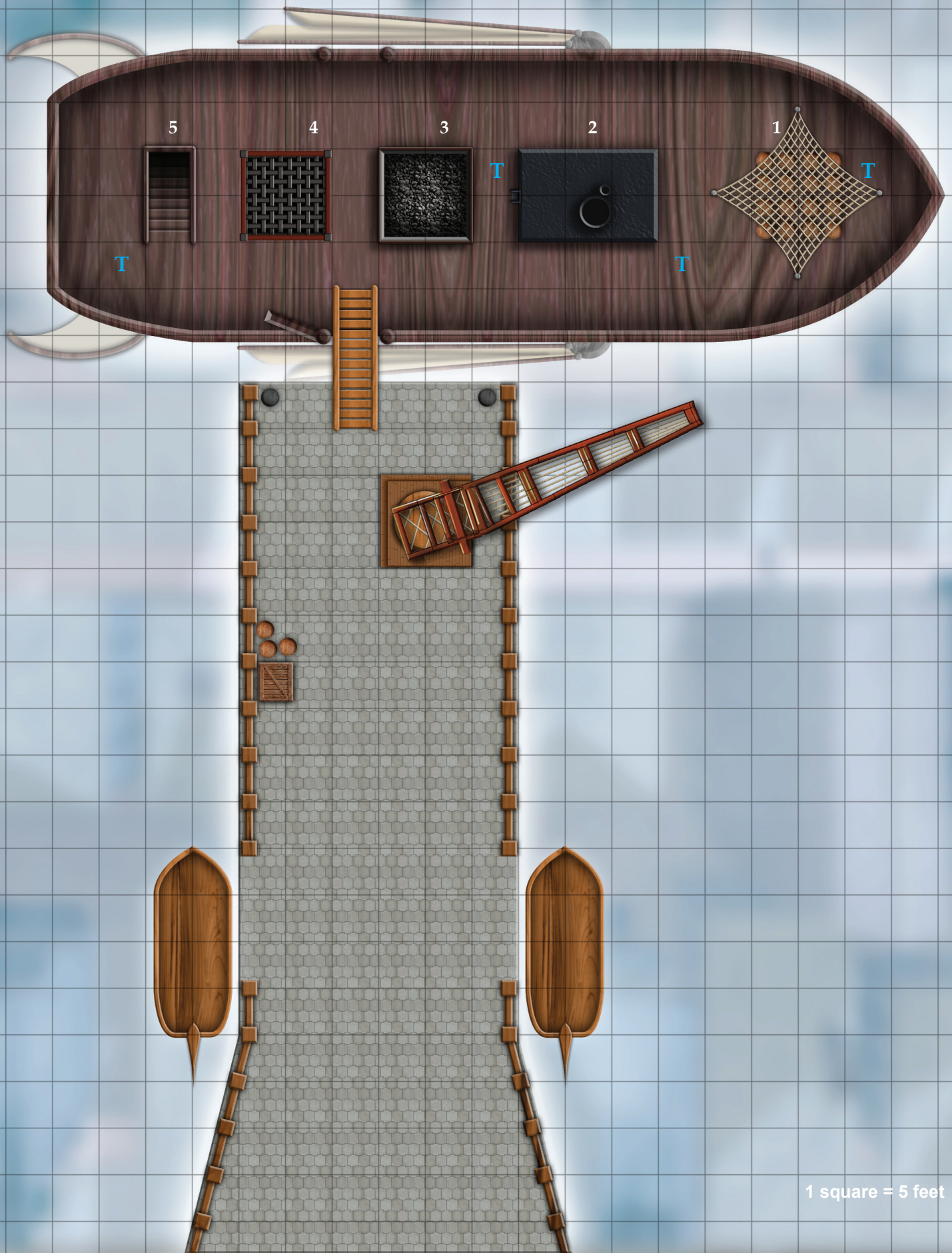
Falling and Crashing

The travel section of **A Simple Job** has a few excellent ways of dealing with falling and crashing in non-lethal ways. See page 21 of that book.

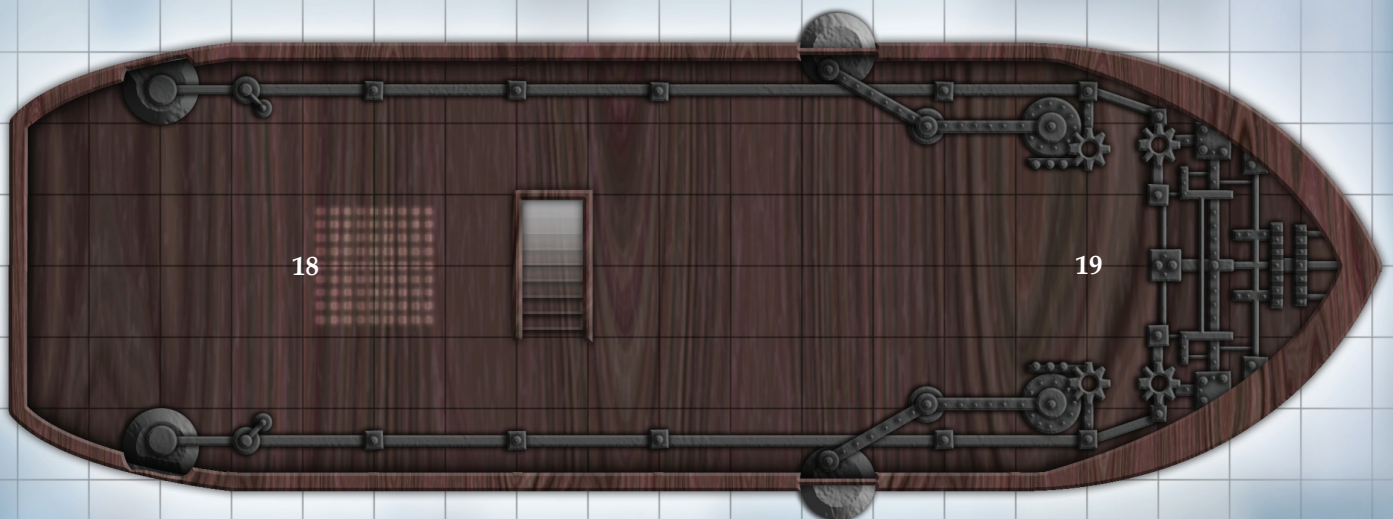
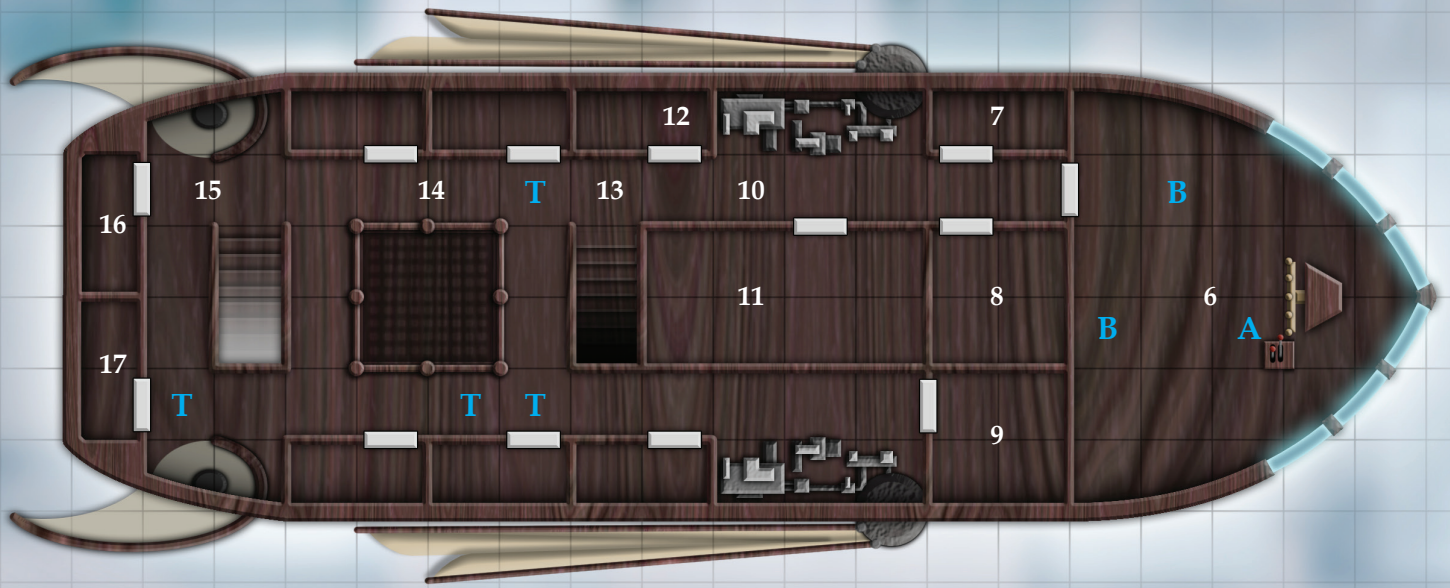
them to be family and even includes them and their role (down-played) in his epic retelling of the time he foiled hijackers of his ship.

Assuming the Emerald Vision remains intact, they are always welcome aboard his ship, and he'll happily transport them wherever they desire to go at a 5% discount.

On a more serious note, the heroes have made a lifelong contact and ally, who will come to their aid if called - which may have a significant influence on the final adventure - **Doors Best Left Closed**.



1 square = 5 feet



1 square = 5 feet

The Emerald Vision keyed areas

1. Water barrel storage for the boiler
2. The boiler (Hardness 8, Hp 60, Break DC 25). Damage to the boiler vents scalding steam in a 10 foot radius around the damage point dealing 2d6 fire damage to creatures. The steam lasts 1d4 rounds.
3. Coal bin
4. The cargo hatch
5. Stairs to the lower deck
6. The bridge, which holds the steering wheel and controls (a combination of altering the wing position and the tail fins). The steering mechanisms are fragile (Hp 20). The door is sturdy and can be barred from the inside (Hardness 5, Hp 20, Break DC 23) and the windows are reinforced (Hardness 6, Hp 40, Break DC 26).
7. General stores - tools, kitchen implements, foodstuffs, hammocks spare clothing etc.
8. Chart Room - this room has a table nailed to the floor, covered in numerous maps and charts.
9. Captain's Quarters - spartan quarters with a bed, locker, dresser and a full length mirror. There is 250gp in a pouch under a loose board (DC 18 Perception to discover)
10. Wing machinery (Hardness 6, Hp 40, DC 15 Disable Device to jam, Break DC 28). Open to the deck, anyone falling in while in operation takes 2d6 slashing and 2d6 bludgeoning damage.
11. The Galley has a large table and benches (nailed down) and a stove with cooking supplies.
12. Cabins - fitted with hammocks can hold up to 3 people.
13. Stairs down to hold
14. Open cargo access - rails keep the crew from falling.
15. Tail fins (Hardness 6, Hp 40, DC 15 Disable Device to jam, Break DC 28).
16. Sail hold - extra sails and sail/balloon repair equipment.
17. Brig - this cabin has a reinforced lockable door (Hardness 8, Hp 40, DC 25 Disable Device to open, Break DC 30).
18. Hold - cargo space and currently storing extra balloon and machine parts.
19. Steerage Machinery (Hardness 6, Hp 40, DC 15 Disable Device to jam, Break DC 28). Open to the deck, anyone falling in while in operation takes 3d6 slashing and 3d6 bludgeoning damage.

Airship and Airskiff Statistics

While Airships have generally similar statistics, each will be slightly different. The Emerald Vision is fairly large, but average for its type, and a little on the shabby side.

The Emerald Vision

Colossal air vehicle

Squares 105 (30ft. by 90ft.); **Cost** 40,000gp

DEFENCE

AC 2; **Hardness** 5

Hp 1,575 (787)

Base Save +0

OFFENCE

Maximum Speed 100ft.; **Acceleration** 30ft.

Attack ram 8d8

CMB +8; **CMD** 18

DRIVE

Propulsion current (air; 120 squares of dirigible, hp 450)

Driving Check Profession (airship sailor)

Forward Facing the ship's forward

Driving Device Steering Wheel (AC 10, hp 25, hard 5)

Driving Space 9 squares around the wheel

Crew 2

Decks 3

Cargo Up to 40 tones or 130 passengers

Airskiff

Large air vehicle

Squares 8 (10ft. by 20ft.); **Cost** 2,000gp

DEFENCE

AC 9; **Hardness** 5

Hp 120 (59)

Base Save +0

OFFENCE

Maximum Speed 120ft.; **Acceleration** 40ft.

Attack ram 1d8

CMB +1; **CMD** 11

DRIVE

Propulsion current (air; 12 squares of dirigible, hp 45)

Driving Check Profession (airship sailor)

Forward Facing the ship's forward

Driving Device Rudder (AC 10, hp 25, hard 5)

Driving Space 2 squares in front of rudder

Crew 0

Decks 1

Cargo Up to 1 ton or 7 passengers

Assassin

XP 4800

Human rogue 9

LE Medium humanoid (human)

Init +8; Senses Perception +12**DEFENSE****AC** 19, touch 14, flat-footed 15 (+5 armor, +4 dex)**Hp** 61 (9d8+18)**Fort** +5, **Ref** +10, **Will** +3**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3**OFFENSE****Speed** 30 ft.**Melee** +1 rapier +11/+6 (1d6+1 18-20/x2) or dagger +10/+5 (1d4 19-20/x2)**Ranged** dagger +10/+5 (1d4 19-20/x2)**Special Attacks** sneak attack +5d6**STATISTICS****Str** 10, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 14**Base Atk** +6, **CMB** +10 (+14 disarm), **CMD** 20 (+22 disarm)**Feats** Agile Maneuvers, Combat Expertise, Deceitful, Greater Disarm, Improved Disarm, Improved Initiative, Weapon Finesse**Skills** Acrobatics +16, Bluff +16, Diplomacy +14, Disable Device +16, Disguise +16, Perception +12, Sense Motive +11, Sleight of Hand +16, Stealth +16**Language** Common, Dwarven, Elven**SQ** rogue talents (bleeding attack +5, finesse rogue, quick disable, surprise attack), trapfinding +4**Combat gear** *potion of cure moderate wounds, potion of invisibility, potion of displacement***Other Gear** +2 studded leather, +1 rapier, hat of disguise, dagger (3), thieves tools, 300gp**CR 8**

19-20/x2)

Ranged light crossbow +5 (1d8 19-20/x2)**STATISTICS****Str** 16, **Dex** 13, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8**Base Atk** +4, **CMB** +7, **CMD** 19**Feats** Dodge, Iron Will, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub)**Skills** Climb +8, Knowledge (Local) +5, Intimidate +6, Swim +8**Language** Common, Dwarven**Combat gear** none**Other Gear** greatclub, dagger (2), light crossbow, 20 bolts, leather armor**Thug**

XP 400

Human rogue 2

LE Medium humanoid (human)

Init +3; Senses Perception +6**DEFENSE****AC** 15, touch 13, flat-footed 12 (+2 armor, +3 dex)**Hp** 16 (2d8+4)**Fort** +2, **Ref** +6, **Will** +1**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft.**Melee** mwk shortsword +5 (1d6+1 19-20/x2) or dagger +4 (1d4+1 19-20/x2)**Ranged** light crossbow +4 (1d8 19-20/x2)**Special Attacks** sneak attack +1d6**STATISTICS****Str** 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1, **CMB** +2, **CMD** 15**Feats** Combat Reflexes, Weapon Finesse**Skills** Acrobatics +8, Bluff +4, Climb +6, Disable Device +8, Intimidate +4, Perception +6, Sleight of Hand +8, Stealth +8**Language** Common**SQ** rogue talents (bleeding attack +1), trapfinding +1**Combat gear** none**Other Gear** mwk shortsword, dagger (2), light crossbow, 20 bolts, leather armor**CR 1****Bruiser**

XP 800

Human fighter 4

NE Medium humanoid (human)

Init +5; Senses Perception +1**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 armor, +1 dex, +1 dodge)**Hp** 42 (4d10+16)**Fort** +7, **Ref** +2, **Will** +4; +1 vs Fear**Defensive Abilities** armor training +1, bravery +1**OFFENSE****Speed** 30 ft.**Melee** +8 greatclub (1d10+12 20/x2) or dagger +7 (1d4+3**CR 3**

Bank Heist

This side trek has actual implications for the adventure path. If not played, this event still takes place “off screen” because it re-introduces the method by which Eiria can be separated from the Echo of Faith – the *horn of shackle breaking*.

It is highly recommended that you run this Side trek, but if you do not, the conclusion is that the Watch are able to enter the vault and interrupt the heist, the villains get away with any Machine fragments, but the horn is left in the aftermath and collected by the Watch. The characters will then get access to it in the final adventure – **Doors Best Left Closed**.

Hook: The characters may start wherever they like in the city, though it is preferable that they are together, or within easy contactable reach. Radiant Soul contacts one of them via a *sending* spell (on scroll), to inform them she is at the Vault in the Noble’s Ward, which is being attacked and possibly robbed.

You are going about your day when suddenly a voice sounds in your head – alarmed but controlled.

“The Vault in Nobles Ward is being attacked. The Watch are overwhelmed. There are Machine artefacts being stored here that are at risk. Hurry!”.

The message cuts off as abruptly as it started. You recognise the voice as that of Radiant Soul.

The hero contacted automatically knows they can reply in kind with up to 25 words, but there is no time to consult any other players. Heroes proficient in Knowledge (arcana) can make a check at DC 15 to recognise the *sending* spell. Anyone who can cast the spell recognizes it instantly.

Assuming the party intends to help, they will still need to reach the Vault. For event purposes the following encounter takes place when the characters get there regardless of method or time taken (instant teleport vs mundane travel) assuming they are no more than an hour or two away. If they rest, delay etc have them arrive after the event, the action over, machine parts gone and the Horn in Watch custody. Radiant Soul can fill in the details.

Arrival

The vault is situated on the main thoroughfare in the Nobles Ward, connecting the ward with Both The Council Ward and the Retreat. The wide avenue allows for clear traffic, though it is currently jammed with fleeing citizens and gawking onlookers. Ahead, near the white marble edifice that is the Vault, the Watch face off against a half a dozen elementals of various types. You also see Radiant Soul desperately evading the attacks of a multiheaded hydra bent on devouring her.

There are dozens of dead or dying Watchmen and citizens nearby, but the nosy public cannot help but gawk at the spectacle from a less than safe proximity. If the heroes don’t intervene quickly the toll could be significant.

Hydra - Hp - 47

Air Elemental (Large) - Hp - 68

Earth Elemental, (Medium) - Hp - 34

Fire Elemental (Large) - Hp - 60

Water Elemental (2 Medium) - Hp - 30

Watchman (16) - Hp - 14

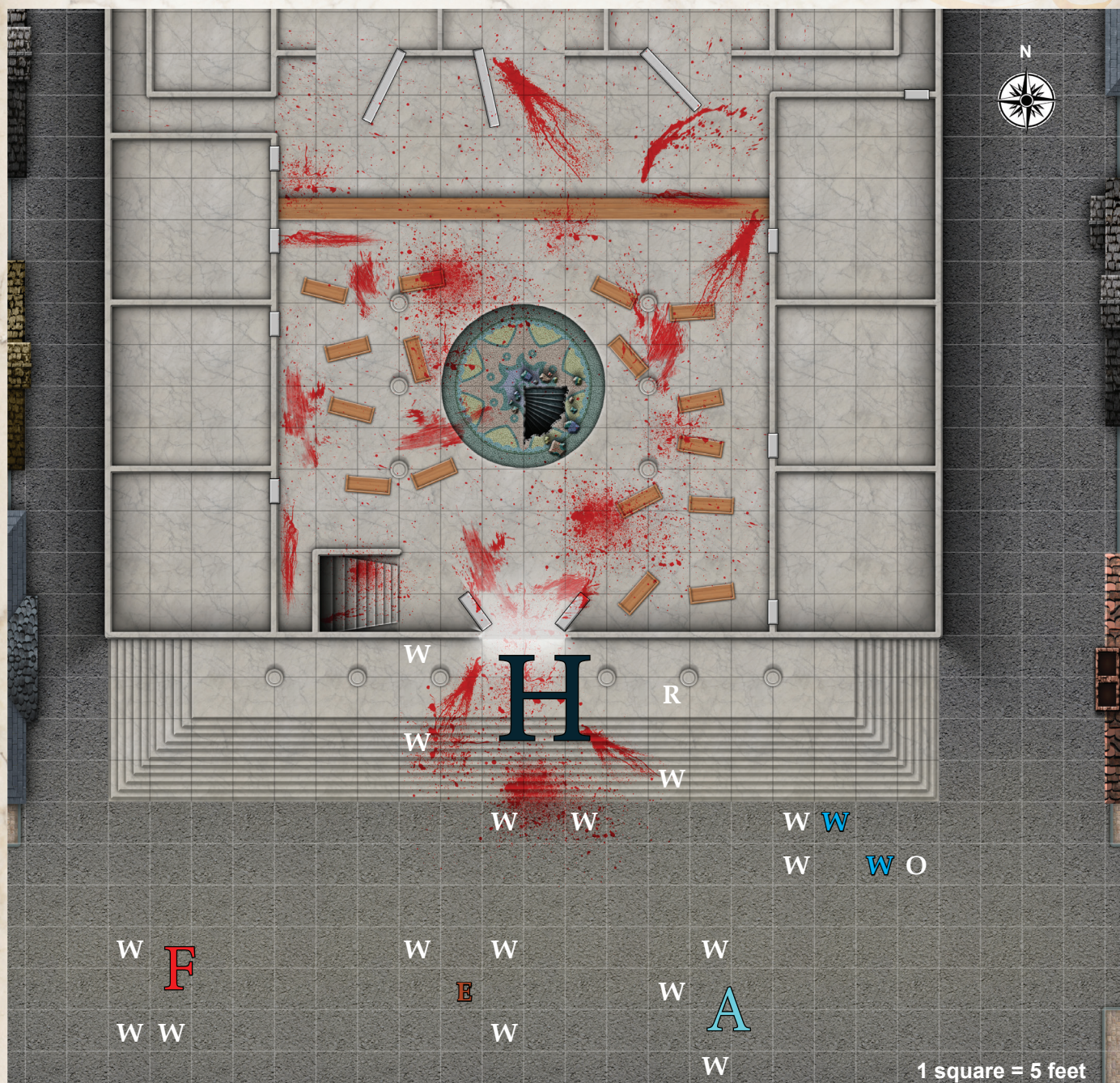
Watch Officer - Hp - 24

In the aftermath of the fight, Radiant Soul and the Watch Officer approach the heroes. If the characters have Watch approved status she is eager for their help. If not, she reluctantly agrees to ‘look the other way’ because the watch are clearly outmatched.

Radiant Soul (and the officer) tell the characters what they know. They were in the area and/or talked to witnesses to discover a band of strange deranged people entered the vault and began slaying guards. They blew a horn, which seemed to open all the doors and lockers, then forced their way through the floor seal (a magical lock into the deeper Vaults) and proceeded into the lower levels – where the really. A second blast was heard and the elementals and the hydra burst forth.

Radiant Soul is willing to accompany the characters while the Watch restore order and care for the wounded until backup arrives. If the heroes do not have Watch affiliation the captain tells them she can only stall until she is relieved by a superior officer – and given that this is the city treasury, she expects that will happen soon.

While Radiant Soul will assist, she has ulterior motives for going along (see **Vault of Secrets** below).



Entering the Vault

Beyond the sundered doors is a scene of carnage. The white marble floor is littered with bodies, and the columns and walls splashed with blood. Beyond the main waiting area, you see the secure day vaults open and stacks of gold coins and bars are free for the taking. There is no sign of the robbers, but a section of stone mosaic in the centre of the floor has been torn up, revealing a set of stairs into darkness below.

It should be clear from the accessible gold that the robbers aren't merely after money. Most of the dead are Vault Guards (armored in gold gilded Full Plate), but there are some citizens and workers among them too. There are also the bodies of seven scarred warriors dressed in rags and carrying an assortment of weapons amongst the corpses. If the characters take the time to look around they may find (with a DC 18 Perception check) a single terrified staff member - Wesley - hiding

behind the service counters. If assured of his safety he can recount the following;

- Over two dozen dishevelled berserkers entered and started slaughtering guards without a word. They ignored injuries that should have felled a man and swarmed the defenders.
- Their leader, a larger, more intelligent looking warrior directed one of the others to blow a horn, which opened everything and set the first elementals loose from the Deep Vault wards. They killed a couple, while the others escaped outside, free of their confines.
- The men then tore up the floor with picks to circumvent the mechanism traps (despite the fact that the mechanism was unlocked now).
- A second horn blast was heard and more elementals and the hydra came forth not long after
- The Vault defences include magically bound monsters and wards fuelled by bound elementals. These seem to fail under the horn blasts.

The Deep Vaults

The spiralling stairs descend a hundred feet down into a large chamber with several wings leading off. The body of a strange serpent like creature lies in the centre of the room, surrounded by the corpses of more scarred warriors, five in all. Puddles of water, scorch marks and piles of stone rubble indicate where more elementals met their end as well. The sounds of fighting can be heard from one of the passages.

As you descent however, you are struck with a physical sickness, like your insides are trying to crawl away. The twisting, writhing, wriggling sensation fills you with pain and disgust, threatening to overwhelm you.

The sensation is the influence of the Machine artefact beginning to take its toll. With the wards down it is spreading rapidly. Each hero must make a DC 16 Constitution saving throw or suffer the poisoned condition. This cannot be alleviated until they move beyond the influence of the Machine part, which for now is confined to the vault.

The fighting is the remaining berserker servants of the Echo fighting with the final guardian – a bound (now unbound) demon. If the characters advance to the wing they see the following;

The vault halls are splashed with blood and body parts, and strange pulsating lumps of flesh the size of a man, but not identifiable as such. All the individual strongroom doors stand ajar, but only the one at the end holds your interest. A green-grey radiance emerges from the safe, and with it the strange sickening emanations. Outlined in the light are three men fighting a demonic creature. As you watch the demon falls, its body dissolving into a smoking pile of ash. The men are horribly scarred like the rest, but their flesh is also warped, hanging oddly and limbs bending at unnatural angles. Two remain to guard the door while the third disappears from sight within.

The Machine artefact within the last vault could be called the *Warp Rod*, as it appears as a piston of twisted pink metal around 4 feet in length, with strange, asymmetric connections at either end. It also warps material by its presence, starting with the weakest substance – flesh. The corridor is 60 feet long. As the heroes enter, and every minute they spend within 70 feet of the Rod (the vault is 10 feet deep) must make a DC 18 Fortitude saving throw or suffer the poisoned condition and roll on the table below. Each successive failure adds a cumulative +1 to the effect roll.

Roll

(1d10) Warp Effect

- | | |
|-----|--|
| 1-2 | Cosmetic warping – you physically change but are not impeded. |
| 3 | Hand warp – cannot undertake fine manipulation skills |
| 4 | Foot warp – Speed reduced by 10 feet |
| 5 | Twisted arms – cannot make attacks or skill checks that require the use of arms |
| 6 | Twisted legs – speed reduced by half |
| 7 | Ears become malformed – you gain the deafened condition. |
| 8 | Mouth closes over – you cannot speak or eat |
| 9 | Eyes melt – you gain the blinded condition. |
| 10 | Brain mutation – you lose the ability to cast spells, maintain concentration, and your Intelligence and Wisdom scores are halved |
| 11 | Bones dissolve – you gain the helpless condition. |
| 12 | Massive physical mutation – you die. |

Touching the Rod directly seals a creature's fate. No saving throw is allowed. The creature's body begins to wither and blacken. Within 1d4 minutes the creature dies, its body disintegrating.



The effects of the Rod are permanent while in the area of influence. Once a creature leaves the Rod's influence area, the warping (short of death) can be cured with a *restoration* (or *greater restoration*), *regeneration*, *heal* or similar spell or effect. Nothing short of a *wish* can halt or restore a creature who has touched the Rod.

The heroes have barely a moment to act, roll initiative if they wish to do so. The lead berserker, slightly more intelligent and resilient than the rest has a *helm of teleportation*. The leader retrieves the Rod on the first round and teleports away on the second. The berserkers at the door seek to bar passage at the cost of their lives. If they are somehow taken alive they will be found to be tongueless and so insane that questioning reveals no information of use. Their extended proximity to the Machine means they are incurable by magic short of a wish. If the leader is somehow stopped, the characters must deal with the now released Rod. If they retreat, the Echo – who watches proceedings through an arcane eye – hatches a plot to steal it via other servants or from wherever it is secured after this. The chaos and disruption

provides ample opportunities, though the exact method is up to the GM and events of the game.

In its haste to get the Rod, the leader has dropped the *horn of shackle breaking*, which the characters can retrieve.

Berserkers (3) - Hp - 86

Vault of Secrets

While the heroes seek to stop the theft of the Rod, Radiant Soul does not go with them. Instead she seizes the opportunity to enter some of the vaults held by the noble houses and rifles their possessions, seeking their secrets. If the heroes catch her at this she is completely unapologetic, claiming “Crises come and go, but this is a unique opportunity to uncover some of Anduria's most enduring secrets”. She will not fight the characters if they strenuously object, but she will try to convince them to join in. She will not take anything, but does wish to peruse the contents before the authorities arrive. If the heroes agree and indulge, roll once for each person

searching, adding their Intelligence modifier to the score. Any doubles of 15-20 are rerolled. Anyone with an appropriate Profession (clerk, criminal, lawyer) gets a bonus to the roll equal to their skill modifier. Anyone looking for a specific vault that is listed may choose that if their role equals or exceeds that entry (ie anyone looking for the Armatine family vault may discover it on a roll of 15 or higher instead of their roll result).

Roll

(1d20) Secret

- 1-14 Nothing interesting uncovered
- 15 Armatine family - There are a number of ancient damaged scrolls here that set the family lineage. While not proof, it appears their legitimacy is indeed authentic (see Campaign Guide pg 68)
- 16 Grandling family - ancient portraits and several journals/memoirs are discovered indicating that their ancestor is an imposter - this could expose them and revoke their noble status (see Campaign Guide pg 68).
- 17 Holbard family - A scrap of a dress and bones of a long dead woman can be found in a locker in the vault here, lacking any context.
- 18 Olantyr family - An Atrekas greensteel rapier can be found in this vault. No members of the Olantyr family have even been gifted an Atrekas blade, but it matches the likeness of one lost by a scion of the Corralles house 21 years ago.
- 19 Mystery - no obvious owner connection, but is filled with all sorts of ancient artefacts of old Anduria, including quite a few relics of the Aether age, such as religious iconography. Nothing is magical, but it is priceless.
- 20 Seekers of Asmodeus - This safe is filled with the trappings of the Seekers, from religious icons, tapestries and altar cloths, holy symbols and so on. There is also a small chest with the following items - a carved bone whistle, a signet ring bearing a raven, a silver dagger crusted with dried blood and a broken sickle. None of the items are magical. These items belonged to the adventurers who sought to slay Aether, and were present in the moment the Echo slew him. The Seekers recovered them over the centuries on their quest to find Aether's soul, but could not figure out their connection. If the characters take these they will have significance in the last two adventures.

Conclusion

If the *Warp Rod* is teleported away, the warp effect ends and any lingering conditions can be dealt with if the characters have the means. If they do foil the robbery it is likely they will have to retreat in the short term or face death.

The Watch reinforcements, complete with specialist wizards and a few ex-healing Hands healers, arrive within 6-10 minutes (1d4+5), and can assist with spellcasting and containment if needed. If the Rod is still present, they contain it in a Vault field container (a portable warded box) that survived by being stored away from the vaults, and proceed to transport it to an undisclosed location (the basements under the Guild of Civil Defence fortress on the breakwaters outside the city).

The heroes can acquire the *horn of shackle breaking* from the vault, but if they do not, Radiant Soul contrives a way to either take it, or bargain for it from the Watchmen who collect it.

Characters who are not affiliated with the Watch who are caught in the Vault when the reinforcements arrive are arrested and taken to Guildmaster Wingate, who once again makes the offer of employment. Those that refuse are charged with obstruction of justice and placed in holding for 14 days before being set loose with a FINAL warning that the next act of vigilantism will be prosecuted fully. If the heroes engage a lawyer (See Quintus under NPC Gallery) they can be released from holding within 24 hours, but will be advised that the guildmaster's threat is very real.

Finally, if the campaign is using an optional Reputation rules system, heroes seen to be defending the populous from the hydra and elementals should see an increase in their reputation standing.

Radiant Soul

CR 12¹

XP 12,800

Neutral, Aasimar (outsider, native), Female, Bard 12th

Init +8; Senses Darkvision 60; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+1 armour, +2 deflection, +3 dex)

Hp 66 (12d8+12)

Fort +10, Ref +14, Will +14; +4 vs bardic performance,

language-dependent, and sonic

Defensive abilities 50% chance to negate crits **Immune** Magic missiles (89 hp worth), detect thoughts, discern lies and attempts to magically discern alignment Resist 5 acid, cold & electricity

OFFENSE

Speed 30 ft; Fly 30 ft (Average)

Melee dagger +9/+4 (1d4 /19-20)

Ranged dagger +12 (1d4 /19-20)

Special Attacks bardic performance 33 rounds/day as move action (countersong, distraction, fascinate (at 14th level, Will DC 24), inspire competence +4, inspire courage +3, suggestion (to fascinated creatures, Will DC 23), dirge of doom (enemies within 30' become shaken), Inspire greatness (2 allies), Soothing performance.

Bard Spells Known (CL 12th; concentration +19)

4th (4/day)— *dimension door*, *dominate person* (DC 21), *modify memory* (DC 21), *song of healing*

3rd (6/day)— *charm monster* (DC 20), *dispel magic*, *seek thoughts* (DC 20) *screaming* (DC 20)

2nd (7/day)— *anonymous interaction* (DC 19), *calm emotions* (DC 19), *detect thoughts* (DC 19), *distressing tone* (DC 15), *invisibility*

1st (7/day)— *adjuring step*, *charm person* (DC 18), *comprehend languages*, *confusion*, *lesser* (DC 18), *identify*, *unnatural lust* (DC 18)

0th (at will)— *daze*, *detect magic*, *light*, *mage hand*, *open/close*, *read magic*

Spell-like ability (Sp): *daylight* 1/day (CL 12th)

STATISTICS

Str 10, **Dex** 12 (16), **Con** 13, **Int** 13 (17), **Wis** 12, **Cha** 20 (24)

Base Atk +9/+4, **CMB** +9, **CMD** 22

Feats Angelic Blood, Angel Wings, Craft Wand, Improved Initiative, Iron Will, Great Fortitude

Skills Acrobatics +7 (+22)*, Appraise +6, Bluff +11 (+22)*, Diplomacy +11 (+22)*, Fly +7 (+22)*, Intimidate +11, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +15, Knowledge (Engineering) +15, Knowledge (Geography) +15, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +15, Knowledge (Nobility) +15, Knowledge (Planes) +15, Knowledge (Religion) +15, Linguistics +5, Perception +6, Perform (Oratory, Sing and Dance) +22, Profession (Courtesan) +6, Sense Motive +5 (+22)*, Spellcraft +10, Use Magic Device +11.

Language Common, Celestial, Elven, Dwarven, Halfling, Abyssal, Draconic

SQ Angelic Blood (+2 bonus saves vs 'evil' spells, +2 Con to stabilize, bleed or blood drain causes 1 damage

to adjacent evil or undead creatures), Favoured Class option (+2 level to Fascinate Bardic Performance), bardic knowledge +6, lore master 2/day, versatile performance; oratory (Diplomacy, Sense motive), sing (Bluff, Sense Motive) and dance (Acrobatics, Fly), Jack of All trades (can use any skill untrained)

Combat gear *wand of distressing tone* (CL 12th 50ch), *wand of calm emotions* (CL 12th 50ch)

Other Gear¹ masterwork dagger, bracers of armour +1 (moderate fortification), cloak of resistance +3, ring of protection +2, ring of mind shielding, headband of mental prowess +4 (Int/Cha), belt of incredible dexterity +4, brooch of shielding (89hp remain), spectacles of understanding, 200 gp TACTICS

During Combat Radiant Soul will try to avoid combat (*invisibility*) or disable attackers (cast or use *wand of distressing tone*, *wand of calm emotions*). If the opponent/s prove to be formidable she will seek to charm or dominate the most powerful.

Morale Radiant Soul will fight until reaching 1/4 hp, and then they will seek to flee using *dimension door*.

¹ Radiant Soul has equipment to the value of a PC of 12th level, thus has her CR raised by 1

* skill modified by versatile performance.

Watchman

XP 135

Human Warrior 2

LE Medium humanoid (human)

Init +0; Senses Perception +2

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

Hp 14 (2d10+3)

Fort +3, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+1 19-20/x2) or Sap +3 (1d6+1 nonlethal)

Ranged light crossbow +2 (1d8 19-20/x2)

STATISTICS

Str 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2, **CMB** +3, **CMD** 13

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Profession (watchman) +5

Language Common

Combat gear none

Other Gear longsword, sap, light crossbow, 20 bolts, chainmail armor, lantern.

CR 1/3

Watch Officer

XP 600

Human Fighter 3

LE Medium humanoid (human)

Init +4; Senses Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

Hp 24 (3d10+8)

Fort +5, **Ref** +1, **Will** +2 (+1 vs fear)

OFFENSE

Speed 30 ft.

Melee longsword +6 (1d8+2 19-20/x2) or Sap +5 (1d6+1 nonlethal)

Ranged light crossbow +4 (1d8 19-20/x2)

STATISTICS

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

Base Atk +3, **CMB** +5, **CMD** 14

Feats Improved Initiative, Toughness, Weapon Focus (longsword & light crossbow) Greater Weapon Focus (heavy mace)

Skills Intimidate +6, Perception +7, Profession (watchman) +7

Language Common

Combat gear none

Other Gear longsword, sap, light crossbow, 20 bolts, chainmail armor, lantern

CR 2

Attack, Weapon Focus (greataxe)

Skills Climb +15, Intimidate +7, Perception +12, Swim +15

Language Common

Combat gear none

Other Gear greataxe, chainmail

Base Statistics when not raging, statistics are;

AC 18; **Hp** 78; **Fort** +7, **Will** +6; **Melee** greataxe +11/+6 (1d12+4 /x3) or **PA** +9/+4 (1d12+10 /x3); **Str** 16, **Con** 14; **CMB** +10, **CMD** 22; **Skills** Climb +13, **Swim** +13

Horn of Shackle Breaking

Wondrous Item, minor artifact

Slot none; **CL** 20; **Weight** 1 lbs.; **Aura** strong abjuration

This horn is made of carved ivory, with a silver mouthpiece and silver edging at the apex. A white leather strap is attached to either end via a silver clip.

Properties of the Horn. When blown, all bindings (magical or mundane) that trap, confine, restrain or otherwise hold any creatures within 60 feet are automatically undone. Locks unlock, shackles slip off, doors open, magical wards are erased and so forth.

Creatures that are under magical control, charm or compulsions are automatically granted another saving throw (as per the original effect) or the effect is subject to a *dispel magic* effect (CL 20) if it does not ordinarily offer a save.

Any creatures that are currently possessing another creature are automatically ejected from their host, and are barred from repossessing or exerting influence over the victim for 1 minute.

The Horn can only ever be blown once by any given creature. Further attempts result in no sound or effect being emitted by the horn, and the user becomes *silenced* (as per the spell) for 24 hours. The silence effects only the user, and cannot be dispelled or counteracted short of another artifact or wish.

Destroying the Horn. The horn must be blown by a single creature at dawn each day for a year (effectively *silencing* the creature for a year). On the last day, the horn shatters forever.

Berserker

XP 2,400

Human Barbarian 7

CN Medium humanoid (human)

Init +6; Senses Perception +11

DEFENSE

AC 16, touch 10, flat-footed 14 (+6 armor, +2 Dex, -2 Rage)

Hp 86 (7d12+35)

Fort +9, **Ref** +4, **Will** +8

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

OFFENSE

Speed 40 ft.

Melee greataxe +13/+8 (1d12+7 /x3) or **PA** +11/+6 (1d12+13 /x3)

Special Attacks Rage (18 rounds/day), rage powers - guarded stance (+2 dodge vs. melee), powerful blow +2, surprise accuracy +2

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +7, **CMB** +12, **CMD** 24

Feats Cleave, Improved Initiative, Iron Will, Power

CR 6

Beneath the Waves

Hook - The heroes are approached by an NPC with an interesting proposition for them. A swan figurehead has been found out in the waves beyond the bay by a passing merchantman. Kept as an interesting souvenir, the ship's captain is an acquaintance of a campaign NPC (Duran the merchant is the most likely, but might also include James, or another NPC of choice). The captain showed the find to the NPC.

Alternatively Lucious has overheard a pair of captains discussing the find in a taproom, and made some discrete enquires. After plying the man with a few drinks, he got a look at the figurehead.

The NPC recalls stories from his youth of a great hero and monster slayer in the region, Drexel the Bold. Drexel is a well known figure in children's tales, and while there is little evidence of the man being a real life figure, the stories have become quite common. There are many tales of Drexel slaying giants, dragons and other beasts in defence of Anduria. Drexel was said to be a demi-god, able to hurl lightning and that he carried a warhammer capable of felling the greatest of foes. One of the tales involves Drexel riding out to sea on a giant swan to battle a sea giant, being lost in a storm and washing up on distant shores to have more adventures in a foreign land.

A DC 15 Knowledge (history or local) check reveals that several scholars had posited that the Tales of Drexel might be fanciful versions of actual historical events, where one or more individual's activities have become distorted over time and grown into fairy tales. Similarly, this information can be gleaned from Lysinesse at the Celestial Scriptorium, who cites the tales of Drexel as one of her childhood motivations to collect folk tales and is very interested in the heroes investigation. In addition to the above information, she can offer the heroes a single *potion of water breathing* that she took as payment one time, which has been collecting dust ever since. She happily trades this for any information they might bring back.

The NPC believes that this might be the first real evidence that Drexel actually exists. Their theory is that Drexel actually had a stylized boat with a swan figurehead, than that this was lost at sea. The figure head washing up suggests that there might be more to this and the NPC wants the heroes to explore the possibility. Given

that they know the location where the figurehead was discovered, the NPC wants to fund a mission to explore the area.

They will charter a ship, and pay for basic underwater exploration gear, and the heroes will act as the actual explorers. The NPC receives 50% of any valuables or treasure found, and that historically significant finds (evidence of Drexel) are retained by them. The heroes can have 50% of the wealth, and the NPC suggests that Drexel's 'abilities' might be the product of enchanted items, and that he was reputed to carry an enchanted warhammer.

Assuming the heroes agree, the NPC hires a ship, a small merchantman called the Seaspray, and purchases diving gear (helmets with air hoses and a mechanical bellows that pump air). The heroes may want to purchase or otherwise acquire magical means to assist them (at their discretion). The area where the swan figurehead was found was in a small collection of islands and reefs two days sailing east of the coast of Anduria.

Day One

The day's sailing is uneventful, save that there are regular sightings of sizable schools of large fish, as well as pods of whales and dolphins over the day. The sailors comment of the uncommonly frequent sightings suggesting it's not migration season and this is definitely not normal. Several mutter about dark omens and ill fortune, making signs or uttering charms to ward away ill luck.

Day Two - early hours

The weather turns poor overnight, and in the early hours of the morning a massive storm wracks the ocean, causing the small ship to be tossed about like a toy in the surf. Several sailors are thrown overboard and lost immediately, and the heroes are asked to assist in securing the ship. Tasks include;

- Reefing the sails - DC 14 Strength check
- Making fast the lines - DC 14 Dexterity check
- Battening hatches and securing cargo - DC 14 Intelligence check
- Throwing lines to individuals overboard - Attack roll vs AC 14 (Strength or Dexterity based).
- Weather Proofing - a DC 14 Profession (Sailor) check.
- Additional tasks may be completed as suggested by the heroes, with DC 14 checks assigned by the GM. Similarly, any actions or spells the heroes might creatively use to assist the ship can be counted as a single "task success" as below.

Anyone on deck needs to make a DC 10 Reflex saving throw each round or be tossed around, suffering 1d6 bludgeoning damage. On a failure they fail to achieve their task that round. 3 successive failures sees them thrown overboard. The heroes must complete 6 tasks collectively to help secure the ship, and they can wait out the squall below decks. If the ship has not been secured after 10 rounds it is holed and begins to sink, requiring the crew to abandon it and any gear/cargo (and possibly the adventure) and take the small life boats. The heroes can determine if they wish to turn for home or continue on with what little remains to them.

Day two - mid morning

As the storm lessens in fury, the ship is able to continue. The rain still hammers down and it is dark and windy, but no longer dangerous to proceed. A few crewmen have been lost and the remainder continue to gripe about ill omens and curses.

Not long after a number of 'deep ones' (**sahaguin**) attack the ship (or longboats), swarming up over the sides. Each round 4 sahuagin climb up and attack. If the heroes are handling this easily, up the numbers accordingly to represent a worsening situation. Once the GM determines that the number are coming close to overwhelming, a patrol of Tritons arrives to assist (in number equal to the sahuagin).

Sahuagin (X) - Hp - 15

Allow the combined forces to drive off the deep ones, and then have the Triton commander address the heroes on their business in the area, stating the seas are dangerous at this time. Stating their intended destination gives the Tritons pause. They are aware of the monstrosity in the reefs that has recently become active, stirring up the sea creatures and almost singlehandedly depopulating the islands. The Tritons are neutral to surface dwellers, but can be convinced that the heroes can be of assistance in ridding them of the threat if they demonstrate battle prowess (ie weren't useless against the sahuagin) and compelling (DC 15 Diplomacy check). Failure indicates the tritons move on without assisting them. Success earns them what the tritons know (see below), a guide to the location, and if the Diplomacy check passed by 5 or more, some magical assistance in the form of a *loan* of a *helm of underwater action*. The item is expected to be returned.

If the heroes have Eanom's equipment (from **Sanitarium**) the Tritons recognise it and become wary, demanding to know where the heroes obtained it. Honest accounting of the events under the madhouse results in automatic assistance (as above), whereas any equivocation renders the Tritons hostile. If hostile, the Tritons demand the return of the equipment, and may attack or retreat for reinforcements to harry the heroes later.

What the Tritons know

Recently, within the last few months, something dark and foul began moving about the reefs on the nearby island cluster. They know not what it is or where it came from, but it voraciously attacked and ate all living creatures nearby, moving through ocean or on land with equal proficiency. It appears to be some form of giant, inky black crustacean, but unlike anything they've encountered before. The once verdant waters and isles are all but uninhabited now, save for the Deep Ones and their ilk.

The Sunrise Isles

You find yourselves in the shallow waters around a series of small islands. The relatively calm seas are a welcome change on this otherwise rough journey, and the sun shines brightly from clear skies above. The teal waters are clear and you can see the reefs below. The islands are pristine, with white sand beaches and thick green foliage, it seems a paradise. Yet for all of this, something seems off about the place. It takes you a moment to realize what it is. There are no animals. No fish swim below the surface, no birds call or circle the skies. The serenity of this paradise is the serenity of death.

The presence of the Dread Crab has driven off all wildlife, first driving the predators to a feeding frenzy, then when the area was depopulated they either died off or moved on.

The heroes can alight on the islands if they wish, a series of 11 small landmasses ranging from a few hundred feet across to half a mile. They can find plants and trees, and the skeletal remains of animals, but no animals or insects. Staying on the islands for more than a few hours causes the heroes to become agitated and aggressive. After 24 hours each creature must make a DC 14 Will save each day or become violently hostile to all other creatures. This aura extends 1 mile from the Dread Crab's lair.

The Reefs of Death

The reefs can be found either with Triton assistance, or using maps provided by the original captain, the heroes can make their way to the area. Once there they will need to delve underwater (see *Underwater Combat Rules* in the Core Rulebook pg 432-433). Anyone using the diving gear is reduced to a maximum movement speed of 15 due to the drag and/or care needed while using the apparatus, and may be subject to snagging, grappling or loss of air if the tube is obstructed. The tubes have a hardness 1, and 5 hp, but are immune to bludgeoning damage. If a tube is severed a creature must hold its breath (see *Drowning* in the Core Rulebook pg 445).

Plunging into the cold waters of the reef, you find yourself among the colorful array of plants that make up the underwater ecosystem here. Though the absence of animal life is jarring, it is still a beautiful sight. The strong sunlight penetrates the ocean, lighting the area in a shimmering teal radiance.

Not far away, half buried in the sands of the sea floor, you can see the remnants of a small boat, and to the east appears to be the skeletal remains of a gargantuan humanoid, barnacles and seaweed clinging to the bleached bones.

To the north of the bones is a narrow cave in the reefs, the jagged coral at its entrance giving it the foreboding look of a gaping maw of sharp teeth.

Investigation of the reef is detailed below, the **Dread Crab** will wait to attack creatures as they pass into its cave mouth (Area C).

A) The wreckage of a small craft lies half buried in the sand here. Sifting the wreckage shows the figure head does indeed belong to this boat, and that it was once shaped like a swan. A DC 12 Perception check will indicate that the boat doesn't appear to have been a seaworthy vessel by design (not the right shape, with sides and aft too low in the water, and the hull too flat) and must have been magically enchanted or it simply would have sunk.

B) The bones of a sea giant measuring over 18 feet in height. A DC 12 Perception check allows the heroes to discover bludgeoning damage on the bones, apparently from powerful blows. The barnacles are dead.

C) The jagged cave mouth is made from broken coral. Characters passing through here must make DC 12 Dexterity checks or suffer 1d6 slashing damage. If the

heroes are using the diving helms their airline also takes the damage on a failed check.

D) The Cave of the Dread Crab

The reef cave is narrow, with only a few feet clearance to squeeze through. The opening rises slightly, then seems to fall away deeper into the darkness.

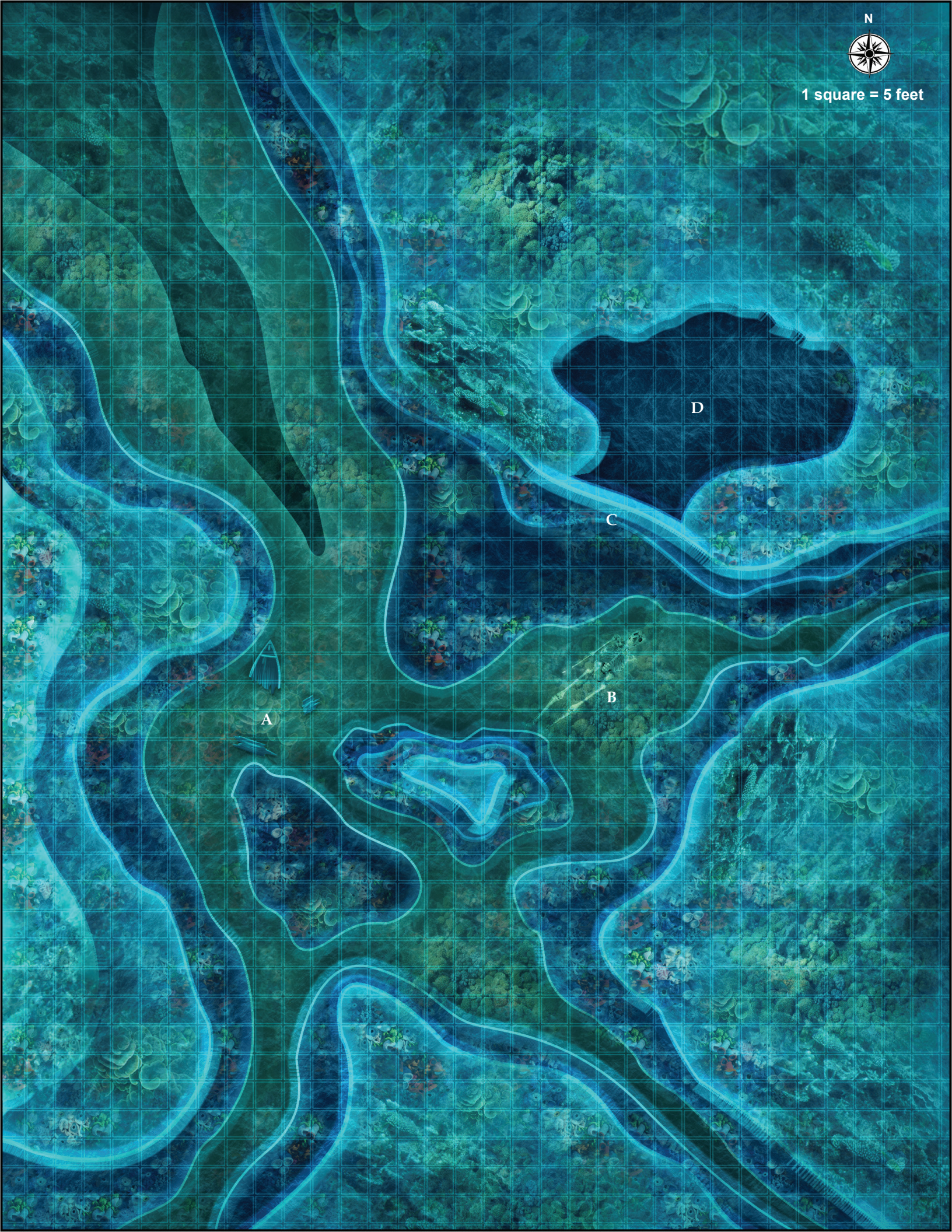
The reef cave is a tight space for the first 20 feet, and is covered in sharp coral. This acts like an area of spike growth (*difficult terrain* and suffering 2d4 piercing damage per 5 feet traversed). With each 5 foot movement anyone on a diving helm must make a DC 12 Dexterity check or their airline suffers the damage as well.

Once past the first 20 feet the cavern opens up into a larger space, allowing more freedom of movement, and the coral is worn, no longer sharp. Toward the rear of the space is a pile of bones (almost all fish) interspersed with a few interesting items. There is a giant sized coral helm inlaid with pearls (weighing 200lbs and worth 2000gp) and a giant sized horn carved from a great tusk or horn worth 200gp. There is a twisted wooden stick with burned ends, and this has silvery bolts of lightning etched into the surface (a wand of lightning bolts with 37 charges, CL 10). Finally there is a beautifully wrought warhammer with a mithril double head shaped like two dwarven faces - one grinning and one raging. The handle is carved ivory, inlaid with gold runes. If the DM wishes to introduce the hammer of thunderbolts, this is it. If not, it is instead a +1 giant bane, returning warhammer.





1 square = 5 feet



The Dread Crab

From the shadows a huge crab with a shimmering black shell darts forth, its massive ridged claws reaching for you.

The Dread Crab

CR 10

XP 9,600

N Large magical beast (aquatic)

Init +5; Senses blindsight 60ft.; Perception +13 **Aura**

Aura of primal rage (DC 18)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural, +1 Dex, -1 size)

Hp 187 (15d10+105)

Fort +14, **Ref** +8, **Will** +5 (reroll one save)

Defensive Abilities Displacement (50% miss chance)

OFFENSE

Speed 40 ft., swim 20ft.

Melee 2 claws +17 (2d8+6 plus grab)

Space 10ft., **Reach** 10ft.

Special Attacks constrict (2d8+6)

STATISTICS

Str 22, **Dex** 12, **Con** 24, **Int** 10, **Wis** 10, **Cha** 2

Base Atk +10, **CMB** +17 (+21 grapple), **CMD** 28 (40 vs trip)

Feats Improved Initiative, Improved Iron Will, Iron Will, Weapon Focus (claw), Skill Focus (Stealth)

Skills Climb +16, Perception +13, Swim +12, Stealth +20

SQ - Water dependency

SPECIAL ABILITIES

Aura of Primal Rage (Su) - any creature within a 40 foot radius must make a DC 18 will saving throw or be overcome with an unreasoning fury and required to attack the nearest creature with its actions on its turn. An effected creature may make a new saving throw at the end of each of it's turns to end the effect. A creature that has resisted or broken the effect cannot be affected by the aura for 24 hours. Creatures that have the Rage ability (such as the Barbarian class) are immune to this effect.

Displacement (Su) - The dread crab appears to be about 2 feet away from its true location. It benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment it does not stop creatures targeting the crab. *True seeing* reveals its true location and negates the miss chance.

Water Dependency (Ex) - The dread crab can survive outside water for 24 hours, after which time it runs the risk of suffocation, as if it were drowning.

Conclusion

With a successful expedition, the heroes can confirm at least some of the facts that are attributed to the Tale of Drexel. While there certainly isn't proof of the great Hero himself, the presence of the ship, sea giant corpse and the treasures in the crab's lair certainly suggest that some of the tale is true.

The NPC who hired the heroes is grateful, and ends up donating much of the found material to the Explorer's Guild to display - keeping just enough to cover their costs.

Similarly, if the heroes confer the details of the expedition to Lysinesse, she is delighted to be able to confirm one of the local folktales, and of course add to it with the tale of the recovery, citing the heroes. The characters are now part of the folklore of Anduria.

Lost Souls (A Cold Day in Hell)

Hook: The party is asked by Silvira to enter the Nine Hells – through the gate in the base of Silverton – and retrieve the soul of her mate. It is a perilous task, but one she is desperate to see achieved. She cannot enter the plane herself without drawing immediate and overwhelming attention from the devils due to her nature (a powerful soul of good) but mortal adventurers are not uncommon and can potentially pass with less effort.

If the party acquired the accounts ledgers from the steward's office in the citadel (area 41), they may be aware of the name of the devil to which the dragon's soul was traded (Gevreldrin). It is not the devil's true name, but divination magic or research – at the University or Celestial Scriptorium (DC 20 Knowledge (planes) check) – reveals that Gevreldrin is the name of a contract devil that serves as a mid level functionary in a soul collection and processing centre (Station #1572) on Avernus – the first layer of Hell.

Lawyers and those versed in planar knowledge (DC 16 planes) know that the lawful devils make deals and honour contracts. In addition to the always available 'aggressive negotiations' (ie violence), actual bargaining or negotiation might be an option.

DM note – this side trek essentially offers a way to reduce the magic item bloat in the party, or to rid the campaign of a troublesome item (such as the *Hand of the Eternal King*). If the heroes are required to give up something significant, consider having Silvira compensate them for the loss with an equivalent item.

Entering Hell

The party might possess other methods (which should be allowed to work), but the easiest method is likely to be the portal in the foundry level of the Citadel in Silverton.

The gate can be opened with a casting of any instant transportation spell of 4th level or higher (*dimension door*, *teleport* etc) targeted at the gate itself. This opens a two way portal for 1 minute. Creatures on either side can see through, glimpsing the landscape and conditions beyond. A successful DC 18 Knowledge (arcana) check to allows characters to identify the mechanism, as does an identify spell. Devils can open the portal automatically.

Conditions in Hell

Avernus is hot, dry and has acrid vapors that are draining to mortals. Each hour a living mortal or mortal soul must make a DC 10 Fortitude saving throw or become *fatigued*. A second failed save results in *exhausted*, a third in the *helpless* condition, and finally death on a fourth. A mortal soul cannot die, instead being rendered *helpless* until scooped up by some fiend. Spells or abilities like *endure elements*, or those that neutralise poison can stop or alleviate the conditions

Fireballs streak randomly across the sky, occasionally attracted to creatures. Each hour roll 1d20. On a result of 1, a *fireball* (as per a 5th level spell) explodes on a random hero.

At the time of the adventure it is active and the devils on the other side are expecting regular deliveries. If they do not receive a delivery within 2 days they send scouts through – a team of 4 **bearded devils** and a **magaav devil**. They do not fight, merely observe and report back. If it looks like the Silversmith has been deposed, or they encounter resistance, they retreat and consider the gate location to be 'inactive' and place guards against intrusion.

Adventurers and/or wizards conquering gate locations on the prime material is a pretty regular occurrence so the devils are not overly concerned. As a strongly Lawful Evil race they simply accept the temporary loss, move on to other projects, and wait for the opportunity where foolish mortals once again open the gates and expose themselves to corruption. The standard practice is to leave a guard contingent to discourage overzealous paladins trying to 'cleanse' hell, and a negotiator to try to tempt less righteous travellers into unwise deals.

If the characters enter the portal within two days of a defeating the silversmith encounter a post manned by a bone devil commander, six bearded devils and two



Gaav devil 'messengers'. After that time the bearded devil numbers are increased to 12 total, and the bone devil is replaced by an erinyes (this is just PR as the more attractive erinyes is less intimidating to potential dupes that come through).

When the characters enter Avernus, they are treated warily but not immediately attacked. The heroes can of course assault their way to their destination - assuming they know how to get there. If they are willing to negotiate the bone devil/erinyes will hear them out. In truth the devils are happy to let the characters wander hell, since there's a very good chance they will attack something or break a law, and their souls will be claimed.

The commander will agree to assist them for a fee of 1000gp each or a permanent magic item (1 for the whole group is sufficient). As any deal can, the characters can bargain, pitting a Diplomacy roll against the commanders Diplomacy (+19 for the bone devil / +10 for the erinyes) negotiating down the price by 100gp per person for

every point they beat the devil's score by (to a minimum of 100gp each). If agreed the commander details a Gaav devil to guide them, and hands them passes - large obsidian plaques on chains, covered in fiendish writing that they must wear around their necks at all times. The commander states this will give the heroes safe passage to and from the gate (clear wording here - it does not mean they are safe once they return - see **Return to the Gate**). The commander cautions removing them is tantamount to declaring they are unsanctioned souls and any and all devils may claim them. The commander cautions them to obey the laws of Hell (but doesn't say what they are - indicating the Heroes lack of knowledge is their own issue, and they should have been more prepared) and to be deferential to the devils, which are superior to mortals in every way. She tells them one thing - *mortals are not allowed to fly in hell*. Anything other than a devil found in the sky is slain on sight (this is a defence precaution against angelic or demonic incursions).

The Passes

The passes are indeed what the devil says they are – an indicator that other devils cant attack or claim the characters freely. If the character can read infernal, the passes say “The wearer is afforded safe passage through the layer of Avernus, subject to the standard clauses on the Codex Infernus, section 3489, subsection 6197, and the appendices 8923/2345/9813, as well as all subsequent updates and addendums.” It seems to be signed with an identifying glyph (this is the name of the devil that issued the pass)

The passes are magical and have an enchantment aura. If a character dies while wearing a pass their soul becomes the property of the devil whose signature is on the pass. Characters who die without a pass on become unclaimed souls, and may be claimed by any devil.

Travel to Station #1572

The broken landscape of hell slowly passes by as you carefully travel deeper into Avernus. The air is thick with smoke and greenish gasses that make breathing difficult, and occasional fireballs streak through the sky overhead. Lifeless rock surrounds you on all sides in sharp crags and one misstep will result in nasty lacerations. The ground is covered with bones, metal scraps and less identifiable things. Rivulets of blood condense into streams, and eventually flow to a wide river of blood that snakes across the endless planes. Flying devils wheel in the sky, and far away you see lines of figured marching toward gothic looking structures, prodded along buy fiends as they trudge.

Along the way the heroes are approached by several groups of fiends (consisting of any numbers/types as the DM deems a reasonable challenge, or as per the encounters sidebar) and are challenged. If they do not wear the passes, the devils try to take them into custody for processing, attacking them (with the intent to slay) if

Encounters in Hell

For each hour the heroes spend in Avernus, or at appropriate times, roll 1d10 and on a 1 select an encounter from the list below;

1. A horde (20) of **lemures** wanders toward the heroes.
2. A flight of 6 **gaav devils** pass nearby
3. A newly appeared soul approaches the heroes and begs or bargains to be taken from this place. However as a lawfully consigned soul the heroes cannot remove them through any means.
4. A **horned devil** looking for a wayward soul.
5. A patrol of 6 **bearded devils** looking for a fight.
6. A **bone devil** inquisitor that interviews the heroes to make sure they aren't breaking any laws

they do not comply. Any heroes captured are stripped of all objects save basic clothes and added to a processing line. Since Station #1572 is their destination it is likely to be that line.

The Conniving Gaav Devil

The guide provided to take them to Station #1572 is an ambitious gaav devil called Artarix. He longs for promotion, and sees the characters as a means to achieve that. Possession of several powerful souls might net him a promotion to bearded devil status. He will lead them to Station #1572, because this was his lawful charge, but he was not instructed about their condition when they arrive. If he personally leads their unclaimed souls to processing, he gets credit. He conspiratorially tells them that the passes make them the property of the commander that issued them if they die (true) and that they would be wise to remove them (false). Artarix is a particularly charismatic gaav, and makes Diplomacy and Bluff checks with a +5 bonus. If he convinces the heroes to do so, he will telepathically call nearby devils to challenge them, in the hopes that the heroes will be killed and he can claim

one or more souls. If combat breaks out he stays out of it, but if a powerful devil is close to being destroyed he'll assist the characters, partly out of envy and spite, and partly because he doesn't want a bigger devil to take his prize. The best scenario for Artarix is if the heroes prevail in any fight, but with losses and severely weakened, so he can finish off the surviving characters and claim all the souls.

The River of Blood

In order to reach Station #1572 the heroes will have to cross the River of Blood.

Before you stretches the river of blood, a wide, meandering flow of semi coagulated blood that runs sluggishly throughout the layer. Artarix assures you this is the narrowest and shallowest section for miles, but you look over an expanse of more than half a mile to cross. Chunks of rock and globs of flesh float by in the nauseating liquid.

On the far side you can see a massive black building that you guide assures you is your destination – Station #1572.

The heroes can swim, improvise a boat, or any other method they have available. Flying low, skimming the water might be an option, but if they've removed their plaques Artarix will certainly report their rule breaking to a nearby patrol.

Swimming requires a DC 10 Swim check, and directing a raft the same (but with a +5 circumstance bonus), else the heroes begin to drown or drift in the fetid water. Additionally anyone ingesting or contacting the liquid though open wounds must make a DC 15 Fortitude saving throw or become poisoned by the foulness, gaining the sickened condition. This persists until the contamination is neutralized, with a *neutralize poison* spell or similar.

Anyone swimming is likely to encounter swarms of giant leeches that inhabit the river. Any encounter, and number of swarms is up to the GM.

Swarm of giant leeches - Hp - 39

Death in Hell

Death in Hell is treated differently than on the material plane, for both characters and devils.

Devil Death – devils slain on the prime material reform in hell, though through the convoluted rules and hierarchy positioning of the plane may retain their status or be demoted to a lesser devil status. Devils slain in Hell are returned to the plane and used to generate new devils. Fiends that are fearless on the prime plane are conscious of their mortality in hell, and few will fight to the death, preferring to flee or bargain if they are at risk. Death in Hell is permanent for them

Mortal Death – mortals who die on the prime material have their souls freed to enter whatever afterlife their religion and alignment dictate they are entitled to. If not resurrected, souls go on to their final rest. In Hell, if a character dies, it is bound to the plane and its rules. The soul becomes bound to hell, and the property of whoever claims it – usually the devil that slew or marked (with a pass) the mortal. Souls are tangible things in Hell, used and traded as commodities. A few moments after death a physical soul appears, a wizened parody of the creature, complete with body. The soul has no extraordinary statistics or abilities (use commoner statistics), and while it can take damage and feel pain, it cannot drop below 1 hit point.

Revivify, raise dead or resurrection spells work normally if cast quickly, but begin to lose potency as Hell's grip on the soul strengthens. Every minute after death there is a cumulative 1% chance raising fails as the soul becomes bound to Hell. After that point, the only way to free a soul is to bargain for it with the soul's new owner. An owner may choose to 'free' a soul at any time to either be revived (by magic) or move on to its afterlife.

Station #1572

Before you is a massive edifice of black stone, gothic in appearance, with several lines of dishevelled souls entering through massive arched doorways. Devils wander in and out through a large entryway in the front.

Despite its appearance, this is an unremarkable bureaucratic office – one in thousands – set up to process all the souls that are collected in Hell, to be distributed to the various devils, layers and areas. Inside the complex is a series of waiting and processing areas, offices and archives. It's basically the DMV.

Arrival of the heroes raises a few spiny eyebrows, as the characters are clearly alive and mortal, but they are approached by a functionary concerning their visit. If the heroes are inclined to talk, and you want to play up the bureaucratic nature of Hell, you could have them placed in several queues for various forms and submissions, or you can just more it along and give them directions to Gevreldrin's office. Either way, the last person to direct them does so with a snicker, like Gevreldrin is the butt of some infernal joke.

If the party wants to kill its way in, there are 6d6 bearded devils, 2d10 gaav devils, 2d4 barbed devils, 2 bone devils and 2 contract devils (one of which is Gevreldrin). Once the fighting starts four devils will arrive per round until all are present. The souls scatter into the plains of Avernus. *Starting a fight in here should seem like a really, really bad idea.*

Gevreldrin's office is a small cubical-style office with no windows and several infernal motivation posters on the walls ("Azmodeus Sees Everything, so your rivals will be demoted" and "The climb to the top begins over your enemies' corpses"). There is a large stone desk covered in orderly scrolls and tomes (of flayed skin), several inkwells (of angel blood), a number of filing cabinets (one of which has a strong silver glow). Finally an iron cage hangs from the ceiling with an imp (Zazzaphraz) trapped in it. Gevreldrin is a bored and vaguely cold looking horned devil sits behind the desk. **The entire room is uncomfortably cold.**

Retrieving the Soul

Unsurprisingly, the silver glow coming from the cabinet is the dragon's soul. It appears as a large white crystal

about 2 feet in length, and sheds light and cold. There is also a strong sense of melancholy in a 30 foot radius (though this can't currently penetrate the filing cabinet) when the shard is in sight.

Gevreldrin has got more than he bargained for with the dragon's soul. Aside from the unpleasant cold, which devils are resistant to but don't really like, the aura of melancholy is both constant and pervasive. Devils take pleasure from suffering and loss, but the Dragon's unrelenting sad acceptance is...well...depressing. It's hard to plot the overthrow of one's rivals or enjoy torture when beset by such feelings. Despite the power of the soul, owning it is torturous to Gevreldrin, and on top of that he can't find anyone who wants to trade for it. It's too powerful to just throw away, and the devil has become something of a laughingstock.

Gevreldrin wants to trade the soul, but it must drive a hard bargain or it risks further loss of face. Gevreldrin is a powerful negotiator, having a +26 to Bluff, Diplomacy and Sense Motive, but, throughout the imp will constantly complain about the cold and embarrassment of having the soul around and so forth. Despite striking the cage to shut the imp up, he will have a -10 penalty on opposed rolls to the players. The characters can gain +5 on their roll for strong roleplaying or reasoning (DM's discretion).

The devil's initial position will be 10 powerful mortal souls in exchange, or a permanent magic item with an *overwhelming* aura strength, but can be talked down by 1 soul or 1 item aura intensity (*overwhelming, strong, moderate*) if the heroes successfully exceed his opposed roll, and for each 3 points they exceed it by (for example, if the devil rolls a 20 and the heroes representative rolls a 24, they can reduce the position to 8 souls or a *strong* aura strength magic item). Gevreldrin will never go lower than 2 souls or a *moderate* permanent magic item.

Return to the Gate

The heroes have to backtrack the way they came, but should be able to do so without a guide if needs be. They will still have to contend with interested devils – who will be drawn to the dragon soul – but their passes protect them if they don't break the law.

Once they reach the gate the defence commander will

order their troops to attack the characters while they still have the passes on. The devil honoured its word of safety to and from the gate, but is now unwilling to let them escape Hell without trying to claim their souls, and the dragon's. If the commander is slain, or more than half of the devils stationed there are slain, they retreat, allowing the heroes to exit Hell

'Early' Contingent

Bone Devil - Hp - 105

Bearded Devils (6) - Hp - 57

Gaav Devils (2) - Hp - 30

Reinforced Contingent

Erinyes - Hp - 94

Bearded Devils (12) - Hp - 57

Conclusion

With the return of Aishanderver's soul, Silvira can allow him to travel on to the draconic afterlife. Silvira is eternally grateful, and offers the characters her friendship, and a special enchanted silver whistle that will summon her if blown. She will arrive 1d4 rounds after summoned and work only once (see below).

As the characters return the soul crystal, Silvira invites them to bear witness to their death rites - an honour that mortals are rarely afforded. If they agree, she carries them to a secluded valley in the mountains, thick with ice and snow, whipped with icy winds. In the centre of the valley are gargantuan stone ruins, little more than a raised stone floor and a few standing pillars. Under the snow are amazingly intricate symbols and verse in draconic, inlaid in diamond and platinum. Those that read draconic can decipher it is a prayer to the Platinum Dragon, and god of good dragons. While in the ruins the characters are magically protected from the elements.

The rites begin at twilight, and Silvira sings a deep and sonorous prayer that taps into the magic of the place, creating a shimmering field of sparkling silver motes in the temple. At the conclusion of the hour long song, as full dark falls she smashes the crystal, and the ghostly form of Ailish emerges. If the heroes have Silver Sorrow, the spirit enters the sword instead of moving on, and his deep voice echoes "I remain until the time I am called". Although Silvira doesn't understand what just happened, but is content to accept it for now. She will

return the heroes to a location of their choosing.

Silver Summoning Whistle

Minor Artifact

Slot none; **CL** 20; **Weight** 0.1 lbs.; **Aura** strong conjuration

This small silver whistle may be blown as an action, and lets forth a pure, high pitched tone. When used it summons the silver dragon Silvirantallas. Roll 1d4. Silvira appears in a number of rounds equal to the roll. The transport is one way and permanent. The whistle summons the dragon, but gives no form of command or control over her. The whistle loses all magical properties once activated.

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