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DEMIPLANES VALHALLA



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Demiplanes: Valhalla

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Valhalla

With the various Outer Planes, it is best to condense them down to a single word and then explore all the variations and implications of the word. With Valhalla, it's *heroism*.

Valhalla is the realm of heroes, and heroes seldom rest easy.

The plane's concept originated with a great feast hall, where the spirits of mighty Norse warriors fought and drank for eternity after dying in battle. However, this was a realm suitable only for heroes from a single real-world culture. If Valhalla truly exists as an Outer Plane, it would be vastly different and constantly evolving, shaped by the philosophies, nations, and races within various settings. When creating Valhalla for a given world, it is best to move beyond the traditional hall of Odin.

How do cultures and races shape the plane? Dwarven heroes can be an easy fit within traditional Norse stylings, but what about gnomish heroes more akin to Loki than Thor? What would a heroic realm look like for pacifist elves or magic-focused ratfolk?

Outer Planes can function like miniature thematic universes, and there is plenty of room within infinity. A GM can start by imagining the ideal hero of the culture, and then extrapolate the concept into an entire world. One nation's Valhalla might have statues of impossible height, with towns set at their feet or literally built on the shoulders of giants. A coastal civilization could believe the spirits of heroes become storms, providing comforting rain or hurricane-winds when invaders from the Lower Planes try to steal away souls.

What shape might a *draconic* Valhalla take? Metallic dragons are powerful forces for good, and many take on the mantle of hero. Would each gain a realm of their own, or do the golds and coppers each seek a common eternity? Perhaps their place within Valhalla is a series of unending mountains where they can fly and hunt forever... resting upon great hoards when wings grow tired. Maybe it is a domain much like Hell, except each can conquer seemingly impossible challenges with sufficient effort. The souls of legendary figures dwell here, holding unparalleled perspective and lost knowledge. What challenges might they demand of mortals? How difficult might it be to even survive a place reserved for draconic heroes?

While the Material Plane is objective, Valhalla is a purposed place. Tales told within the plane's bounds do not need to conform to ordinary expectations or rules. In many heroic stories, one of the hardest enemies to overcome is internal to the hero. This can be a difficult exercise for adventures based within an apathetic reality, but Valhalla is not so hampered by stoic mindlessness. It might *usually* seem contrived if the hero's emotional flaws constantly manifest to challenge them, but such should become expected in a place like Valhalla. GMs can draw upon each individual character's background to

create personalized trials and encounters. Overcoming tailor-made situations can be exceptionally rewarding.

In roleplaying games, heroism isn't about powerful attacks dealing absurd damage. It is the choice made before the roll. It is in knowing success is unlikely, and risking everything anyway because failure isn't an option. We hold our breath, lean in, and hope for a 20. We cheer when it happens, and suffer losses because they make the successes more real.

Heroism exists in the moments we always remember.

Introduction

Demiplanes exist cosmologically separate from, but attached to, at least one plane. They tend to embody elements of their parent planes, arising from the machinations of gods, spellcasters, or fate. Some might be seemingly infinite in size, while others are no larger than a claustrophobic cell.

Valhalla is the realm where heroes slain in combat are reborn as eternal warriors, or so the skalds claim. In truth it is a place of battle, honor, and inspiration — where the brave can discover their destiny, appreciate noble deeds, and even discover the hidden depths of their heart. Nothing in Valhalla is easy, but true heroes persevere.

Overview

This book details the following 10 Demiplanes associated with Valhalla.

Champion's Arena: The heroes of Valhalla test their mettle against one another or fantastic monsters within a great arena, shifting in shape and traits to take any form for any contest. From deep-sea kraken-fraught battle royales to volcanic jousts on the backs of remorhazes, there is no challenge unseen within. From bets and barfights at the surrounding tent-metropolis, to the endless caverns containing legendary and unique monsters, the demiplane is filled with dangerous opportunities.

Cliffs of Renewal: Escaping damnation carries no promise of eternal peace. Many of the greatest heroes dwelling in Valhalla carry never-ending guilt, desiring a fresh start or redemption. These individuals eventually find their way to a sheer cliff, overlooking the entire world. If they leap, they are reborn, and given a chance to atone.

Eternal Tavern: The most exclusive tavern in the multiverse is barred to emperors, angels, and gods. Each is turned away by the one who guards the door — often with a laugh, sometimes with a smile, and rarely with a whispered word of advice. The requirement for entry is simple, but both subjective and maddening. In order to make it in, all you have to do... is save the world.



Forge of Destiny: Fate is a combination of opportunity and choice, with mortals all possessing the freedom to decide their future. Nothing is certain, and even gods can only provide prophecy over a grand scope or for immediate events. However, a mortal can choose to give up free will at the Forge of Destiny in exchange for powerful items or artifacts... becoming bound to a fate of their choosing.

Garden of Memoriam: In the Garden, every deceased hero's sacrifice is remembered, and so it shall be until there is no one left to care. Obelisks, statues, and other monuments haphazardly fill the Garden like a forest. Some are so large they rise into the sky like a mountain, while most are humble markers no larger than a gravestone. Individuals visiting the Garden are haunted by visions of these heroes' final moments, and could discover there is a plot of land awaiting their future sacrifice.

Hall of Unseen Fates: Every day carries the potential for tragedy, but it takes more than an ordinary unpleasantness to alter the course of history. The ripples from potential events yet to occur are called prophecy, and even when avoided, they leave a cosmic stain. If allowed to accumulate, the unseen timelines could pose a threat to reality itself. Thus, within each of the infinite rooms of the Hall, manifestations of Fate trap dark echoes of averted futures. Kept safe and contained within mysterious tapestries, these strange mindscapes can be visited for invaluable information, or serve as traps for the unwary.

Tavern of Unsung Songs: Valhalla is a place where legends walk beside myths, but heroism isn't the sole domain of the mighty. The parent sacrificing everything for a child, the merchant exposing corruptions, or the doctor treating victims of plague, are all heroes. These are seldom acts remembered far beyond the individual's death, but each earns a rightful place in Valhalla. Within this unique demiplane, they also gain a taste of the greatness they deserve, each becoming kings and queens for a single day.

Training Grounds: Great acts often require equally great preparation. Fools rush in without thought, and often serve as an example to those who follow after. The wise take every advantage they can get, knowing that if they understand their foe, they've already half-won the battle. The Training Grounds is set aside for individuals wishing to practice ahead of a dire conflict, gaining greater insight into some terrible threat. However, the demiplane becomes shaped by expectations rather than truth, and can become a detriment to those who abuse this gift.

Unknown Expanse: Within the Expanse exists every realm of myth, but also untold imaginary places drawn from the dreams of every explorer. Here, heroes can relive legends, discover civilizations which never existed, or even fashion their own domain. Within the unknown expanse, one can live and wander for a true eternity, and never see the same place twice.





Demiplanes: Valhalla

Well of Sacrifice: At the foot of the World Tree is a simple stone well with depths lost to darkness. It contains no water, and nothing cast within ever returns. The well accepts sacrifices, both physical and abstract, but those who give unto it might find more lost than they expect. However, it never takes without giving, and those willing to risk could find power or enlightenment commensurate with the price they pay.

Outer Planar Cosmology

Outer Planar names, their position within planar cosmology, and their nature can vary wildly between settings. Instead of focusing on the Outer Planes in general, the *Demiplanes* line creates little or sprawling worlds connected to common Outer Planar themes. This way, even if a specific setting used doesn't possess a "Valhalla" analogue, the demiplanes can connect to another appropriate Outer Plane, the Material Plane, or simply be a weird new location for GMs to incorporate as needed.

For the purposes of giving some organization to the *Demiplanes* line, the following Outer Planar cosmology is used, with sixteen Outer Planes, each associated with one or two alignment traits (see *Pathfinder Roleplaying Game: GameMastery Guide* for details). Please note this does not strictly adhere to the planar cosmology featured in the *GameMastery Guide*, but specific demiplanes can be easily altered to suit a GM's needs.

The Outer Planes within this simple cosmology can be imagined as a compass with cardinal, intermediate, and secondary-intercardinal directions. "North" aligns with good, "south" aligns with evil, "west" aligns with law, and "east" aligns with chaos. Then, there are planes between each of the cardinal directions (intermediate directions), with northwest aligning with lawful good, northeast aligning with chaotic good, southeast aligning with chaotic evil, and southwest aligning with lawful evil. Finally, between each of the cardinal and intermediate directions there is another Outer Plane (secondary-intercardinal directions). For example, Valhalla is somewhere between neutral good (north) and chaotic good (northeast), and so would equate to north-northeast, because it is a little more good than chaotic. By contrast, the Primal Wild is more chaotic than good.

The following table summarizes the Outer Planes, their alignment(s), and corresponding cardinal directions. The planes are listed in clockwise order, starting with Nirvana (neutral good / north).

Traits and Connections

Each of the demiplanes in this book has planar traits intrinsic to the demiplane, but otherwise can be assumed to have the same planar traits as Valhalla (see Planar Traits sidebar for details). Each section also includes how the demiplane can touch or overlap with other realms through connections, conjunctions, and manifestations.

TABLE: PLANAR COSMOLOGY SUMMARY

Outer Plane	Alignment Trait	Compass Point
Nirvana	Strong good (NG)	North
Valhalla	Strong good, mild chaos (CG)	North-northeast
Elysium	Strong good, strong chaos (CG)	Northeast
Primal Wild	Strong chaos, mild good (CG)	East-northeast
Limbo	Strong chaos (CN)	East
Primordial Depths	Strong chaos, mild evil (CE)	East-southeast
Abyss	Strong good, strong chaos (CE)	Southeast
Tartarus	Strong evil, mild chaos (CE)	South-southeast
Abaddon	Strong evil (NE)	South
Gehenna	Strong evil, mild lawful (LE)	South-southwest
Hell	Strong evil, strong law (LE)	Southwest
Acheron	Strong law, mild evil (LE)	West-southwest
Utopia	Strong law (LN)	West
Arcadia	Strong law, mild good (LG)	West-northwest
Heaven	Strong law, strong good (LG)	Northwest
Celestial Mountain	Strong good, mild law (LG)	North-northwest





Connections: These are permanent methods of traveling to or from the demiplane. They might take the form of roads, doors, or *gates*, or even be more abstract concepts like a state of mind within the right circumstances. Most demiplanes can be reached from their origin plane, but some are specifically cut off from other realms except through conjunctions or manifestations.

Conjunctions: Temporary connections can form between a demiplane and any other plane through defined and relatively rare circumstances. This might be a magical portal created by a spellcaster simply to reach the destination, but can also arise naturally. While demiplanes are seldom truly intelligent, all could be said to have a “personality,” which can reach out when conditions are right. In some cases, these temporary connections can even be reinforced, resulting in a permanent connection.

Manifestations: In extremely rare circumstances, a portion of a demiplane (or even the entire realm) can appear within another plane entirely. This most commonly occurs on the Material Plane, but could potentially be anywhere in the multiverse. Manifestations can be extremely disruptive to both the demiplane and the area where it manifests, but are always temporary without some extreme outside force (such as a god or powerful mythic magic).

VALHALLA PLANAR TRAITS

Unless otherwise noted, all demiplanes in this book have the following planar traits, as detailed in the *Pathfinder Roleplaying Game: GameMastery Guide*.

- Normal Gravity
- Normal Time
- Alterable Morphic
- Mildly Chaos-Aligned
- Strongly Good-Aligned

Greater Petitioner (Template)

The petitioner template (see *Pathfinder Roleplaying Game: Bestiary 2* for details) provides a means of representing mortal souls brought to the Outer Planes after death. These individuals possess only fragments of memories. However, the petitioner template poorly

represents truly exceptional souls, and does not provide a significant challenge. The greater petitioner template can be used to represent more powerful souls retaining a greater portion of their mortal memories and abilities in death.

Creating a Greater Petitioner

“Greater petitioner” is an acquired template that can be added to any creature whose soul migrates to one of the Outer Planes following its death (henceforth referred to as the base creature). The greater petitioner uses all of the base creature’s statistics and abilities except as noted below.

Alignment: A greater petitioner’s alignment is identical to that of its home plane.

Size and Type: The creature’s type changes to outsider. It loses all subtypes. Its size does not change.

Senses: Greater petitioners gain darkvision 60 feet.

Defensive Abilities: Greater petitioners are immune to mind-affecting effects.

Attacks: A greater petitioner with no natural attacks gains a slam attack as appropriate for a creature of its size.

Greater Petitioner Traits: A greater petitioner gains additional traits based on its home plane. These traits are identical to the petitioner template, except greater petitioners might gain more powerful benefits at the GM’s discretion. Petitioners and greater petitioners within Valhalla gain the following trait.

Valhalla (Chaotic Good): “Heroes” appear much as they did in life near to the moment of death with any wounds, harm, illness, or age erased. A petitioner within Valhalla is difficult to truly kill again, with nearly any wound slowly healing over time. A petitioner gains regeneration 1 (as the universal monster ability), except they only regenerate 1 hit point per hour instead of 1 hit point per round, and cannot heal more hit points per day than their Hit Dice. A greater petitioner regenerates 1 hit point per round, and cannot heal more hit points per day than their Hit Dice x their Constitution modifier (minimum their Hit Dice).

A petitioner or greater petitioner’s regeneration is suppressed for 1 round by evil-aligned weapons, spells, and effects. Petitioners within Valhalla can complete a series of challenge or quests to become azata.



Champion's Arena

At Valhalla's heart stands the entrance to the Arena. No soul, hero, or god journeying to the plane is the type to rest easy for an eternity, and all desire a method to test their mettle. Whether against their own limitations, or in battles with rivals, they desire to prove they are and remain forever a champion.

The Arena most often resembles a towering, circular stadium, though the size itself adjusts to suit the battle and audience. Red-stained stones form tiers of steps and seats around a huge, echoing floor. These details tend to remain consistent, but every other aspect might shift from fight to fight. Open to the sky, the demiplane appears to experience patterns of day and night, but even these celestial bodies appear to move at the whim of the warriors.

Whether a duel, a battle royale, or a perilous combat between heroes and beast, the Arena fits the needs and terms of those involved. Whether it is jousting on dragonback amongst mountains, or fighting the kraken from a storm-tossed deck, there is no scenario the Arena has failed to somehow serve. The rules of battle might also vary, seemingly controlled by the demiplane's

inherent nature. A fight might be to the "death" (although few truly die here), or might be a simple match of points based on terms agreed to by all involved.

Eleghata, the Master of Ceremonies is the ageless elven ruler of the ring, and said to be its greatest champion. She observes each fight from the sky atop a cloud or beast, depending on the battle's scenario. She seldom must intervene, but seeks only to ensure fair fights with clear results and addressed infractions. Woe to those who face her wrath, for it is said she has never lost, though she has fought demigods and monsters born from otherworldly nightmares. She is challenged rarely, and only by the arrogant... or those with no expectation of victory. After all, wise warriors know as much or more can be gained with defeat.

The Champion's Arena is the oldest demiplane within Valhalla, with origins lost to the fog of time. It is likely naturally occurring, springing whole from the needs of the plane's inhabitants, but perhaps was the design of some long-dead god. Regardless, it serves as a necessary place of conflict and entertainment.

Heroes come to fight, but most simply witness. The stands fill quickly before any conflict with curious souls and wandering mortals seeking a vicarious rush which can no longer be gained in worldly arenas. The watchers wear anything from royal silks to rusted armor, sitting side-by-side with no accounting for social or class status. Then, naturally, there is the betting.





A large board outside the entrance shows the schedule for the next fight, the expected terms, and the combatants involved... sometimes before the fighters are even aware of the Arena's existence. Likewise, fair probabilities are always given, though none know the source of the values. The Arena hosts regular tournaments, with prizes ranging from simple bragging rights to artifacts of awe-inspiring power. In rare circumstances, the mysterious Master of Ceremonies might offer a personal reward when underdogs overcome particularly impressive odds.

Before each fight, all intelligent participants must agree to terms. The size, shape, and magical nature of the Arena shifts as terms are set, morphing before all eyes to suit needs spoken or unspoken. Gravity might alter, salty waters manifest, or mounts spring fully formed from the earth. The stands shift as well, somehow offering observers the best possible vantages no matter where they might sit. If combatants cannot agree to every term, the Master of Ceremonies steps in to enforce a compromise... often to no one's liking.

Avarak Varstoone is the voice of those who cannot speak for themselves. Called the Beastmaster, Avarak is a gigantic, scarred human who somehow single-handedly sees to the needs of the countless monsters lairing in the seemingly infinite caves beneath the Arena. A shrewd man, he has held negotiations more than any, even Eleghata. It is said he treats fairly with the deserving, but uses tricks and traps against individuals seeking bloody sport or to abuse his charges for the sake of vanity. Favorite among his beasts is the ekena, a shapeshifting monster with some mysterious connection to the demiplane itself. The eternal and nearly undefeated creature is said to manifest "children" with might to match opponents.

Secrets

The Champion's Arena has the following secrets.

- **Beastmaster:** Anyone bringing Avarak a truly unique monster for the Arena's Caverns, is gifted with a more common beast (but relatively exceptional) hand-picked by him in return. This could serve as a special mount or allow a PC with the animal companion class feature to alter their current animal companion.
- **Ekena:** The great beast is a manifestation of the demiplane's nature, and cannot be defeated except through luck or guile. Should it be somehow overcome, the victors gain an eternal connection to the Arena, becoming mythic heroes (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). In the dim and distant past, the Arena's first Master of Ceremonies was a mortal who defeated the ekena.

- **Master of Ceremonies:** The position of the Arena's warden is offered to any who can challenge and defeat Eleghata in single combat, on her terms. An individual granted this lofty role becomes a mythic hero (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). Eleghata always chooses a strangely simple scenario: a simple field of sand, with dead magic, and the victor is the last one remaining conscious. Issuing a challenge means accepting the corresponding responsibilities. Once the mantle is willingly accepted, a Master of Ceremonies can only retire through a fair loss, and can never intentionally lose such a fight.

Planar Traits

The Champion's Arena has the following additional planar traits or adjustments to Valhalla's base planar traits:

- **Infinite** The Arena seems finite, but can expand without end to accommodate observers and challengers. Likewise, the caverns beneath seem to stretch on forever, expanding to whatever size is needed to comfortably house the beasts within.
- **Consensually Morphic:** Competitors can alter the arena's physical configuration and planar traits, but cannot change any portion of the demiplane other than the arena area itself. The fighting area always possesses a self-contained and finite shape, though the actual area can be much larger than it appears to observers. The physical configuration can be altered create objects, create or change terrain and structures, and alter weather within the arena floor. These effects function as *major creation*, *mirage arcana*, and *control weather*, respectively, and affect any area within the arena floor. The effects' range and area are increased to fully encompass the arena's necessary size, and the duration of the effect is equal to the fight's duration. *Mirage arcana* effects are real rather than illusory, and *control weather* can create any listed effect regardless of season. Additionally, competitors can alter the following planar traits in any manner within the arena's confines: gravity, elemental and energy, and magic.
- Competitors communicate desired changes via mutually understood means. The Master of Ceremonies then speaks the ritual phrase, "Thus agreed, so enacted." The arena's substance then becomes malleable, slowly and fluidly manifesting desired changes over ten minutes to allow competitors time to acclimate. The Master of Ceremonies maintains absolute control over the Arena, treating it as divinely morphic, and arbitrating when competitors cannot agree. The arena reverts to a default state over 10 minutes once conditions for the combat's conclusion are reached.





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- **Oathbound:** Competitors must speak aloud their agreed upon terms of conduct and conditions for the combat's conclusion. All are bound by the terms of conduct for the duration of the combat. Participants violating any term immediately suffer a -3 penalty to all ability scores, and spellcasters lose one spell slot of each level they can cast; penalties cannot bring a competitor's ability score below 1. Penalties are imposed after each violation, and their effects are cumulative. Penalties do not allow a saving throw, ignore all immunities, and cannot be removed except by *miracle*, *wish*, or the combat's conclusion (in accordance with the agreed upon terms).
- **Enhanced Magic:** Spells and spell-like abilities with the healing descriptor are enhanced. This planar trait can be suppressed by the consensually morphic trait.

Connections

The grand doorway to the Champion's Arena is connected to the heart of Valhalla, both in a literal and metaphorical sense. Anyone journeying to the plane can find a road, path, or guide to it with little effort. Many might stumble upon it accidentally with some slight need or merely by fate's circumstance. The door itself is a grand construction of white stone and black iron, moving with only the slightest touch. It appears capable of accommodating creatures of any size or visitors of any number, despite its proportions. Some claim it grows or shrinks, while others say it is those who enter which are changed. Written upon it in stark, red lines are always the names and odds for the next battle, though these might change from moment to moment. Many bookies post runners outside the door to update them on any shift.

Anyone entering through the doorway appears within the Arena according to their need. Individuals seeking to observe the next fight might find themselves wandering through dark corridors before emerging within the stands, heroes with new beasts for the caverns reach them immediately, and fighters exit out into the Arena floor.

One of the greatest and oldest markets of the Outer Planes sprung up naturally around the entrance. While no government rules over this chaotic melting pot, the size of the stalls and taverns make most mortal cities seem small. Given the relatively low separation between Valhalla and the Champion's Arena, it is difficult for mortal minds to even register the divide. Thus, this pseudo-city is simply referred to by the populace as the Arena, and thought to simply be built around the arena's structure.

In the great market, a hero can buy anything truly needed — though the price is rarely so simple as gold. Within the market (and the gambling dens), mortal

currency has little meaning and strange exchanges are commonplace. An aging janni merchant might sell a silver sword for a secret, or an ancestor repair broken ancestral armor for a promise of resurrection. The mix of stalls, stores, and forges contain an eclectic and chaotic hodgepodge of nearly every race or extraplanar being's architectural styles. A towering, disjointed wizard's tower might sit next to a cavernous tent made of rainbows, or a hut of molten magma. All but the most evil outsiders are welcome, and many amoral individuals set up shops in the hopes of tempting naïve heroes into lopsided deals.

At the circumference of the market are the taverns, rumored to be amongst the best in the multiverse. Similar to the marketplace, beings from across the cosmos come here to set up shop, and all must be outfitted to attend eclectic patronage. Bar-brawls between giants, azata, and demigods are not uncommon, though most such conflicts are swiftly ended in favor of a challenge in the Arena.

While the Champion's Arena has only the singular permanent connection, the demiplane known as the Eternal Tavern also possesses a permanent connection to the city just outside its gate.

ARENA

The pseudo-city outside of the Champion's Arena within Valhalla has the following settlement statistics (see *Pathfinder Roleplaying Game: GameMastery Guide* for details).

ARENA

CG metropolis

Corruption +6; **Crime** +8; **Economy** +3; **Law** -2; **Lore** +5; **Society** -1

Qualities holy site, magically attuned, prosperous, rumormongering citizens, strategic location, tourist attraction

Danger +30; **Disadvantages** anarchy

DEMOGRAPHICS

Government anarchy

Population 50,000 (15,000 outsiders, 10,000 humans; 10,000 dwarves; 5,000 halflings; 3,000 elves; 2,000 half-elves; 1,000 gnomes; 4,000 other)

MARKETPLACE

Base Value 28,800 gp; **Purchase Limit** 170,000 gp; **Spellcasting** 12th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4





Conjunction

The Champion's Arena is central to Valhalla, and conjunctions to other realms are rare. Still, sometimes grand gestures or significant acts can cause the great doorway to briefly manifest long enough to invite fighters in need. The most common situation leading to a conjunction is a vow of one hero to defeat or gain vengeance over another. The Master of Ceremonies can create conjunctions at will, and gods of glory or honor can control their occurrence to some extent, but not frivolously.

The manner of the great door's appearance varies based on where it is set, though it is always composed of white stone and black metal, with red writing. These conjunctions remain until they are no longer needed, and some could be said to be semi-permanent for this reason alone. For example, in the throne rooms of two rival kingdoms are a matching set of the doors. The people of each realm have warred for a generation over misunderstandings and pride on both sides, each failing to see they have more in common than contrary. The heroic but foolish leaders could step through the door and end the conflict in single combat, but to date have refused. Innocents continue to die in needless conflict, and each kingdom's status degrades with each passing year. The conjunction remains until they seek it or perish. Some begin to suspect the doors come with a secret motive. Rumors of their presence have slowly leaked to the commonfolk, sowing the seeds of righteous rebellion.

Manifestation

A manifestation of the Champion's Arena is all but unheard of, with the last said to be the battle where Eleghata claimed her position from the previous Master of Ceremonies. It always requires a hero of great power and destiny, a challenge that can be completed through no other means, and the approval of the Master of Ceremonies. For example, should a pair of legendary archmages require a duel, but fear they might tear the world asunder in the process, the arcane gods might petition the Master of Ceremonies to manifest the Arena.

Should the Arena truly manifest, it appears within the nearest available space as an impossibly towering coliseum of white stone and black iron. The combatants and all who wish to observe their conflict, can enter freely. The manifestation persists only for a short time after the battle's conclusion, and some slow-moving observers have found themselves trapped in Valhalla as a result.

Locations

Caverns: Beneath the Arena proper are the Caverns, which are nearly-infinite in extent. Within are housed every imaginable monster, from dire wolves to singular behemoths.

The demiplane appears capable of sustaining and caring for each, while keeping the most violent from escaping or harming the rest. Likewise, when a beast is required, it is simply drawn from the Caverns by the demiplane's magic. It is the Beastmaster's role to see to the safety and comfort of each new creature, or to intercede when something goes awry. At the deepest depths of the Caverns is the lair of the ekena, the Arena's first monster, rumored to have only been defeated by the first Master of Ceremonies.

Markets: While not truly located within the Champion's Arena, the Great Market or metropolis of "Arena" is intrinsically tied to its existence. Here both veterans and visitors can purchase or repair anything needed, though seldom is the price counted in currency. It is more common for heroes to trade in stories, services, and goods, but there are many mysterious creatures with dark tents awaiting the unwary. While soul-bargains are strictly forbidden, less severe exchanges are sometimes risked by less reputable elements. However, such underhanded actions always eventually come to light, usually in a spectacular and action-packed fashion.

Taverns: Arena's taverns are rightly considered the best in the planes if one enjoys hard drinking, raucous company, and the occasional brawl with a drunken dragon. If an alcoholic beverage exists, it is sold here, and some can only be found within the extents. Within most bars betting on the next fight is a common practice, though the specific stakes can vary between them. In a strange way, running bets and bar tabs serve as the only true currency within the pseudo-city.

Important NPCs

Beastmaster: Avarak Varstoone is a barrel-chested human covered in scars like he's been mauled by a dozen monsters of terrible size. His hair is steel gray and worn cropped fairly short. He is gruff and impatient with people, but shows incredible tenderness and affection toward the monsters in his care. It is as if he regards each dangerous creature as his helpless child, defending their health, safety, and happiness like a doting parent. Avarak appears to not understand or relate to most people well. He commonly misunderstands basic social cues and is often painfully blunt with honesty. The Beastmaster quickly grows bored with the discussion of any subject he is not interested in (usually the care, classification, and history of monsters). Avarak's past and how he came to be the Beastmaster is not something he discusses, if he even remembers it at all. Considering he can recall a half-dozen different Masters of Ceremonies, it is widely presumed he is truly ancient.

Use the statistics for the **beast master** (see *Pathfinder Roleplaying Game: GameMastery Guide* for details) to represent Avarak, except his alignment is chaotic good and he has the greater petitioner template.



Master of Ceremonies: Eleghata is a remarkably stout and muscular elven woman, leading many to falsely assume she is half-elven. Her skin is naturally dark, and her hair auburn with almost-green highlights. The Arena's Master is remarkably passive whenever overseeing a contest, which is nearly the only time she is ever seen at all. She seems to disappear from the demiplane whenever she is not needed, returning on instinct when her responsibilities call. She does occasionally frequent the Eternal Tavern, and her open invitation indicates she saved the world at some point in the forgotten past. In these rare moments of relaxation among peers, her personality shifts to one far more outgoing and boisterous. She claims she was a great general in life, but her stories are often contradictory, as if her memory was uncertain or she is intentionally occluding the details. On more than one occasion while deep in her cups she's admitted a desire to be released from her position, but knows she can only be defeated fairly. Considering none have even come close, she has no idea how long she must continue.

Use the statistics for the **master duelist** (see *Pathfinder Roleplaying Game: NPC Codex* for details) to represent Eleghata, except her alignment is chaotic good and she is an elf. Eleghata possesses the invincible mythic creature simple template (see *Pathfinder Roleplaying Game: Mythic Adventures* for details) and the greater petitioner template.

Plot Hooks

The following plot hooks can help incorporate the Champion's Arena into a campaign.

- When powerful adventurers disagree to the point of coming to blows, the world's destiny can be harmed by the conflict. Even if they are not capable of causing terrible harm to their surroundings, a single petty argument could endanger a quest necessary for reality's survival. The gods might intercede, providing the Arena as a means for them to safely settle a conflict without putting a greater mission in jeopardy.
- The Master of Ceremonies wishes to retire, but cannot willingly lose. She must be bested, honestly, by one who is better. Unfortunately, she has achieved the heights of power, and most capable of giving her a fair fight have no desire to take on her responsibilities for little gain. While she cannot intentionally falter, she is immortal, possesses vast resources, and can travel beyond Valhalla when she is not called to the Arena. So, she has been working for decades to create a hero both driven to and capable of taking her place through subtle moves within the Material Plane. Eleghata is unsure if her labors might succeed, but it is better than doing nothing.

- The Beastmaster occasionally ventures into the living world in order to save some nearly-extinct species, transporting it back to the Arena for protection, and potentially re-introduction if he can replenish its numbers. He is no incredible warrior, and so must contract out services for this purpose. However, the ancient caregiver's social issues cause difficulties in this respect, sometimes leading to frustrations or problems with local authorities. He might seek the PCs out, or they might be in a position to help him out of trouble. Capturing a dangerous and rare creature alive and relatively unharmed presents a unique challenge, but Avarak always compensates more than fairly.

Additional Rules

The following minor artifact and mythic monster are associated with the Champion's Arena.

GRUDGEGLASS (MINOR ARTIFACT)

Aura strong divination; **CL** 20th

Slot none; **Price** —; **Weight** 5 lbs.

DESCRIPTION

This dense vitreous shard is warm to the touch, and opalescent flecks glimmer under its glossy surface. *Grudgeglass* forms from the blood, sweat, and tears of Champion's Arena competitors who lose pivotal battles or are otherwise unable to settle accounts. The Master of Ceremonies can then form the minor artifact from the wet sand, sometimes offering it to an underdog victor, or as a consolation prize to a loser she pities. *Grudgeglass* can also sometimes arise spontaneously in the Arena's bowels, but it often takes decades for enough to accrete into a usable form.

A creature can speak an enemy's name and plunge the *grudgeglass* into their body as a full-round action, bending their body and spirit toward apprehending the named individual. For 1 month, they gain the benefits of a continual *discern location* spell targeting the named creature, with the information granted by the effect updating every 10 minutes. If the creature is then adjacent to the named enemy during this time, they can issue a challenge as a full-round action to a fight the enemy must eventually accept or wither away. This challenge otherwise functions as the *geas/quest* spell. The enemy is released from the effects only if the challenger is dead or surrenders.

After the end of the month if the named enemy is still alive, the creature secretes the *grudgeglass* in a painful process dealing 10d6 damage. If the enemy is slain during this time, the *grudgeglass* is destroyed.



DESTRUCTION

Grudgeglass is destroyed if it is used and a named creature is killed while its effects are active. If a creature carrying a shard of *grudgeglass* forgives their worst enemy, the artifact becomes a cloud of warm mist evaporating within moments.

Ekēna

The mountainous creature appears to have multiple shifting heads or tentacles extending from a central body. The coloration, shape, and details constantly change from one second to the next, manifesting a dozen mouths or razor-sharp whip-like growths. Smaller buds plop off from the main body, quickly taking a more solid and familiar shape.

EKENA

CR 25/MR 10

XP 1,640,000

N Colossal outsider

Init +12; **Senses** blindsight 120 ft.; Perception +22

Aura frightful presence (60 ft., DC 30)

DEFENSE

AC 36, touch 10, flat-footed 28 (+8 Dex, +26 natural, -8 size)

hp 487 (31d10+317); regeneration 20

Fort +24, **Ref** +25, **Will** +13

Defensive Abilities second save^{MA}; **DR** 10/epic; **Immune** ability damage, bleed, disease, energy drain, mind-affecting effects, paralysis, petrification, poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 41

Weakness cleverness

OFFENSE

Speed 40 ft.

Melee 8 tentacles +39 (2d8+13/19-20/x3 plus grab)

Space 25 ft.; **Reach** 25 ft.

Special Attacks block attacks^{MA}, mythic power^{MA} (10/day, surge +1d12), snatch (tentacle, 2d8+13)

Spell-Like Abilities (CL 20th, concentration +25)

At will—*shapechange*

3/day—quicken *shapechange*



STATISTICS

Str 52, **Dex** 26, **Con** 24, **Int** 3, **Wis** 17, **Cha** 21

Base Atk +31; **CMB** +60; **CMD** 78 (can't be tripped)

Feats Acrobatic Steps, Awesome Blow, Combat Reflexes^M, Critical Focus^M, Exhausting Critical, Greater Bull Rush, Hover, Improved Bull Rush^M, Improved Critical^M (tentacle), Improved Initiative, Nimble Moves^M, Power Attack, Quicken Spell-Like Ability (shapechange), Snatch, Stand Still, Tiring Critical

Skills Acrobatics +27, Climb +32, Fly +18, Perception +22, Stealth +7

Languages none

SQ mythic victory

ECOLOGY

Environment Valhalla (Champion's Arena)

Organization solitary (unique)

Treasure none

SPECIAL ABILITIES

Cleverness (Su) The nature of the ekena allows for those who face it with wit and bravery to gain an important edge. The specifics of what constitutes an appropriate action are subject to the GM's discretion, but typically should require a DC 25 or higher skill check (such as Acrobatics, Climb, Knowledge, Ride, Stealth, or Swim) which is made as part of an attack or spellcasting action. This does not cause the attack or spell to require additional time or actions, even if the described action might normally take additional time. If made as part of an attack, the attack bypasses the ekena's damage reduction. If made as part of spellcasting, the spell ignores the ekena's spell resistance. This cannot be used by a creature more than once per round, and the same clever action cannot be used against the ekena within a 24-hour period.

Clone (Su) When the ekena damages a creature of Huge-size or smaller with a natural attack, it can expend one use of mythic power as a swift action to create a subservient clone of the creature (similar to a *mirror of opposition*) within an adjacent square. The clone acts on the ekena's initiative, but does not act until the start of the ekena's next turn. The clones typically look like twisted or monstrous versions of the original creature, and represent personal flaws. The clone persists for 1 hour or until the ekena is defeated. The ekena cannot clone the same creature more than once within a 24-hour period.

Mythic Victory (Su) Any creature defeating the ekena (singularly or as a group) within the Champion's Arena becomes a mythic hero or gains the mythic creature template. Defeating the ekena requires reducing it to negative hit points even if it cannot truly be killed. The first time a mythic creature defeats the ekena, they increase in mythic rank. The first time a mythic hero defeats the ekena, they function as if succeeding at a mythic trial.

Regeneration (Ex) The ekena cannot truly die while within the Champion's Arena and cannot leave the demiplane by any means. It can only be permanently slain by the Master of Ceremonies, or if the demiplane itself is somehow destroyed.

Shapechange (Sp) The ekena cannot use the *shapechange* spell-like ability to fully transform into another creature and does not gain bonuses or penalties to ability scores, natural armor, or natural attacks when polymorphed in this manner. However, the ekena does gain any other special abilities possessed by the form without otherwise altering statistics. In addition, the abilities gained in this fashion are cumulative with multiple uses of the spell-like ability. For example, the ekena could gain immunity to critical hits and sneak attack, DR 5/—, and a swim speed of 120 feet (per *elemental body IV* [water elemental]) with one casting, and then gain fly 120 feet (poor), darkvision 120 feet, a breath weapon, and immunity to one element (per *form of the dragon III*) with a second casting.

Tentacles (Ex) The ekena's tentacles deal bludgeoning, piercing, and slashing damage. The damage from the ekena's natural attacks penetrates all damage reduction except DR/—.

The ekena is as old as the Champion's Arena. When the first petitioners stumbled on the realm, the ekena was waiting. Acting as the Arena's avatar, or even an aspect of Valhalla itself, the ekena is a threat unequaled by most terrors in the multiverse. The true danger of the ekena is not merely whipping tentacles and gnashing teeth, but the way it forces challengers to face twisted reflections of their own inner demons. Even creatures capable of killing the ekena are often ill-prepared for themselves.

Fortunately, like most of Valhalla's challenges, the ekena does not exist to be undefeated. Those who face it with bravery and guile always find a weakness. This secret is only known to a few, such as the Master of Ceremonies or the Beastmaster, and they never share it freely.



Cliffs of Renewal

High above the planes, a sheer cliff falls off into nothingness. Those staring over the edge see strange lands laid out beneath them, but can never quite recognize specific locations. So tall is this height, the view is sometimes obscured by clouds passing far below.

The edge side of the cliff is almost perfectly sheer, and composed of a slate-gray rock. Approaching from the far side, there is little in the way of vegetation on a winding trail. Only hardy grasses or the occasional purple flower grow among the stones, with a single small tree with no leaves on skeletal branches growing at the summit. No fence or railing blocks access to the dizzying drop-offs, and the strong winds are constant. However, they never quite seem to cause a traveler to lose a step or feel a fearful push. If anything the opposite is true, with the harsh gusts encouraging travelers not to fall.

All along the ascent are alcoves, caves, and small pools of water. Each is a still and sacred place, perfect for the contemplation of weighty choices.

The Cliffs of Renewal exist because finding redemption or escaping damnation is no promise of eternal peace. Actions taken can haunt a soul, wearing away at sanity, until a heaven feels like a hell. Tortured by their choices which can never be changed, some seek a clean slate. For these individuals, the merciful gods long-ago created the Cliffs as a means of rebirth... for those with the faith to leap.

Seemingly, the only person actually living upon the Cliffs is a half-orc crone called Matriesca. She claims to simply prefer an eternity of solitude, meditation, and guidance for all who find their way close to the edge. The ancient woman is often right in thinking she knows a stranger better than they know themselves. However, she can be cagey with her own dark secrets.

Secrets

The Cliffs of Renewal has the following secrets.

- **Matriesca:** The wise old crone of the Cliffs was called Matas Deitesca once, long ago, and it is a name still spoken in hushed whispers by some. She had many other titles: the Bloody Fang, the Scourge, and Death's Hand to name a few. In life, she was a conqueror, who put armies, cities, and nations to the axe for the sake of her endless ambition. It was only after all her enemies were dead, and there were no battles left, that she realized the depths of her sins. She spent the rest of her long life trying to be a just and noble ruler, but knew it could never erase the harm she'd caused. As she reached her twilight years, she found the path to the Cliffs. Matriesca has never herself jumped from them, but the temptation remains. Given the weight of her crimes, she even now feels it a more fitting penance to spend her remaining years alone, counseling those who also reach the Cliffs. None know better the burdens they bear.
- **Paths:** When the Cliffs were constructed by the gods, it was connected to all of the good-aligned



planes. In those early days, it was uncertain what mortal souls might require it most. Over time, the petitioners of Valhalla have kept the path spiritually worn with frequent passage. While there are occasional seekers from other realms, it is heroes who often bear the greatest regret.

- **Sacrifice:** Objects thrown from the Cliff's edge always reach their truest owner. It might take years from the moment they are thrown, to the moment they reach a destination, but they always turn up or are discovered. Objects native to the demiplane thrown off always appear back where they were taken within minutes, as if nothing had changed. If an object thrown has no true owner, it either disappears forever, or perhaps the demiplane simply waits until a proper owner is born or visits the edge.

Planar Traits

The Cliff of Renewal has the following traits or adjustments to Valhalla's base planar traits.

- **Transfiguring Essence:** The plunge from Cliff of Renewal offers absolution and new life to those who seek it, but not without sacrifice. A creature that willingly leaps from the Cliff is reborn (in a manner similar to the *reincarnate* spell), and can choose the broad circumstances of their birth. This includes creature type, age, gender, career, and social standing. If the creature is conflicted or uncertain, the demiplane intuitively what it believes to be the best choice for a life of atonement based on the creature's past. The creature is afflicted with the cleansing contrition curse (see Additional Rules below).

The demiplane's powerful magic bends reality and fate to accommodate the reborn creature, and outside of divine intervention, they take their new place on the Material Plane without notice or discovery. This ability of the plane affects both petitioners and living creatures who leap from the edge.

- **Self-Contained Shape:** In most cases, objects accidentally falling from the cliffs enter a cloud bank before reappearing somewhere at the precipice. A creature can only willingly leap from the Cliffs, and can never be thrown, pushed, or compelled to do so. If a creature falls off the Cliff unwillingly, they appear at the base of the ascending path, unharmed.

Connections

The path to the Cliff of Renewal from Valhalla begins in a moorland marked by cairns with countless exotic stones. Upon each stone is carved the old name of one who has leapt from the Cliffs. Travelers or souls with deep regrets are often drawn to the path, mindlessly wandering closer to it when they are deep in thought. It winds through gradually growing

hills, and upward into a mountain. The path is only as long as the travelers need it to be, seeming to grow longer for those requiring time to think, or shorter for the confident.

There are less notable or well-worn paths to the Cliffs within most other good-aligned planes, but they are harder to find and travel. These journeys are always long and arduous, with travelers forced to endure fierce winds, and brutal cold which test their resolve.

Conjunction

The Cliffs experience conjunctions more frequently than most demiplanes. The nature of the realm is drawn to heroic despair and a need for atonement, but this desire must be consistently strong. After all, there are many less extreme means for the living to seek a true redemption or find peace. The conjunction never happens when the potential seeker is busy or engaged. It instead happens in a quiet moment as they wander. Whatever path they walk becomes rockier and steep. Trees shrink and disappear. These changes are obvious enough most choose to turn back, but many continue on. The conjunction remains until they return or leap from the edge.

Manifestation

The Cliffs of Renewal briefly manifest each time a creature leaps from the edge. For the minutes they fall, the demiplane truly exists at a great height above the ground while they plummet toward it at growing speed. In this time, the demiplane enacts the changes to the creature and the world which allows them to begin their new life. It can be conceivably reached from the Material Plane during this narrow window, but requires teleportation or flight at a great altitude.

Locations

Cave: Matriesca lives a simple, austere existence within a small cave a minute's journey down the path from the edge. It is a far cry from her once opulent life, and she considers it to be an important facet of her ongoing penance. She sleeps upon a handwoven grass mat and sits upon smooth stacked stones. Her only other possession is a small magical *teapot*. Once per day the *teapot* can create two cups of tea. If the tea is drunk within 10 minutes of being poured (requiring 1 minute), it affects the drinkers as the *owl's wisdom* spell for 1 hour.

Edge: The sharp edge of the Cliffs is rough, gray stone, and it is impossible for someone standing there to accidentally slip. The incline down is so sharp it is hard to even see the wall unless one cranes their head far enough over. Beneath the only tree is a small stone altar maintained by Matriesca for the last few decades. It is covered in messages weighed down by stones, each written by someone just before they leapt. Some are tearful confessions, others are words to any who might come looking for them, and there are even a few pieces of advice for any individual contemplating taking the leap.



Path: No matter how the demiplane is reached (even if the *plane shift* spell or similar magic is used), travelers always begin at the start of the path. It is well-worn, winding through foothills and into a mountain. Though the path is never easy, the difficulty varies between travelers. An individual who knows nothing of the Cliffs might find it akin to a long jog up a steep, windswept hill. Someone grappling with the decision to jump might have to travel for days through rough terrain, and are given ample opportunities to reconsider.

Important NPCs

The following NPC is associated with the Cliffs of Renewal.

Matriesca: The old, half-orc woman is the only permanent resident of the demiplane, though she sometimes hosts guests while they make a decision. Her sharp ears hear anyone approaching the summit, and she ventures out to kindly greet them. Offering tea from her *teapot*, she invites them in. With gentle empathy, Matriesca explains the Cliff's purpose, draws out confessions, and helps guide visitors toward a proper rebirth if they are set on it. She invariably detects deceit or pride, and warns those who leap foolishly are likely to only repeat past mistakes. While Matriesca is happy to talk... and truly enjoys company, she avoids speaking of her past. She only shares her dark secrets if pressed, or if she feels giving her own confession might help a stranger open up.

Matriesca is far from the terrifying warrior-queen she once was, and gladly so, but only a fool would confuse her kindness with weakness. Use the statistics for the **brutal warlord** (*Pathfinder Roleplaying Game: NPC Codex*) except her alignment is neutral good. She has venerable age penalties and no gear (except her *teapot*). She is a living creature and not a petitioner.

Plot Hooks

The following plot hooks can help incorporate the Cliffs of Renewal into a campaign.

- An NPC associated with the PCs, or even one of the PCs themselves, might have reached a state of sufficiently deep depression they create a conjunction to the Cliffs. A PC might travel up to speak with Matriesca, or an NPC simply disappear, requiring a difficult search for their whereabouts.
- An NPC or PC could discover they went to the Cliffs in their previous life, choosing to try again rather than live with some terrible guilt for eternity. Do they seek to reclaim the past, or leave it unknown for fear of crippling remorse?
- Matriesca spent a generation murdering and pillaging her way across nations. Spending decades working to heal the wounds she caused seems enough for the gods, but not for herself, or her enemies. A long-lived foe could seek a way to reach the Cliffs, perhaps manipulating the PCs or an NPC they know into creating a conjunction.

Additional Rules

The following curse and occult ritual (see *Pathfinder Roleplaying Game: Occult Adventures* for details) are associated with the Cliffs of Renewal.

CLEANSING CONTRITION (CURSE)

Type curse; Save none

EFFECT

The Cliffs of Renewal suppresses all of a creature's knowledge of their former self during the process of rebirth, though their personality and at least a shadow of their past life cannot be erased or the absolution has no meaning. The creature loses all class features, spellcasting abilities, and any martial or exotic weapon proficiencies. They cannot use any combat, item creation, metamagic, or style feats. They can select up to four skills suitable to their new identity, but function as if they had no ranks in any other skills they possess.

While most leaping from the Cliffs are content to live out an ordinary life, some eventually seek to reclaim what was lost. To do so, they must perform acts of atonement related to prior sins. This causes the creature to slowly regain knowledge of their past life in three stages: intuition, realization, and epiphany. The magnitude of a required act increases with each stage.

Intuition: The creature is confronted with the truth, either directly with someone telling her about her former life, or because she is forced to draw upon it due to circumstances beyond her control. The creature regains use of all lost skills. Additionally, she regains indistinct memories of her prior life, such as flashes of emotion, strange dreams, or feelings of *déjà vu* regarding once-familiar people, places, and things.

Realization: The creature takes concrete steps within her current life to redeem the sins of her former, or actively confronts dangerous remnants of her prior misdeeds. The creature regains access to any feats she has, though she still cannot use feats with class features or spellcasting as prerequisites. Additionally, she can now recall specifics of her past life, but it is more akin to having read a book about herself than actual personal memories. For example, she might recognize the faces of enemies or loved ones and recall facts about them, but wouldn't feel a strong emotional connection.

Epiphany: The creature performs a single great action or series of actions that either redeems her past life's sins or ends some terrible wrong she was responsible for. The creature regains access to her spellcasting and class features. Additionally, she can now recall the entirety of her former life on a personal and emotional level.

Cure: The curse can be removed with three separate *atonement* spells (requiring 2,500 gp each to proceed through each stage) and the direct approval of the caster's deity regarding their intervention. Otherwise, the curse can only be removed with a *miracle* or *wish* spell.



EXAMPLE ATONEMENT

A once-ruthless tyrant afflicted by *cleansing contrition* could become the just mayor of a small town. She might reach the intuition stage when confronted with the truth, or when the town is threatened by a familiar force from her dark past. If she became the benevolent ruler over a province or stands against the force for the sake of her people, she would reach the realization stage. If she then helps a young ruler avoid her path, or defeats the brutal dictator who took her place when she died, she could finish the epiphany stage.

Occult Ritual

The following occult ritual can be learned by anyone visiting the Cliffs of Renewal. It may be written on a cave wall, left on a note at the altar, or simply be created by an occultist scrutinizing the demiplane's nature. Likewise, anyone who leaps from the cliffs and fully recovers their memories (per the epiphany stage of the cleansing contrition curse) can learn this ritual.

REBIRTH

School transmutation; **Level** 5

Casting Time 50 minutes

Components V, M (the bones of the creature to be *reincarnated*, evergreen clippings, one pound of flesh [see text]), F (an evergreen tree studded with 5,000 gp worth of gemstones), SC (up to the Wisdom modifier of the primary caster)

Skill Checks Heal DC 32, 1 success; Knowledge (nature, planes, or religion) DC 32, 3 successes; Spellcraft DC 32, 1 success

Range touch

Target one enameled ribcage

Duration 20 minutes

Saving Throw none; **SR** no

Backlash All casters are exhausted and take one temporary negative level.

Failure The negative level is permanent and an angry spirit inhabits the vessel, which functions as a berserk flesh golem^{B1}.

EFFECT

This ritual allows for the controlled reincarnation (as the *reincarnate* spell) of a creature, and its first material component—usually flesh, but other substances as appropriate—are taken from a creature on the *reincarnate* spell's incarnation table (including the GM's choice option). To begin the ritual, secondary casters chant incantations of regrowth while the primary caster hangs the bones in the evergreen's boughs. They then place the majority of the flesh among the bones, spreading the remainder across the boughs. All casters continue chanting, calling for the souls' attention as they place evergreen clippings beneath the hanging bones in precise patterns. If the ritual is successful, the gemstones shine with light, and needles from clippings and tree immediately wither and die. Threads of green essence stretch from all casters, joining the flesh which flows over branches and toward the bones. Flesh and essence to form a translucent, iridescent vessel around the sticks and skeleton, shaped as the creature from which the flesh was taken. This functions as the *reincarnate* spell, except the creature can have been dead for up to 10 years, and the incarnation is automatically the creature type the flesh is taken from.

Creatures *reincarnated* in this manner often bear bark-like scars on their backs. Evergreens used in the ritual sometimes disappear in a flash to reappear somewhere on the Cliff of Renewal's windswept moors.





Eternal Tavern

The Eternal Tavern is the most exclusive bar in the multiverse. Legendary immortals, the leaders of sprawling empires, and even many gods cannot gain entry. Each is turned away by the one who guards the door — often with a laugh, sometimes with a smile, and rarely with a whispered word of advice.

The requirement for entry is simple, but both subjective and maddening. In order to make it in, all someone has to do... is save the world.

The tavern's walls are paneled in dark, living wood carved within an impossibly large tree. Upon it are paintings and tapestries of deeds and battles from forgotten civilizations... such as women and men riding multi-headed dragons across the planes while fighting godlike monsters. These scenes seem to move, but only when they aren't watched. Scattered amongst the art are artifact weapons of awe-inspiring power, seemingly randomly hung for thoughtless decoration, and with some occasionally becoming dusty with disuse.

Long tables run down the room's center, and at the sides are more intimate booths between low walls. Conversation here is always private, no matter how sharp the ear, or near the eavesdropper. The floor and stage's wood has been scratched and worn down by countless footfalls, and stained by eons of drink. The bar top is likewise marred, but each carving was purposeful. Covering almost every available inch of space is a name, many recognizable from myth and legend, but some strangely unknown. Always working the room is Ysbel, a towering, scarred woman who is rumored to actually be a small giantess.

Despite its exclusive nature, the tavern is almost always full from sunup to sundown, serving history's greatest heroes (both dead and alive). Ysbel knows everyone's favorite food and drink, which is always in stock. However, within the walls they seldom talk of the great deeds which earned them entry. Here, amongst others who truly understand, most prefer not to dwell on terrible battles or think how often the world has teetered at the brink of ruin. Instead, they share lesser stories of their lives, enjoying rare camaraderie amongst equals.

Naturally, the exception to this rule is when a new hero or heroes first gains entry to the tavern. While they aren't expected to immediately relate the tale to the curious figures from story and song, many try to eventually get the events out of them after any number of sufficiently strong drinks.

Secrets

The Eternal Tavern has the following secrets.

- **First Hero:** The guardian of the Eternal Tavern is also the demiplane's creator, though she only dimly recalls the distant past. She is so old, she has forgotten her age, her name, and the actions leading to her title. She knows the paintings and tapestries feel familiar, and she... or perhaps her friends... once wielded the weapons on the wall, but knows little else. She recalls only feeling the strong desire to stop fighting, and a terrible sense of loss.
- **Living Wood:** The First Hero carved the Eternal Tavern by hand from the living wood of Yggdrasil, which is nearly every surface in the place. In this way, the demiplane connects to all places, and in many ways exists beyond the power of even greater gods. Though the First Hero does not know it, her memories and past have become embedded in the demiplane over time, resulting in the paintings and tapestries. Even poems, songs, or stories created within the tavern's confines seem somehow influenced by the First Hero's mysterious past.
- **Names:** The First Hero also carved the first names atop the bar eons ago, not knowing who they were or why she did so. It only became clear as the centuries passed that having your name there was both a blessing and a curse. It means the named would be given the opportunity to someday save the world. However, tragically few survive, and none do so without loss.

Planar Traits

The Eternal Tavern has the following traits.

- **Cheers:** Anyone participating in a toast within the Eternal Tavern gains the ability to understand the spoken words and read the primary language of all others who participated in the same toast (as the *comprehend languages* spell). This effect lasts for as long as affected creatures remain within the Eternal Tavern.
- **Heroic Repasts:** Those who spend at least 1 hour in the Eternal Tavern consuming food and drink gain the benefits of the *heroes' feast* spell with a 12 hour duration (beginning when they leave the demiplane).
- **Legacy:** Myths are more literal within the Tavern's extents, courtesy of the First Hero's power. Over eons, countless tales in a thousand tongues have been spun within its walls by legends both living and dead. There is a subtle power there, for those with the patience to listen. Knowledge (history)





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and Perform (oratory or song) checks made within the Eternal Tavern gain a +5 bonus (equal to 1/2 the First Hero's mythic tier), and anyone present can take 10 on Knowledge or Perform checks. In addition, anyone meeting the prerequisite for the First Hero's journey bardic masterpiece (see Additional Rules) are able to perform the bardic masterpiece for 12 hours after leaving the Tavern. The creature does not need to pay the cost to learn the masterpiece, but can learn the masterpiece as normal after gaining it temporarily in this manner.

Connections

The Eternal Tavern maintains a permanent connection to Valhalla within the city of Arena (see Champion's Arena demiplane for details). It appears to be a plain ordinary door in a gigantic root sprouting out of the ground before plunging back beneath the soil. Undeserving individuals find the door impossible to open, or shutting in their face before they can enter... while the worthy can come and go as they please. Problematic individuals hassling customers outside earn a talk from the First Hero. She is also sure to welcome new patrons, or give advice to people whose name appears upon the bar (but have not yet fulfilled their destiny).

Permanent connections to the Eternal Tavern also exist within many other good-aligned planes, such as the Celestial Mountain or the Primal Wild, but these entrances can only be located by the worthy or destined. There are also a few well-hidden connections on the Material Plane, usually within the oldest and largest cities. However, like with the good-aligned planes, it is nearly impossible for someone to find one without their name written upon the bar.

Conjunction

A conjunction for the Eternal Tavern happens only after a hero or heroes save the world, and seek a place to relax after the epic undertaking. They find the gigantic root of the Eternal Tavern... sometimes growing in an impossible place or appearing where it never was before. The door swings wide, and they are welcomed in by the First Hero's broad smile.

Conjunctions also happen more rarely when one who has already entered the Tavern finds themselves in great need, with the world once-more resting in the balance. Since it is rare for anyone to save the world even once, this has happened only a handful of times. The Tavern in these situations offers respite, support, and perhaps counsel, when it is needed most.

In either case, the conjunction lasts until the hero or heroes is ready to depart the demiplane.

Manifestation

It is not believed a true manifestation of the Eternal Tavern has ever occurred. The First Hero insists this is the case, and then also claims only one singular event can cause it to ever physically appear on the Material Plane — the true ending of the world. She cannot say why she knows this, or when such an event should occur, only that on the last day she expects to enjoy a final drink before fighting until the end of all things.

Locations

Bar: The bartop of the Eternal Tavern is the living wood of the World Tree, carved with care, and oiled smooth by the hands of history's greatest heroes. Almost every spare surface is covered in a name carved with small, precise cuts. Most of the handwriting seems the same, but not all. This is because some of the greatest heroes can even claim the right to etch a name of their choosing upon the bar... gifting (or cursing) some individual of their choosing with an equally grand destiny. The bar itself is high, with stools carved from the same wood sprouting up before it. Behind the bar are thousands of colorful bottles, filled with brews and liquors from many worlds, planes, and times.

Decoration: Hung from the walls are four minor artifacts, set up like simple conversation pieces or knickknacks in any mundane tavern. These include a *hammer of thunderbolts*^{UE} (with a *belt of giant strength* [+6] wrapped around it), a *perfect golden lute*^{UE}, *staff of the magi*, and a *talisman of pure good*. They have not been used since the First Hero set them up ages ago. While she doesn't mind them being admired (that's why they are there), she is reluctant to even loan them if the world is in jeopardy. While she no longer remembers the details, each except for the *hammer* (which is her possession) belonged to one of her companions. Everyone except the First Hero died when they all saved the fledgling world. Of course, the dead are no strangers to the Tavern, so the artifact owner's absence might then raise further questions.

Rooms: The Eternal Tavern always has a room available for a hero in need, even if the goal is simply sleeping off a night of excess. A winding spiral stairway in the back leads to a seemingly infinite hallway filled with doors, each featuring one of the names carved upon the bar. However, the order of the rooms appears to shift, making it so drunken heroes don't have to stumble for miles before finding the right door. Only the one whose name is etched upon the door can open or close it, and within is whatever they might regard as an ideal rest space. It might be anything from palatial baths and beds, to a simple wooden floor with a thin blanket.





Important NPCs

First Hero: The First Hero does not recall her own name or much of her living days, and points to a nasty scar her hair conceals if pressed on the matter. If it is pointed out that most wounds shouldn't follow one into death, she shrugs with genuine and confused agreement. All she knows is while she was not actually the *first* hero, she was the first to truly save the world from ending and survive. The rest is purely conjecture on her part. She believes she was joined by companions. They died, while she lived, though she did not survive unscathed. Her suspicion is the reason the wound lasted beyond her death is also why her companions were not waiting for her when she passed. Specifically, the dark force they fought destroyed them utterly... body and soul. Her memories only take solid shape in the years after, as she built the Eternal Tavern where she worked until her death (and then beyond). Though she cannot truly remember her friends, a part has always hoped they might walk through the door and reclaim their possessions.

Use the statistics for the mithral wizard eldritch knight (see *Pathfinder Roleplaying Game: NPC Codex* for details) to represent the First Hero, except her alignment is true neutral, she has the greater petitioner template, and is a tier 10 mythic hero with the guardian path (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). She possesses a +10 bonus to Strength and the following mythic feats: Disruptive, Dual Path (archmage; mage strike), Improved Initiative, Mythic Crafter, and Vital Strike.

Ysbel: Ysbel is a blonde giantess of potentially uncertain lineage, appearing to be simply an extremely large human. In truth her people were distant ancestors of the hill giants, but she hails from an era long before they became savage brutes. Like all who gain entry to the Tavern, Ysbel once saved the world. Her people discovered an elder magic based on the words of creation spoken by the primordial gods. It allowed the greater deities to bind all elements together into the Material Plane. This was not power fit for mortals, and Ysbel's people were woefully arrogant. They nearly tore the world asunder into its component parts with their hubris, but Ysbel sabotaged the ritual. Only her civilization was crippled and scattered, instead of all creation. For this act, she gained entry to the Tavern, but likewise found herself

without family or purpose. She was no true warrior, and felt terrible guilt for her necessary action. She wished only for a simple life, and humbly asked the First Hero to work in the Tavern.

Ysbel has happily served history's heroes ever since. Eons of experience give her an uncanny instinct for what anyone might enjoy eating or drinking, and a perfect recollection of a seemingly infinite number of options. She herself has a fondness for meads and ribald tales. She especially favors heroes who gain entry to the Tavern not because of epic power or mythic magic, but simply for making the right (and often difficult) decision. Use the statistics for a mythic hill giant (*Pathfinder Roleplaying Game: Mythic Adventures*) with the greater petitioner template for Ysbel, except her alignment is chaotic good, her Intelligence is 10, and she has Profession (barkeep) +10.





Plot Hooks

The following plot hooks can help incorporate the Eternal Tavern into a campaign.

- A legendarily powerful NPC might meet the PCs in passing, but react in surprise when they discover their names, having seen each of them written upon the Eternal Tavern's bar. Where before the experienced individual was distant and busy, suddenly whatever obstacles the PCs face become of paramount interest.
- The PCs randomly looking for a tavern within a major metropolis stumble on one of the Tavern's connections or more temporary conjunctions. Does the First Hero simply deny them entry, or imply they might meet again someday when their destiny is complete?
- Although only individuals who save the world are allowed into the Eternal Tavern, that does not mean all are altruistic. An evil individual might save the world for purely selfish reasons, and thus gain entry. Once within, a mythic thief or archmage could steal the artifacts or seek to even corrupt the bar's magic. At the least, knowing the names of every individual destined to potentially save the world could be incredibly valuable information. If there are no currently living world-saving heroes, the future of the Eternal Tavern might depend on mortals who have yet to fulfill their potential destiny. Preserving the Tavern's secrets could even be a way of saving the world many times over, by ensuring others can do so in the future.

Additional Rules

The following bardic masterpiece (see *Pathfinder Roleplaying Game: Ultimate Magic* for details) and minor artifact are associated with the Eternal Tavern.

FIRST HERO'S JOURNEY (ORATORY, SING)

Your stories and songs inspire new heroes to triumph.

Prerequisites: Perform (oratory) 13 ranks or Perform (sing) 13 ranks, access to the Eternal Tavern.

Cost: Feat or 5th-level bard or skald spell known.

Effect: Though the First Hero's past remains mysterious, it is said her actions left a mark on the fabric of reality and cleared a path for all heroes following after. You have gained entry to the Eternal Tavern and find yourself gaining an instinctive sense for the ebb and flow of burgeoning heroic fates. You can open yourself to the call of destiny, speaking a story which serves to aid, even if neither you nor they yet understand the lesson imparted.

When you complete the performance, you can grant one of the following benefits to one or more targets. Each target must have Hit Dice less than or equal to half your character level. Any target gaining the benefits of this masterpiece must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 3 rounds of bardic performance for each target you want to gain this benefit. A target cannot gain more than one benefit in a 24-hour period, cannot gain a new benefit while they currently possess any benefit, and cannot gain any specific benefit more than once. Each benefit can only be gained in consecutive order (departure, then initiation, and then return). This is a language-dependent effect.

Departure: Your story inspires an uncertain hero with a call to adventure, helping them overcome fears or some sense of inadequacy. The target gains the ability to cast *remove fear* once as a spell-like ability using their Hit Dice as their caster level, except the effect only affects the target creature and is cast as an immediate action. This spell-like ability can only be used once before it is lost, but the target retains the ability until it is used.

Initiation: Your story unwittingly acts as a conduit for the forces of fate, imparting lessons which become understood only as the hopeful hero faces trials or enemies. The target gains the ability to cast *divination* three times as a spell-like ability using their Hit Dice as their caster level, except each casting only grants an answer to a single question, and can only be applied to a separate and distinct goal, event, or activity to occur within 1 week of the casting. There is no chance of failure. This spell-like ability can only be used three times before it is lost, but the target retains the ability until it is used three times.

Return: You unknowingly hint at some hidden way for the hero to find their way back to the world in some future time of need. The target gains the ability to cast *find the path* once as a spell-like ability using their Hit Dice as their caster level, except the effect only affects the target, the duration is 1 day per caster level, and the location does not have to be on the same plane as the subject at the time of the casting. If the location is not on the same plane as the subject, the effect directs the target to the nearest connections, conjunctions, *gates*, or other reliable methods of planar travel necessary to reach the location. This spell-like ability can only be used once before it is lost, but the target retains the ability until it is used.

Use: 3 bardic performance rounds, +3 rounds per target affected.

Action: 10 minutes.





PARAGON'S VESSEL (MINOR ARTIFACT)

Aura strong enchantment and transmutation; **CL** 15th
Slot none; **Price** —; **Weight** 1 lb.

DESCRIPTION

When the First Hero carved the Eternal Tavern into the living wood of the World Tree, she did not waste the remnants. Carefully kept and preserved, she used many to fashion furniture for the bar or powerful items for the worthy over the years. However, the greatest store was set aside for the *paragon's vessels*: handcrafted steins she gifts to any who gains entry. While most were crafted thousands of years prior, each already bears the hero's name and a symbol or heraldry representing their world-saving actions.

A creature who possesses a paragon's vessel functions as a mythic creature (see *Pathfinder Roleplaying Game: Mythic Adventures* for details) for the purposes of determining how mythic spells and effects affect them. If the creature is or becomes mythic, they gain an extra use of mythic power per day and their tier is considered

1 higher for determining the potency of mythic abilities, feats, and spells. This doesn't grant access to mythic abilities or greater versions of mythic spells at a lower tier than normal, nor does it adjust the dice rolled for mythic surge.

Once per year, a creature can use their *paragon's vessel* to create a temporary conjunction to the Eternal Tavern. The conjunction lasts for 1 hour unless they enter. Then, it persists until they (and any worthy companions) depart the demiplane.

If any creature other than the individual the *paragon's vessel* belongs to attempts to use it, the *vessel* disappears and reappears within the Eternal Tavern for the true owner to reclaim.

DESTRUCTION

A *paragon's vessel* crumbles to ash when the hero who gains it permanently dies. If the hero is destined to return to life, it is not destroyed, but returns to the Eternal Tavern.





Forge of Destiny

Fate is a combination of opportunity and choice, with mortals possessing the freedom to decide their future. Nothing is certain, and even the gods can only prophecy in a grand scope or for only immediate events. However, a mortal can choose to sacrifice free will in exchange for a destiny of their choosing. This is a dangerous game to play, and usually only the desperate or foolish lock their lives to a path.

The Forge of Destiny was perhaps constructed by some trickster god, a well-intention (but shortsighted) archmagus, or functions as a natural way for fate to simplify the world. Regardless, it exists to remove elements of choice from those with the greatest power to enact sweeping change. It is a deceptively simple bargain: create whatever you require to accomplish a destiny of your choosing, but understand the destiny can never be abandoned. For individuals seeking revenge over seemingly invulnerable foes, or wishing to accumulate power at all costs, this seems a reasonable enough bargain. Unfortunately, most come to regret the choice long before the tragedy plays out.

The Forge alters to suit the needs and tastes of whoever it seeks to tempt. Sometimes it is a simple roadside smithy, but it can as easily be a sprawling volcanic temple fueled by dragon's fire and bound efreeti. It is always a hot place, where sweat and toil are more vital than magical power. Any who might accept the demiplane's offer can instinctually sense its potential, and know it comes at a cost.

The demiplane fuels item creation with the power of destiny. Within the Forge, a person without a hint of magic and only minor skill could craft a blade of legendary might, and individuals with true power can even create artifacts.

Unfortunately, calling on raw fate and giving it shape is often ill-advised. While items birthed in the Forge are not necessarily intelligent, they do possess a sort of will. What leads many crafters to woe is the incorrect assumption completing a discrete quest or task is the same as destiny.

Secrets

The Forge of Destiny has the following secrets.

- **Cycles:** The fate woven into an item does not simply disappear with the completion of some singular task. Instead, strange coincidences seem to always cause the task to continue forever. For example, if a weapon is forged to kill for revenge, when the specific individual dies, it is discovered they were merely the tool of a sprawling, entrenched secret society.

- **Set Fate:** If the Forge of Destiny is used to repair an item, including a completely destroyed item or artifact, the crafter does not get to dictate the item's fate. Instead, the crafter becomes locked into whatever destiny most suited the original item, the item's history, or the original crafter.
- **Unending:** The destinies crafted within the Forge do not ever cease while the item survives. Even if the crafter should perish, the fate they made simply waits to infect the next poor soul claiming the item.

Planar Traits

The Forge of Destiny has the following trait.

- **Fate Crafting:** The Forge of Destiny does not merely reshape itself to meet an inhabitant's needs. The tools it provides sing with the knowledge of a thousand crafts — enhancing and guiding a user's skills.

While within the demiplane, creatures possessing 5 or more ranks in the Craft or Spellcraft skill can craft magical items as if they possessed the Master Craftsman, Craft Magic Arms and Armor, and Craft Wondrous Item feats.

If an individual possesses any item crafting feat, they can use the forge to function as if they automatically fulfilled all spell requirements for any item they craft of that type. In addition, they can ignore any caster level minimums for an item they desire to craft. The item's caster level is its normal minimum, regardless of the crafter's caster level.

Any item created within the Forge of Destiny is crafted at half the normal cost in materials and in half the normal time for construction. Only permanent items can be crafted in the Forge. Single-use items or items with limited charges cannot be created.

Minor artifacts can be created or repaired using the Forge, but the crafter must have a relevant item creation feat, and be caster level 20th or mythic tier 5 or higher. Creating a minor artifact in this manner costs 100,000 gp and requires 200 days. Repairing a minor artifact costs 50,000 gp and 100 days. Crafting or repairing a minor artifact requires a DC 30 Spellcraft check.

The crafter of an item gains the *forged destiny* curse (see Additional Rules below). If the crafter perishes, the next creature to touch the item then gains the curse unless the crafter is resurrected (which causes the curse to immediately return to the creator).

Connections

The Forge of Destiny can be reached by anyone venturing deep below the surface of Valhalla. These caverns feature dangers of their own, and anyone actively seeking the Forge in this manner is always faced with a series of





three trials. These are tests of resolve, bravery, and honor. Creatures which have broken an important oath must atone for the oathbreaking before they can undergo these tests. If these tests are passed, it forces the Forge to cease manifesting (see below), forcibly causing anyone currently crafting within it to pause any progress they make toward an item's construction. They must wait for the traveler of the Forge's true path to finish their work or else journey to Valhalla themselves to take the trials and confront them.

The Forge also possesses a permanent connection to the heart of the Plane of Fire. The path from the demiplane is always through the hottest portion of the Forge, and is deadly to any creature lacking immunity to fire.

Conjunction

In extreme circumstances, a creature could be allowed to take the three tests without first journeying to Valhalla. As with one who performs the journey before the tests, this allows the creature to wrest control over the demiplane for their purposes, preventing anyone else from using it in the meantime. However, this requires either some vital conflux of destiny attracting the demiplane itself, or a god with a related portfolio intervening.

Manifestation

Unlike most demiplanes, manifestation is not a rarity for the Forge of Destiny, which is almost always manifested somewhere on the Material Plane. It appears in a location where it is found by an individual who is likely to use it.

It disappears to the next viable location as soon as they are finished, abandon the crafting, or decide not to accept the demiplane's deal. If possible, the demiplane merely overlays some feature of a city or terrain which could conceivably be used as a forge, but if necessary it can completely rewrite reality within a small area to better tempt a crafter. The demiplane never manifests for an oathbreaker, until they are able to atone for their actions by some means. The demiplane treats an individual who abandons their crafting as an oathbreaker, forcing them to seek it out and pass the trials in order to atone.

The demiplane only ceases to continually manifest when an individual travels to it by the permanent Valhalla connection or manages to create a conjunction.

Locations

Fire: The Forge of Destiny always has a fire, whether it is the mouth of a chained great wyrm or a simple smithy with bellows. This fire is impossibly hot, fueled by the heart of an elemental plane. The space close enough to the fire to make use of the Forge's magic requires continual exposure to extreme heat (air temperatures over 140° F). Breathing the air deals 1d6 points of fire damage per minute (no save), and a Fortitude save every 5 minutes (DC 15 + 1 per previous check) or the creature takes 1d4 points of nonlethal damage. Creatures wearing heavy clothing or armor take a -4 penalty on their saves. The *endure elements* spell or any fire resistance prevents this damage.



Omens: While the details of the demiplane vary based on who is making use of it, there are always omens hinting at the future hidden within the demiplane's corners. As the crafting of the item progresses, these signs become increasingly obvious. These clues grant a crafter insight into the inevitable fate they are accepting, and offer a final chance to retain their free will. They crafter can cease at any time, but lose any raw materials used up to that point.

Water: The Forge always features a source of water, usually a well, stream, or pool. This water is perfectly clear, clean, and cool. Regardless of appearance, it can be used to cast the *srying* or *greater srying* spell in place of the material components and focus. If used for this purpose, the caster can ask a single question once per day regarding the immediate future of a creature viewed (as the *divination* spell with a 100% chance of accuracy).

Important NPCs

Walan: The only permanent inhabitant of the demiplane is Walan, a variant theletos aeon (*Pathfinder Roleplaying Game: Bestiary* 2) with the monk creature simple template (see *Pathfinder Roleplaying Game: Monster Codex* for details) and the following 1/day spell-like abilities: *discern location*, *greater teleport* (self plus 50 lbs. of objects only), and *plane shift* (self plus 50 lbs. of objects only). Embracing an axiomatic philosophy, Walan is considered a rogue aeon. Having deviated from the apathetic whims of the multiverse, the theletos has come to believe the notion of maintaining a balance is grossly flawed. The error rests in the core assumption things are balanced to begin with. Entropy is transcendent, and the ultimate fate of all. The destiny of the multiverse must be constrained and controlled for this to change. So, it studies the Forge of Destiny, and how it interacts with mortal fates. It hopes to perhaps, someday, apply the Forge's power to the Monad itself.

Walan can always be found in a state of apparent meditation by whatever form the demiplane's water source takes. The enigmatic being explains without deception the demiplane's purpose and the associated cost, though it cannot predict any specific outcomes. Walan rarely volunteers additional information, only answering questions when specifically asked. It also actively encourages creatures to use the Forge, albeit only in a dispassionate and logical manner. It is also willing to assist visitors with whatever they require in crafting an item while within the demiplane as an excuse to study them.

As a rogue, Walan is considered a high-priority disturbance in the balance of the multiverse by other aeons. It avoids destruction by tying itself to the demiplane's fate, and only rarely leaving. In return for this protection, Walan sometimes finds the Forge compelling

it to seek out and punish those who somehow outwit or defy the demiplane's curse. To the aeon, this seems an equitable arrangement.

Plot Hooks

The following plot hooks can help incorporate the Forge of Destiny into a campaign.

- When the PCs face some daunting or even impossible task, the Forge appears to offer them a potential solution. Does one accept the cost or deny the possibility in favor of an uncertain future? Unfortunately, the nature of the Forge makes it far more difficult to simply leave it and return.
- One of the antagonists is in possession of an item they created within the Forge, and the curse serves as a tragic driving force in their destructive life. Killing the foe does not end the curse, which might pass to a PC who takes up the item in victory.
- An NPC ally of the PCs reached the Forge in their youth, and used the demiplane's power to create a magical item which helped them in some pivotal way. However, they have since experienced a change of heart, or simple weariness after a lifetime of obeying the strictures of destiny. They are attempting to thwart the curse, but it is both difficult, and attracts the ire of the theletos Walan.

Additional Rules

The following curse and minor artifact are associated with the Forge of Destiny. The demiplane's curse can function in a common manner, or create a more specific effect at the GM's discretion. The *forged destiny* curse represents a general method for creating a curse associated with objects created within the demiplane. The *blade of the tragic hero* serves as an example of a specific artifact a GM could create with the demiplane as a source.

FORGED DESTINY (CURSE)

Type curse; Save none

EFFECT

This curse afflicts the crafter of an item in the Forge of Destiny or the first creature to touch the item following the crafter's death (unless the crafter is resurrected). The demiplane alters the creature's fate using the power of their consenting sacrifice. The accursed must work toward the chosen destiny, and this drive only ends with their death. The destiny is always an open-ended task, even if it doesn't initially appear that way. Clever wording never results in an easier fate. A destiny can be any course of activity other than one resulting in certain death.



If the accursed is prevented from or chooses not to act in accordance with their destiny for 1 day, they see omens and portents warning them of the folly. This might manifest as dreams, whispers in the wind, patterns in blood splatters, or other cryptic signs. If they ignore the destiny for an additional 24 hours, fate itself intercedes, altering reality to force them back on the path they have chosen. The GM can determine the results of this alteration to reality, using the following table for suggestions or random effects. Fate intercedes again each week thereafter the accursed continues ignoring their destiny.

If an accursed creature has gained the curse without crafting an item in the Forge, they are limited to the 01–50 results shown until they fully understand the nature of the curse. GMs are encouraged to choose options that best fit a narrative or to create their own. The curse's intent always drives the afflicted creature toward the completion of their destiny.

If the afflicted creature dies, the curse is gained by the next creature to touch the item crafted in the Forge. If the crafter or a previous owner is resurrected, the curse returns to them (freeing anyone else from it) until they die again.

CURE

If the curse afflicts the item's creator, it can only be removed with a *miracle* or *wish* spell after the item made in the Forge has been destroyed. If the curse afflicts a creature that did not create the item, the curse can be removed with a *break enchantment* (caster level equals item's caster level), *limited wish*, *miracle*, or *wish* spell. The item does not need to be destroyed in this case, but it then inflicts the curse on the next creature to touch it.

BLADE OF THE TRAGIC HERO (MINOR ARTIFACT)

Aura strong transmutation; **CL** 18th

Slot none; **Weight** varies

DESCRIPTION

The *blade of the tragic hero* has taken countless forms and names over the ages... *caliburn*, *kingmaker*, and the *sword of light*, to name a few. So often has the *blade* appeared in the hands of doomed leaders that endless tragic tales of a rise to power and a fall from grace have become common expectations. Few suspect the *blade* itself is the source

d%	Effect
01–10	Allies begin perceiving omens as well, encouraging them to push the accursed toward their destiny.
11–20	Something unfortunate happens to a person, place, or object which is distracting the accursed from their destiny. This is never life-threatening, but the accursed is always somehow responsible. This could result in property damage, a decrease in an NPC's attitude, or an object gaining the broken condition.
21–30	The accursed experiences terrible nightmares the next time they sleep, showing their destiny, and the terrible cost of ignoring it. They awaken fatigued and can gain no benefits for resting that day (including regaining spells).
31–40	An NPC ally to the accursed becomes somehow involved in their destiny, usually to their danger or detriment. They might be kidnapped, harmed, or even killed.
41–50	Walan the theletos monk is informed of the ignoring of an agreed-upon destiny, and the circumstances surrounding it. The rogue aeon intercedes to convince or force the individual to pursue the destiny, usually through manipulation or threats to individuals the accursed values.
51–60	The accursed is afflicted by a <i>bestow curse</i> spell with an effect intended to make any actions they wish to pursue at the expense of their destiny more difficult. The effect can only be removed (as removing the <i>bestow curse</i> spell with a CL equal to the accursed's Hit Dice) if the accursed begins pursuing their destiny once more, or if the <i>bestow curse</i> effect is removed.
61–70	A foe of the accursed not involved in their destiny becomes somehow involved in their destiny, and more powerful as a result. They gain either the advanced or giant creature simple template (see <i>Pathfinder Roleplaying Game: Bestiary</i> for details).
71–80	An enemy or antagonist central to the destiny receives a prophetic dream (as the <i>vision</i> spell, except they are not fatigued) regarding the accursed. This information is specifically suited to furthering the destiny in the enemy's favor.
81–90	A <i>greater teleport</i> spell transports the accursed creature to a location pivotal to their destiny. It is usually not immediately dangerous.
91–100	Fate alters reality in some manner to encourage or force the accursed to fulfil their destiny. This functions as the <i>miracle</i> spell, with the specific effects subject to GM discretion.





Demiplanes: Valfalla

of the predictable tales; rather than some coincidental aspect of the trope.

Created in the Forge of Destiny for some unknown purpose long ago, the *blade of the tragic hero* helps the wielder to ascend to the heights of power and vanquish their enemies. However, as the name implies, it instills in them a tragic flaw, dooming them to an irreversible mistake which leads to a fall from grace and untimely death. The *blade* then awaits the next unwitting individual to take it up and continue the endless, vicious cycle. Sometimes, a wiser individual aware of the *blade's* nature even tricks some young fool into grasping the weapon, knowing they can benefit from a distance by aiming the hero's destiny.

The specific shape or appearance of the *blade* remains unset and seemingly unusable while it does not possess an owner (a creature affected by the curse). It might appear broken into a dozen shards, embedded in solid rock, or rusted to nothing at the bottom of a lake. As soon as it is first touched, the curse takes hold, and the *blade* becomes any magical melee weapon (of the cursed creature's choosing). Despite the name, it can be any type weapon which deals slashing damage. It can be simple, martial, or exotic, but the cursed creature must be proficient in weapons of the selected type. It is sized for creatures of the cursed creature's size.

The *blade of the tragic hero* has a total bonus (enhancement plus special abilities) equal to half the cursed creature's character level or Hit Dice (minimum +1, maximum +10). When the *blade* is gained, the cursed creature can select the total enhancement bonus (maximum +5) and any equivalent melee weapon special abilities up to the total bonus. The *blade* must have at least a +1 enhancement bonus before any special abilities can be added. Each time the cursed creature gains an even-numbered character level or Hit Die (2nd, 4th, 6th, etc.) they can choose to add either a +1 enhancement bonus (up to a maximum of +5), add a special ability with a +1 equivalent bonus, or neither. The creature can choose not to make the *blade's* total bonus higher in order to lessen the curse or to save the +1 equivalent bonus until they accumulate sufficient additional bonuses to gain a special ability with a +2 or higher equivalent bonus. Once an enhancement bonus or weapon ability is gained, the decision cannot be changed. In addition to this benefit, the cursed creature gains the Leadership feat as a bonus feat, even if they do not meet the prerequisites. They add the *blade's* enhancement bonus as a modifier to their Leadership score. The *blade* always functions as an epic weapon for the purposes of overcoming damage reduction.

The owner of the *blade of the tragic hero* suffers from the following curses as they increase in character level (or Hit Dice). The cursed creature gains these effects whether or not they wield or carry the *blade of the tragic hero*.

- **Flaw:** At 5th level or higher, the cursed creature gains some fatal flaw such as ambition, greed, honor, or vanity. This is usually some already-present aspect of their nature which the curse simply heightens, making them more predictable in terms of their destiny. Any time the cursed creature is presented with an opportunity to act in accordance with their fatal flaw, they must succeed on a Will saving throw (DC 15 + the *blade's* total bonus). On a failed save, they must act in accordance with their flaw. This otherwise functions as the *suggestion* spell, with the cursed creature never performing an obviously harmful or suicidal act in accordance with their flaw.
- **Betrayal:** At 10th level, the cursed creature's cohort (per the Leadership feat) gained from the *blade* betrays the cursed creature in some terrible and unforgivable manner. This betrayal always ties directly into the cursed creature's flaw or arises from a tragic mistake caused by a failed save against the flaw. The cursed creature is not immediately or automatically made aware of this betrayal, and the act of betrayal itself might take time to complete. However, the cursed creature always eventually discovers the truth. Upon discovery of the betrayal the cursed creature loses their cohort. They can choose to gain a new cohort as normal, but any new cohort gained is fated to betray the cursed creature after the next time they gain a character level or Hit Die. Any cohort lost in this manner continues to advance in level (per the Leadership feat) with the cursed creature as if they were still a cohort.
- **Death:** At 15th level, the cursed creature becomes doomed to die. Usually this is a tragic death and is associated with the cursed creature's flaw or a former cohort. The cursed creature flaw can now force them to act in an obviously harmful or suicidal manner in accordance with their flaw on a failed save. Any former cohort of the cursed creature gains an insight bonus to attack, damage, saves, and skill checks equal to the *blade's* enhancement bonus whenever taking any action opposing the cursed creature or any of the cursed creature's allies.

If the cursed creature dies (whether due to the curse or some other means), the *blade* reverts to a useless form with no abilities or curses, awaiting a new owner, or a previous owner to be resurrected. If multiple previous owners are resurrected, it reverts to the chronologically older owner.

DESTRUCTION

The *blade of the tragic hero* can be destroyed by a cursed creature of 10th level or higher working together with a former cohort (who betrayed them) to unmake the artifact within the Forge of Destiny.





Garden of Memoriam

In the Garden, every deceased hero's sacrifice is remembered, and so it shall be until long after there is no one left to care. Obelisks, statues, and other monuments haphazardly fill the Garden like a forest of stone and metal. Some are so large they tower into the sky like mountains, while most are humble markers no larger than a plaque. Each is engraved with at least a name, a date, the sacrificial deed, and a final message from the departed.

Around the monuments are grasses, trees, and flowers from every part of the world. Many of the older or larger structures even have life growing upon them, but in a way which accentuates rather than conceals. The specific plants around each monument always have some connection to the life of the dead... either from a native land, or else having a specific meaning. Their tending also always varies based on what the dead would prefer, going from finely manicured to untamed with each step.

Most of the structures are stone or metal, but vary in shape and color. Some feature images of the hero or some symbol of importance to the dead, while others are only plain blocks. Everything, in some small way, represents the individual's life. The stone might be the same as the type quarried by a parent, or have an eerie similarity to the cornerstone of a favorite tavern. Metal could be

forged from every blade they ever wielded, or the silver of a holy symbol. Only a rare few of the monuments are overly elaborate or complex, but these can be as intricate as clockwork or vast palaces. Stone benches are placed throughout, providing quiet places for contemplation. These appear to resemble animal companions, familiars, or items important to the nearby fallen in life.

A small stacked-rock wall marks the boundaries of the demiplane, though the true size is hard to guess. Beyond the extents are beautiful plains and forests until sight is lost past a distant horizon, though these places cannot be reached. The Garden holds countless open and empty plots for new markers, waiting for sacrifices not yet made. These all seem to be made of the same, slate-gray stone, untouched by dirt or life.

The atmosphere of the Garden is always serene, like the quiet early hours of dawn. A raised voice does not ever carry far, and damage done never lasts. Beautiful birds wearing strange little masks prance from branches to stone, and fill the air with a subtle song. The strange fluttering creatures appear to actively clean or tend to the place.

Secrets

The Garden of Memoriam has the following secrets.

- **Bare Stone:** If a living individual visiting the Garden is destined to make a heroic sacrifice, they always find the empty plot where their monument might someday sit. Usually this is a relatively small area (5- or 10-ft.-square), but could be a sprawling open space of bare rock for a truly legendary sacrifice.





Demiplanes: Valhalla

- **Martyr:** If the petitioner spirit of an individual with a monument within the Garden visits the demiplane, all haunts (see Additional Rules) are dormant for as long as they remain. While the haunts are dormant, any creature can gain the benefits of the voices planar trait without first facing a haunt.
- **Goddess:** The Garden of Memoriam was created eons ago, before the current gods of death ascended or claimed the position. In those early days, every soul's final destination was a debate or battle. Eternity was quickly becoming an arms-race, dictated by which plane could steal or protect the greatest lot. All the gods could not agree upon a fair arrangement, since none trusted the others, and all possessed ambitions. The elder and forgotten goddess of death saw this and understood how ugly a thing it was for mortal souls to have no role in their fate. Only luck would bring them into the hands of an angel or devil, and even the holy had begun treating them like a resource, rather than an ally. To change reality and impose fairness, she sacrificed her divinity. With the expenditure of all but the smallest fraction of her power, she eternally wrote her will upon the universe without the consent of the other gods. From that point forward, souls went to the destination they earned in life, as judged by her now unbiased servants. She went on to live and die as a mortal, choosing oblivion when her time came. With her death, the demiplane arose spontaneously in her honor. If one digs down beneath the surface soil a few inches anywhere on the demiplane, they find the same rock with veins of iron ore. This is her monument, with all the rest sprouting out from it like branches from a tree.

Planar Traits

The Garden of Memoriam has the following traits.

- **Flowing Time:** Each day spent in Garden of Memoriam is only an hour on the Material Plane. However, if any individual creature attempts to use this effect for some selfish advantage, then each hour within the Garden functions as a day on the Material Plane for only that creature.
- **Self-Contained Shape:** The Garden of Memoriam is not infinite in size, but it is extremely large (hundreds of miles across). All pathways eventually loop back to the Pavilion. Crossing any of the walls around the periphery causes the individual to appear on the opposite side of the demiplane. The demiplane can be exited through any of the many gateways through the wall.

- **Haunts:** Occasional breezes whispering through the Garden of Memoriam carry the final words of the departed. If any monument is touched, it activates a memoriam haunt showing a vision of the hero's sacrificial death from their perspective. If the haunt can be overcome, the creature can learn details of the creature's life (see Additional Rules).

Connections

The Garden of Memoriam has connections to most good-aligned planes, but the majority are in Valhalla. The demiplane is paradoxically distant from most of the day-to-day eternity of the Outer Plane, but always easily reached. It is as if the creator understood such a place should not be always on the mind, but available at a whim when needed. Within all of Valhalla's communities and many more obscure places are out of the way paths seemingly leading to small cemeteries. Each allows the traveler to enter the demiplane without trial or effort.

The connections within the other Outer Planes are sometimes harder to find and scarcer, but always used without inherent difficulty.

Elora the Gardener also maintains a private connection to Purgatory, though she only allows petitioners or psychopomps to employ it.

Conjunction

A conjunction to the Garden sometimes forms when allies mourn a comrade who heroically sacrificed themselves so they might live. These conjunctions last until the living leave the demiplane or decide not to enter.

A petitioner who possesses a monument in the Garden can create a conjunction, but can only do so once in their existence. This conjunction lasts until they wish it ended or they depart the demiplane.

Manifestation

The Garden only briefly manifests after a truly legendary sacrifice, resulting in a monument of awe-inspiring proportions appearing and then disappearing within the world. While the specific requirements for such a sacrifice are subject to GM discretion, some examples might include an ancient immortal dying to save a single seemingly unimportant life, an individual allowing their soul to be destroyed to avert a terrible disaster, or a god dying a mortal death for the sake of their followers.

When an event of such significant scope occurs, the rising monument appears at the site of the sacrifice, growing into the sky to temporarily stand before fading away, leaving the area around it untouched.





Locations

Foundation Stone: Though it is difficult to tell by merely walking the Garden, the entire demiplane is constructed upon a single monument of incredible size and age. Even the second-largest when compared to it are like barnacles on a wave-swept rock. All other monuments and plantlife seemingly grow from it, though it is usually hidden beneath the ground by a few inches of dirt and grass. If an individual capable flight rises high enough, they can see all the empty plots give the impression of a single great stone. The stone holds no haunt or visions when touched.

Gates: Each gate from the garden is formed from intricate wrought-iron and decorated with black rosettes. Despite the weight, a small child could open one with the slightest touch. If left unattended each slowly draws closed on its own. No matter which gate is exited, the departing creature returns to the location where they entered the demiplane.

Pavilion: In the spiritual center of the Garden is a large, open-sided pavilion. Anyone walking the Garden's paths eventually reaches the pavilion, and those wishing to find it can always do so with only a few minutes' walk. Tables and chairs carved from stone are scattered throughout the area which otherwise contains only short, green grass. Each piece of furniture resembles a creature, either mundane or magical, and all are far more comfortable than they appear. Individuals who watch them for long enough can tell they all slowly move, perhaps an inch or two a day, in some eternal dance.

Important NPCs

Elora the Gardener: Elora usually appears to be a thin, ivory-skinned woman with long-braided black hair. She is always carrying some manner of sharp gardening implement, and wears simple clothing usually covered in dirt. She is almost always visible when individuals first enter the Garden, though she usually seems to be working and only paying them the smallest attention. If confronted, Elora is superficially polite, but stoic and grim. She is always willing to give directions to a specific memorial if askers know the name or deed. She also explains why certain people are drawn to the empty plots, but only if asked. Individuals interacting with her for longer periods of time might note she displays no emotion and her voice is oddly hollow. Those trying her slim patience might see her shadow is much longer than it should be, and feel a gnawing sense of dread. The truly astute might notice she always seems to be visible, though distant, wherever in the Garden they roam.

This is especially mystifying since often it might seem impossible for her to travel so quickly from one point to another.

Elora is a variant vanth psychopomp with the divine guardian template (see *Pathfinder Roleplaying Game: Bestiary 4* for details). She has the ability to alter her appearance and the appearance of her equipment. This functions as the *disguise self* spell, except she can appear to be a humanoid of normal height for the subtype. Her scythe is almost always transformed into some form of gardening tool. The Gardener's true purpose is to watch over the foundation stone in honor of her old mistress. However, she understands all the other monuments are an extension of the first, and so also protects them with a fanatic's fervor. Her long habitation of the place has caused her to grow incredibly eccentric (by the reckoning of other vanths). For eons she has found a taboo pleasure in the seeding and nurturing of plantlife. She regards this inappropriate hobby and the joyful emotions it creates in her as terribly embarrassing.

Songbirds: Each of the masked birds who sing and see to the Garden are nosoi psychopomps (see *Pathfinder Roleplaying Game: Bestiary 4* for details). They all serve Elora by cleaning and protecting the area, but each has a primary duty of choosing and carving the words on each monument. When a heroic sacrifice occurs, one of the nosoi must journey to seek out the cause. It then stealthily learns as much as it can before returning with a proper inscription. All know the Garden as well as their master, and are willing to guide travelers or give advice if offered a bribe of food.

Plot Hooks

The following plot hooks can help incorporate the Garden of Memoriam into a campaign.

- If a PC or NPC sacrifices themselves heroically, one of the Garden's nosoi psychopomps eventually arrives in order to discover and document enough information to create the inscription upon the stone. Considering the little outsider's desire for stealth and the context, the detective work might be seen as having nefarious motives. However, if discovered, the nosoi might attempt to gain the PC's assistance in determining appropriate words.
- The PCs might require information on some previous heroic sacrifice, beyond what is contained in living memory or sterile books. The Garden offers the opportunity to relive an event, giving a far more personal insight.
- An outside force might threaten the demiplane's foundation stone. Perhaps a powerful fiend or





angel desires to undo the death god's sacrifice, confident they have some advantage in the resulting power struggle. Elora cannot leave the demiplane unguarded, and so requires help opposing the threat. Other psychopomps don't take the eccentric vanth seriously, and so she turns to mortals. Her nosoi are each sent to a living person she specifically chooses. Each possesses the largest unfilled plots within the Garden... and she suspects it is no coincidence.

Additional Rules

The following additional rules are associated with the Garden of Memoriam.

MEMORIAM HAUNT CR VARIES

XP varies

N haunt (size varies)

Caster Level varies

Notice Perception DC 20 (to notice sounds and smells of the hero's final moments)

hp CR x 2; **Trigger** proximity; **Reset** 1 day;

EFFECT

A creature touching a monument triggers this haunt, causing them to experience a ghostly manifestation of the hero's final moments, with the greatest sacrifices causing more significant trauma when experienced. The CR of the haunt is determined by the size of the sacrifice, with most haunts in the Garden being CR 5 or less (5- or 10-ft. square). One in a hundred might have a CR of 6 to 15 (20- to 50-ft. square). One in ten thousand has CRs of 16 or higher (1,000- to 10,000-ft. square).

When a creature activates a memoriam haunt, they must succeed on a Will save (DC 10 + the haunt's CR). Whether or not the save is successful, the creature sees the final moments of the haunt's life, gaining the fascinated condition for the duration.

On a failed saving throw, the creature experiences the event as if they were the individual making the sacrifice. The trauma of this leaves an echo of the hero in the creature's mind. This inflicts the multiple personality disorder insanity (see *Pathfinder Roleplaying Game: GameMastery Guide* for details). This effect is cumulative for failed saving throws against the haunts of different monuments, each time adding one additional personality.

Destruction Whether or not the save is successful, an affected creature can attempt to act out the hero's final moments. This typically requires a successful skill check, with the type of skill varying based on the specific events experienced. The skill check is DC 15 + the haunt's CR. On a successful check, the creature causes the haunt to become dormant for 24 hours, and gains information of their choosing from the creature's life. This functions as the *vision* spell, except no caster level check is necessary, and the information is not vague or incomplete.

Foundation Stone (Special Material)

The stone formed in honor of the goddess of death's sacrifice can be cut from the demiplane. The rock cannot be excavated where there is a monument, and so must be cut from one of the open plots. The psychopomp guardians of the demiplane only allow this to occur if the individual is removing the rock from an open plot destined to hold a memorial to their sacrifice. They see this as fitting, and usually work to retrieve the object crafted from the rock after the creature's death for their memorial. Otherwise, they consider this a desecration, and fight to prevent any stone's removal.

Items made from the foundation stone have half the hardness of their base weapons but do not possess the fragile condition. Although armor cannot usually be constructed from stone, any armor (such as stoneplate^{UE}), shield, or weapon created from the foundation stone can be used by or affects incorporeal creatures as if it had the *ghost touch* armor or weapon special ability. The stone and any objects made from it can be picked up, moved, and worn by corporeal and incorporeal creatures alike. However, an incorporeal creature wearing or bearing the stone cannot still pass freely through solid objects with it. This is a non-magical effect and functions even within an *antimagic field*.

Type of Foundation Stone Item	Item Price Modifier
Ammunition	+10 gp per item
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Weapon	+500 gp
Shield	+500 gp
Other items	+250 gp/lb.





Hall of Unseen Fates

Every day carries the potential for tragedy. Most are little horrors, though the smallest seems enormous to those affected. While death leaves emotional scars in the living, it takes more than an ordinary unpleasantness to alter the course of history. Truly terrible events can reverberate in every direction through time, like a boulder thrown into still water. When these ripples have yet to occur they are called prophecy — dire warnings of fates which could still come to pass.

Most dire fates are ultimately unavoidable. There is little the greatest hero can do in thwarting natural disasters or the wrath of a god. The event plays out to a conclusion, and the world irrevocably changes. However, on rare occasions, a great tragedy is averted. Perhaps a murderous psychopath is prevented from ascending, a dracolich is foiled before resurrecting an unstoppable undead horde, or a destined savior is saved before she can be corrupted. A shift in the world is avoided, but the potential weight of the sidestepped future remains. The ripples caused by these turning-point events touched the future as well as the past. These waves within the fabric of reality don't simply disappear, any more than the aversion of the event prevents potential prophecy. Three manifestations of Fate long-ago sensed these ripples could gradually accumulate and combine, threatening the linear stability of past, present, and future. In order to safeguard the cosmos, they capture this lingering energy, sealing these unseen fates away forever.

The Hall of Unseen Fates is a maze within a maze. It has no exterior and few exits, but from the inside appears to be an endless castle. The layout of the Hall defies all attempts to map it, with rooms circling back on one another or spiral staircases leading upward endlessly with no new floor ever reached. Navigating the Hall requires the traveler to control the environment through willpower, rather than memorize paths and distances.

Within each of the rooms of the Hall are trapped an averted tragedy that could have altered history to an extreme degree. In each case, the potential terror was somehow stopped. The dark event's occurrence, and the resulting alterations to the world, are all shown in eerie levels of detail upon great tapestries. In some rooms the world burns, with all mortal races enslaved by draconic overlords. Others show endless storms of wild magic, all undead possessed by a godlike lich, or terrible plagues twisting the populations into corrupted nightmare creatures. Within each, the avoided reality appears to continue in parallel time with the true present.

The style of every tapestry is the same, seemingly created by the same artists. Each is highly realistic, with the weaves of thread almost imperceptible. Individuals featured within the tapestries all look so real, one could almost reach out and touch them. The more one gazes, the more details are discovered, and in this way, much can be learned with simple observation. However, the tapestries themselves are only the smallest facet of what the Hall offers.

The Hall of Fates is simultaneously a tool and a trap. Each tapestry is a portal to the captured echo of the dark present which the world would be had the tragic event not been avoided. Far from an illusion or dream, the dangers and people within the strange parallel dimensions are quite real, and capable of forever capturing or killing those who venture within.



Secrets

The Hall of Unseen Fates has the following secrets.

- **Mindscales:** Each room's tapestries represent an immersive mindscape (see *Pathfinder Roleplaying Game: Occult Adventures* for details). Unless the creature can escape, the physical body likely wastes away from hunger and thirst (in addition to any wounds sustained within the mindscape). When an individual's consciousness becomes trapped within a tapestry, an image of them is added to the tapestry's scene.
In addition, an individual trapped within the tapestry occasionally runs into artistic images of their mortal body on the other side of the tapestry. These are never a means of escape. They only serve to warn the trapped creature of the mindscape's danger, and update them on their corporeal body's degrading condition.
- **Resolution:** An individual trapped within a tapestry must somehow correct the dark dimension by mirroring the actions which averted it in within the real world. Given the gross effects of potentially thousands of years of divergence, this could seem a nearly impossible undertaking. Fortunately, the nature of the tapestries encourages such actions, allowing escape from even the worst realities to become merely implausible.
- **Mastery:** If an individual can master the tapestries of the Hall of Fates by entering one and escaping, they gain mastery over the specific mindscape. The reality thereafter functions as a permanent mindscape as if created by the creature with the *greater create mindscape* spell. This mindscape is shared with any other creatures who have successfully escaped.

Planar Traits

The Hall of Unseen Fates has the following traits.

- **Infinite Shape:** The demiplane itself is infinite, but in addition, each individual mindscape contained within is also infinite in shape.
- **Labyrinthine Pasts:** The Hall of Fates is a maze of rooms with no seeming order or organization, each representing an averted apocalyptic event. The chambers between are confusing and innumerable. Anyone seeking a specific room of the Hall must succeed on a DC 20 Intelligence check requiring at least 1 hour of effort. Multiple creatures seeking the same room together can travel together and use the aid another action on this check. On a failed check,

the seeker returns to the Central hall, but can retry. If a natural 20 is rolled, the seeker can instead choose to locate the Weaving Room instead of the room they were initially seeking. The Weaving Room can only be located with a natural 20, or if the Weavers specifically summon a creature into their presence.

- **Static:** With few exceptions, none but the Weavers can move the Hall's contents.

Connections

The permanent connection to the Hall of Unseen Fates within Valhalla is a windswept castle by the sea, set atop a cliff which appears likely to collapse under the weight at any moment. The castle itself appears long-abandoned, with every window bricked shut. Instead of a moat, there is simply a drop to jagged rocks hundreds of feet below, but a drawbridge lowers across the gap upon anyone's approach. Likewise, the daunting iron and oak door opens invitingly to guests, revealing an impenetrably dark interior.

Each tapestry represents a permanent connection to a mindscape located on the Astral Plane. However, these are all dead ends, and an individual tapestry once entered cannot be used to truly enter the Astral Plane.

Conjunction

A conjunction leading to the Hall of Unseen Fates briefly occurs in the moment when a dark fate is averted, often lasting for as long as it takes the primary effects of the tragedy to pass. This conjunction usually occurs at whatever point is central to the averted event. For example, if a magically radioactive meteor is prevented from crashing into the world, a conjunction would form at the point where the meteor would have hit and could last years as the parallel reality within the mindscape experiences a corruptive winter without ending.

Conjunctions to the Hall of Unseen Fates always lead directly to the room within the demiplane directly dealing with the averted tragedy. Each always appears to be subtle and hard to discern from the given terrain. In a forest, it might be a hidden cave beneath an ancient tree's roots, while in a city it could be a featureless portion of a stone wall which someone might stumble through as if it wasn't solid.

Manifestation

The Hall of Unseen Fates has never itself materialized. However, on rare occasions, the tapestries have been known to appear on the Material Plane. This usually only occurs when some previously averted tragedy could



potentially still occur. The weavings find their way into the presence of an individual who could potentially once more prevent the event. For example, a slumbering elder god might threaten to awaken once every thousand years. This could prompt tapestries to appear within the Material Plane before individuals with the potential to keep it asleep, showing them the true scope of the threat. Much like in the Hall itself, these tapestries can be studied for information, or pull the unwary into a dangerous mindscape.

Locations

Central Hall: The Central Hall is the only room within the demiplane which features no tapestries, and is typically the first location arriving creatures reach (unless traveling through a conjunction). It appears to be a grand dining hall, with long, empty tables, benches, and a roaring fire. There are always three exits, one on each wall without the fire, with the individuals entering through any one of the three. The ceiling is high, and hung with featureless banners of every color.

Weaving Room: The mysterious weavers of the tapestry inhabit this room, eternally working to anchor each avoided fate. Though it is believed these are only avatars of greater beings or cosmic forces, existing in many realms, in many forms, and within many times. Unfinished tapestries lay draped across tables and benches, with a large loom standing in the center. Each scene shows a dark future which might still be avoided, with the pivotal moment yet to be reached. All display prophesied scenes of disaster.

Important NPCs

Weavers: The appearance of the Weavers varies based on the viewer. Most agree they are three females, one ancient, one youthful, and one with an age somewhere between. However, none can agree on their species or even what manner of creature they are. Some claim to see great dragons of uncertain color, while others describe giant harpies or unassuming humans. None among the three claim a name, or respond to the names others give them. They call one another “sister,” and barely acknowledge the presence of anyone else... from immortal emperors to trickster gods. Instead, they speak of anyone else present as if they were utterly inconsequential and possibly invisible. These discussions are often brutally frank and wrought with uncomfortable truths about the individual’s fate. The Weavers talk about all beings, no matter how mighty, like how mortals might casually discuss whether or not to crush a cockroach, with little concern for the insect’s feelings.

The Weavers craft the tapestries, though it is merely one of their roles and responsibilities. Some have attempted to seek them out in order to gain guidance or insight into the future. Usually, this is met with frustration as the sisters ignore the requests of saints and sinners alike. However, if one is uniquely unfortunate, the sisters might take a direct interest. The poor, doomed soul finds their steps leading inexorably toward the Weaving Room where they hear the sisters speak on their future. Simply hearing the words of the Weavers can set the listener on a path, often especially those who actively work to avoid the stated destiny. Regardless, endings are never happy, for the three do not appear to concern themselves with glad tidings.

On the unheard of occasion when an individual’s frustration becomes violent, none have ever managed to harm a single thread within the Weaving Room.

WEAVER’S CURSE

The Weavers are omniscient and can see all potential futures. This gives them the ability to completely destroy anyone (from the lowliest mortal to the mightiest god) with only a few perfectly chosen words. Whatever is said by them in the moment is flawlessly designed to set the target on the worst path possible. Whatever they say might not even make sense at the time, but come to haunt the doomed creature throughout the remainder of their existence. The only escape is somehow gaining the Weaver’s forgiveness. Considering the inscrutability of the trio, this may be a uniquely difficult prospect. It is likely to involve some task important to their alien goals which they are for some reason unable or unwilling to perform. Of course, given the Weaver’s nature, it can then be presumed they set events in motion specifically to make the target perform the desired action.

The “curse” functions as the *triggered suggestion* spell, except the duration is permanent, the *suggestion* triggers whenever an applicable situation presents itself, and the target remembers the *suggestion*. The target never receives a saving throw to resist or negate this effect. The effect is not magical and functions even within an *antimagic field*. The curse cannot be removed by any means except by the Weavers (including divine intervention). Even if the words are somehow forgotten, the target becomes coincidentally confronted with them again somehow... such as randomly overheard or seen in a dream.





Instead, they find themselves immediately deposited in the Central Hall with a whispered curse from the three echoing through the empty space (see Weaver's Curse). This fate is also likely to befall individuals who destroy any of the Hall's tapestries.

Plot Hooks

The following plot hooks can help incorporate the Hall of Unseen Fates into a campaign.

- One of the tapestries of the Hall of Unseen Fates appears before the PCs. It features a strange scene... with recognizable individuals, but is twisted by whatever dark event altered the mindscape's timeline. The tapestry could offer clues which aid them in once more preserving the future from a calamity, especially if they become trapped within the mindscape.
- The tapestries are more than mere illusions, and even represent something beyond a mindscape crafted by any mortal magic. The people within it

are real, for all intents and purposes. Perhaps an NPC ally of the PCs becomes trapped in a tapestry and is possessed by one of the people within it (even a parallel version of the individual). The consciousness fleeing the mindscape could simply wish for a better life, or perhaps desires to change the real world to be more like the one they left.

- A PC could stumble upon the Weavers or even be drawn into the presence of the three. There is far more to the Weavers than the Hall and tapestries. The manifestations of Fate possess a level of power far beyond mightiest mortal magic, and are above even the influence of greater gods. They appear to have little concern for individual mortals or even the path history takes. However, they have been known to act prior to truly pivotal events in order to safeguard reality itself. The trio appears to be both omniscient and capable of perceiving all possible futures. Hearing only a few words spoken can be an incomparable curse, as whatever the three wish to happen almost certainly occurs as a result. They are essentially capable of picking the future they desire most, and then take whatever action is necessary to cause it.

The Weavers possess no statistics and function as a plot device rather than creatures.

Additional Rules

The following hazard and trap are associated with the Hall of Unseen Fates.

TAPESTRY (HAZARD)

A creature can gaze at the tapestries within the Hall of Unseen Fates in order to gain insight into the events surrounding the averted disaster. The longer the tapestries are viewed, the greater levels of illuminating details are found. However, even this comparably safe interaction with the mindscapes comes with a risk.

The effect of studying the tapestries functions similar to the *legend lore* spell, except the tapestries can only reveal information about persons, places, or things involved in the event which led to their creation, the actions which averted the disaster, or the alternate reality which would have occurred if the event hadn't been averted. Like with the *legend lore* spell, the time required





partially depends on the researcher's knowledge of the person, place, or thing. Any time spent researching a tapestry does not need to be consecutive.

If a researcher knows nothing regarding a tapestry's events, then learning the basics of the events and actors requires 2d6 weeks of study. If a researcher knows the basics of the events and actors, learning detailed information about any specific person, place, or thing requires 1d10 days. If a researcher who has already successfully learned the basics or detailed information about any specific person, place, or thing, then they can show this information to another creature in only 1d4 x 10 minutes.

Each time a creature learns information from studying an individual mindscape's tapestries they must make a Will save (DC 10 + 1 per previous successful save). On a failed save, they become so captivated by something seen within a tapestry they reach out to touch it (triggering the mindscape trap). This is a mind-affecting compulsion effect.

MINDSCAPE (MAGICAL TRAP) CR 15

XP 51,200 (plus any encounters within the mindscape)
Type magic; **Perception** DC 30; **Disable Device** —

EFFECTS

Trigger touch; **Reset** automatic reset

Effect A creature touching a tapestry from the Hall of Unseen Fates must succeed on a DC 20 Will save or become immediately trapped within one of the demiplane's immersive mindscapes (see *Pathfinder Roleplaying Game: Occult Adventures* for details). Each mindscape is veiled, infinite in shape and size, harmful, normal gravity, normal time, has no alignment, and normal magic. However, some of these traits could vary with specific dark realities. For example, a reality where the source of magic was destroyed would have the dead magic trait. Likewise, each reality possesses its own planes and demiplanes (except for a Hall of Unseen Fates analogue) which might have different planar traits.

Creatures usually replace the parallel reality analogues of themselves within the mindscape, though they do not possess any memories of the parallel reality's past. If the creature has no alternate reality analogue, then they simply appear as their self within the mindscape, and may seem strangely out of place.

Once within the mindscape, creatures cannot leave the reality until they take actions which somehow undo or mitigate the tragedy's effect upon the false world. This usually requires some combination of the defeat of an epic foe (minimum average party level [APL] +3), multiple difficult skill checks (DC 15 + APL), the

solving of some difficult puzzle or mystery, and extensive interaction with the mindscape's inhabitants.

While this might seem initially a daunting or impossible task, reality within the tapestry is far more fluid. If the trapped creature somehow acts in accordance with the real world events which averted the tragedy, they find destiny conspiring to cause them to succeed. If the creature begins acting in accordance with the actions which averted the tapestry's dark reality (subject to GM discretion), the creature gains a +3 bonus to each of its ability scores. This bonus increases by +3 (to a maximum of +9) for every day the creature continues to be trapped within the tapestry while acting in accordance with the averting actions. If the creature ceases to follow the appropriate path for 24 hours bonuses are not lost, but neither are additional bonuses accumulated. The creature can at any time sacrifice all accumulated bonuses to enact a change to the mindscape of their choosing. This functions as any single spell cast as a spell-like ability with a spell level equal to or lower than their accumulated bonus (3rd-level or less for +3, 6th-level or less for +6, and 9th-level or less for +9) and a caster level equal to the creature's Hit Dice. If this ability is used, all accumulated bonuses are lost, but the creature begins regaining bonuses 24 hours thereafter. This bonus is lost if the creature exits the tapestry, but regained whenever the creature thereafter enters the mindscape.

Any actions the creature takes while within the mindscape permanently affect the parallel reality.

TIME

In addition to the dangers posed by the mindscape itself (which always has the harmful trait), creatures stuck for too long within a tapestry risk their real-world body wasting away to nothing. The following are alternative rules from the *Pathfinder Roleplaying Game: Core Rulebook* to represent this danger.

After each day within the mindscape, a creature must make a Constitution check (DC 10, +5 for each previous check). On a failed check, the creature gains the fatigued condition. After two failed checks, the creature gains the exhausted condition. After three failed checks, the creature gains the unconscious condition. After four failed checks, the creature dies. Conditions affecting the creature's body do not affect their consciousness within the mindscape. Any damage or effects affecting the consciousness within the tapestry affect the body.



Tabern of Unsung Songs

Valhalla is a place where legends walk beside myths, but heroism isn't the sole domain of the adventurer. To be a hero means showing courage, and acting rightly in the moment... even if that brief time is preceded and followed by mediocrity. The parent sacrificing everything for a child, the merchant exposing corruption, and the doctor treating the victims of plague are all heroes. These are seldom acts remembered far beyond the individual's death, even if they create a world worth living in.

The Tavern of Unsung Song is not a place for legendary heroes. It is set aside for those who rightly earned an afterlife in Valhalla, but not through actions worthy of story or song. Here, the little heroes can stand tall, while the mighty are humbled. Within this strange demiplane, all are reminded of how people save the world every day by a thousand little actions — even if it is the dire battles and grand sacrifices which grab attention.

The Tavern's appearance alters from one day to the next based on who is chosen to be the Lady or Lord (or whatever other title they like) of the Day. This individual becomes the master of the demiplane for a span of 24 hours, choosing everything from the appearance of the interior, to the food and drink served, and the music enjoyed by the patronage. Thus the Tavern might be a rowdy dusty dive serving only piss-beer one day, and a silk-draped palace

with exotic repasts served by intelligent elephants the next. The important part is each person who lived a humble but heroic life gets a chance to be the center of everyone's attention. They often sit on a throne, or at least in a place of honor. They are treated with respect by all, and can share their favorite stories. They even gain brief, godlike power... though limited to the Tavern's narrow confines.

Days are distributed by lottery, with no individual being permitted to be master of more than a single day a year. However, it is common for the eldest among the demiplane's patrons to gift their day to a younger soul... either to repay a debt, or simply as a kind gesture. It is also typical for groups of friends to share a day, agreeing on the terms beforehand should any of them be fortunate. Still, with so many souls, and so few days, it is a wonder how anyone has even the slimmest chance.

Fights within the Tavern are rare, unless it is at the pleasure of the day's Lady or Lord. The exception is when someone with true power (and arrogance to match) finds their way within. After all, heroism and strength do not necessarily lend themselves to politeness and restraint. Conquering warriors find their swords heavy and ancient wizards feel words of power dying on their tongue. Then a bunch of butchers, grandmothers, and scribes teach them a valuable lesson in humility.

Secrets

The Tavern of Unsung Songs has the following secrets.

- **Living:** The demiplane is actually intelligent and alive (in a manner of speaking), though it rarely chooses reveal this to even favorite patrons. For





eons it existed without form and substance, until a simple soul stumbled upon it. Not truly knowing what the place was, the demiplane found it could give shape to the little creature's desires and make them happy. The individual left to tell others of the miraculous discovery, and bring more to see the wondrous place. Soon, the demiplane understood companionship, and decided it would do anything it could to care for these little creatures who could give it meaningful purpose.

- **Iterations:** It is rare for anyone who wishes to be Lord or Lady of the Day to not get their chance at least once a decade (unless they barter or give away their chance). It also might seem odd to some that so many ordinary people can consistently patronize the same Tavern. In truth, there are perhaps hundreds or thousands of concurrent iterations of the demiplane existing simultaneously. Within each, the intelligent demiplane sorts a few hundred individuals it expects to like one another reasonably well. Should frictions arise, the demiplane simply separates the troublesome elements.
- **Deities:** Often good-aligned gods enjoy frequenting the Tavern in disguise. They do this for many reasons suited to the individual deity. Some embrace the opportunity to socialize with the common mortal, and see the world through their eyes. Others like not being so phenomenally powerful for a brief period. Godhood comes with a great many responsibilities, and it can be hard to relax when one has few trustworthy peers.

Planar Traits

The Tavern of Unsung Songs has the following traits.

- **Humility:** A creature with player character class levels within the demiplane takes a penalty to armor class, attack rolls, and skill checks equal 1/2 their Hit Dice (minimum -1) and cannot cast spells, use spell-like abilities, activate supernatural abilities, or activate spell-trigger or spell-completion magical items. A creature attempting to cast a powerful spell or spell-like ability might gain the equality spellblight (see Additional Rules).

Any ongoing effects are suppressed as long as the creature remains within the demiplane. Humanoids with only non-player character class levels gain a bonus to armor class, attack rolls, and skill checks equal to 10 - 1/2 their Hit Dice (maximum +10, minimum +0) and can cast spells, spell-like abilities, use supernatural abilities, or activate magical items normally.

- Mythic characters or creatures lose all benefits of their mythic tiers or ranks, and take an additional penalty to armor class, attack rolls, and skill checks equal to their mythic tier or rank. More powerful creatures (such as gods or powerful outsiders) become quasi-mortal, losing all supernatural and spell-like abilities in addition to any of the above penalties. If a divine being does not normally have statistics, they gain the statistics of a 10th-level NPC class (see *Pathfinder Roleplaying Game: NPC Codex* for examples) and no further penalties. If an immortal being is killed in the demiplane, they immediately return to life and full power outside of the demiplane's extents.
- **Sentient:** The demiplane can create or alter objects, creatures, and the landscape within itself instantly and dramatically. Following the desires of its patrons, it does so according the whims of the Lady or Lord of the Day. From the patron's perspective, it appears whomever is declared the realm's master can simply wish anything into existence. Any object created within the demiplane disappears when it leaves the demiplane.

Connections

The demiplane can create or destroy connections at will, but almost always does the former frivolously and the latter only after great internal debate. These are most common in Valhalla, but sometimes it reaches out further afield when curious. It is not difficult to find the Tavern of Unsung Songs anywhere in Valhalla. The vast majority of heroic souls who earn a place in the Outer Plane are relatively mundane heroes, and the demiplane itself actively wishes to provide easy access.

The specific outward appearance of these connections always varies a little depending on how creative the demiplane is feeling in the moment. It likes to come up with interesting signs and facades, usually inspired by notable wishes of past Lords and Ladies.

Conjunction

Like with connections, the demiplane can create conjunctions with the Material Plane at will, but doesn't often do so. It simply doesn't see the point of doing so unless it fulfills the wish of one of its patrons. For example, a Lord or Lady might miss friends and loved ones left behind on the Material Plane, and wish for them to join in the celebration. The demiplane then creates a conjunction so the living can travel to it safely, ending the conjunction after they are safely returned. Unlike with connections, the demiplane always shapes conjunctions according to the specific appearance the Lord or Lady has chosen for the demiplane on their day.



Manifestation

The Tavern has never manifested itself before, but believes it is capable of doing so. It has never had a Lord or Lady of the Day make such a specific request, and any desires are usually met with connections or conjunctions. Theoretically, the Tavern could be quite dangerous in this sense, as it could potentially force a manifestation to overlay anywhere. This might cause any existing objects, structures, or people within the area to overlay or incorporate themselves with the Tavern. It would almost certainly impose the humility planar trait over the area. Given the Tavern's countless parallel iterations, it is even conceivable (although incredibly unlikely) it could be used as a powerful weapon. If enough of the Lords or Ladies of the Day made the same wish at the same time, it could cause dozens or hundreds of the Taverns to pop up within a concentrated location, and completely reverse the balance of power within the area.

Locations

Throne: While it might be a well-worn barstool one day and a towering pile of silken pillows the next, there is always a place of honor reserved for the Lord or Lady of the Day. Usually, the demiplane designs itself around this area, unless specifically requested otherwise.

Other: Beyond the throne, few features within the demiplane remain consistent from one day to the next. It isn't even always strictly speaking a tavern... and could just as easily become a casino, library, or dance hall. However, there is almost always somewhere to drink, since generally speaking the Lords and Ladies of the Day don't want to deprive their friends of beverages.

Usually a Lord or Lady doesn't try to make the demiplane too weird on their first attempt, but among the old-timers, twisting the environment in really novel ways can be a bit competitive. They might seek to recreate fairy tales of fey courts, flying palaces hovering over alien vistas, or plays born from their memories.

Important NPCs

Staff: Every individual who works for the Tavern is actually an extension of the demiplane itself. These "people" are no more alive than the furniture, and exist only to serve the patron's needs in the same fashion. The demiplane itself is pretty good at pretending to be people through the staff, but only when it is actually paying attention. More often, they are simply going through the motions and expectations as defined by the current environment. Most of them don't have defined

stories made up for them by the demiplane unless one of the staff proves popular among the patrons (for whatever reason), which might get them "promoted" to tavern keeper. Otherwise, staff usually come and go from day to day, changing form and personality to suit the scenario. All of the staff claim to be petitioners just like the patrons, but this is a lie which doesn't hold up under scrutiny.

Anyone continually interacting with one of the staff for 1 minute can attempt a DC 20 Sense Motive check. On a successful check, they get the feeling something is weird or off with the individual. It's like they weren't quite picking up on social cues or are acting more like someone reading off a script of prepared responses.

Tavern Keeper: The demiplane usually manifests something akin to an avatar, which functions as the "management" for the staff. Naturally, no such interaction is actually necessary, but the demiplane likes to socialize with the patrons, and this gives it an excuse to do so. In essence, these individuals are much like the staff, but the demiplane puts extra effort and focus into crafting a name, identity, background story, and personality. Usually the tavern keeper keeps a consistent background and personality from one day to the next, but the demiplane might alter their fashion and style to better suit a specific situation. Every once in a while the demiplane switches out tavern keepers or brings back old ones on a whim in order to keep things interesting for itself. Likewise, occasionally really popular staff which develop backgrounds on the fly because they get questioned a lot by patrons end up getting promoted to tavern keepers.

The Tavern of Unsung Song's most popular tavern keeper (across the iterations) is a hirsute and husky halfling of uncertain gender named Tyvek. Ze is boisterous and dramatic, but *always* in a manner which puts the Lord or Lady of the Day at the center of attention. The halfling essentially acts as the major domo, master of ceremonies, vizier, or fawning assistant, as the circumstances demand. Ze claims to collect stories like a hoarder, and loves to brag about the Lord or Lady, especially when they might be embarrassed talking about themselves. Tyvek usually claims ze was the world's worst bard in life, given ze can neither dance nor carry a tune. Ze typically works to deflect deeper questions with humor, and the demiplane is not above altering the environment to distract when a tavern keeper gets cornered.

Plot Hooks

The following plot hooks can help incorporate the Hall of Unseen Fates into a campaign.

- A deceased NPC ally (family member, sidekick, etc.) of the PCs might have earned their way into Valhalla, and end up Lord or Lady of the Day



for the Tavern. They then wish to invite their old friends, which leads to a strange reunion within the demiplane's extents.

- A conjunction of the demiplane might appear as desired by someone completely unconnected to the PCs at all, but they nevertheless stumble into the demiplane. It is likely they find their power gravely diminished, and do not fully appreciate the situation they find themselves in.
- An enemy of the PCs (who is considerably less powerful than they) might attempt to use the Tavern of Unsung Songs against them. If they can be tricked into entering without awareness of the demiplane's nature, then it is possible the antagonist can gain a great advantage. However, it is unlikely the enemy understands the demiplane is actually intelligent, and would probably take great offense to being used in this manner once it figures out what's going on.

Additional Rules

The following wondrous item and spellblight (see *Pathfinder Roleplaying Game: Ultimate Magic* for details) are associated with the Tavern of Unsung Songs.

COMMUTATING BREW

Aura strong transmutation; **CL** 17th
Slot —; **Price** 2,000; **Weight** 1 lb.

DESCRIPTION

Despite possessing the ability to simply summon any alcohol imaginable from nothingness, the Tavern of Unsung Songs actually enjoys the more time-consuming process of brewing interesting alcoholic drinks (especially ales). Few of the rare bottle-conditioned ales taste the same, and each comes in irregular ceramic vessels. These lovingly crafted drinks have the added benefit of being able to exist beyond the demiplane's boundaries, and can be enchanted to carry a bit of the strange realm's humbling magic.

If a *commutating brew* is drunk by two willing humanoid within 1 hour of each other, the more powerful humanoid transfers their abilities and powers to the weaker humanoid. The weaker humanoid cannot have any levels in a player character class and must have less Hit Dice than the more powerful humanoid creature. For 24 hours (after the second humanoid drinks), the humanoids both function as if affected by the Tavern of Unsung Song's humility planar trait.

If the more powerful humanoid is a mythic hero, then the weaker humanoid gains the Mythic Companion feat as a bonus feat for the duration. If the more powerful humanoid possesses any supernatural or spell-like abilities, the weaker humanoid gains these abilities. Any level-dependent effects or saving throw DCs function as if the ability was used by the more powerful humanoid prior to consuming the *brew*. Non-beneficial abilities (such as weaknesses or vulnerabilities) are not gained. If the more powerful humanoid is a spellcaster, the weaker humanoid can activate spell trigger or spell completion magic items as if they were a spellcaster of the more powerful humanoid's class, caster level, and spell list.

Anyone consuming an enchanted *brew* without sharing with another willing humanoid within 1 hour must succeed at a DC 20 Fortitude save or be nauseated for 24 hours. Every hour, they may attempt a new saving throw to end the effect.

CONSTRUCTION

Requirements Brew Potion, Craft Wondrous Item, *enervation*, *heroism*, alcohol crafted by the Tavern of Unsung Songs demiplane; **Cost** 1,000 gp

EQUALITY (MINOR SPELLBLIGHT^{UM})

Any creature attempting to cast a spell or spell-like ability of 5th-level or higher, or a mythic spell or mythic spell-like ability of any spell level must succeed on a Will save or gain the equality spellblight. The Will save DC is equal to 15 + the spell level for non-mythic spells or spell-like abilities, or DC 20 + the spell level for mythic spells or spell-like abilities.

To contain or prevent such powerful magic, the demiplane must react with less subtlety than it usually does. Unfortunately, this can cause lasting and unintended negative effects on the affected creature. Whenever the creature targets or affects any creature or creatures with a spell or spell-like ability, the caster level for the spell or spell-like ability becomes equal to the lowest character level or Hit Dice of any targets or affected creatures (minimum 1st, maximum the creature's normal caster level). This can reduce the caster level of a spell or spell-like ability below the normal minimum necessary to cast the spell. For example, if a 10th-level wizard casts a *fireball* affecting three creatures with 3, 5, and 8 Hit Dice, the caster level of the *fireball* would be 3rd (dealing 3d6 fire damage).

Equality is cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are not immune to equality. If the demiplane is aware of the damage it has accidentally caused, it can also cure this spellblight.



Training Grounds

Great acts of heroism often require equally impressive preparation. Fools rush in without thought, and often serve as an example to those who follow after. The wise take every advantage they can get, knowing if they understand a foe, they've already half-won the battle. However, while prudence is a virtue, paranoia and procrastination are not. There is always the risk of over-preparation, or wasting time which could be better spent with action.

When the axiomites first forged the primal inevitables as a force against the proteans (see *Pathfinder Roleplaying Game: Bestiary 2* for details), the fledgling constructed outsiders lacked education and experience. Similarly, the axiomites simply could not be certain how successful their creations might be without testing them. They vastly preferred preparing their new weapon in a controlled environment... rather than depending on chaotic field conditions. Instead, they fashioned the Training Grounds as a war laboratory where the inevitables could be observed fighting against foes created according to accumulated data within a variety of environmental simulations.

The primal inevitables were deemed perfect, prompting the axiomites to create the entire species of lawful outsiders. Unfortunately (at least from the axiomite's perspective), the Training Grounds worked *too* well.

One of the pseudo-proteans created to oppose their constructed outsiders gained self-awareness and began corrupting the realm's mathematical underpinnings in an effort to escape. The axiomites managed to shut down the program before it went completely haywire. Their superiors congratulated them on their success, and then had each summarily executed.

The demiplane was believed to be destroyed, but instead simply became unmoored from its original connection to Utopia. The records of its existence were lost in the ensuing wars with Limbo, much like the secrets of creating the primal inevitables themselves.

Over the eons, the demiplane drifted through the multiverse, occasionally being discovered by planes-hopping mortals or errant outsiders who didn't quite grasp its full capabilities. These infrequent visitors eventually caused it to begin forming connections, until the demiplane eventually attached itself (seemingly permanently) to Valhalla.

When first entered, the Training Grounds appears to be a vast endless and featureless expanse, similar to the Astral Plane. Intelligent creatures can attempt to instinctively access the underlying mathematical underpinnings of the reality to alter it, creating a near-infinite variety of template environments and foes. With time and knowledge, a creature can even create entirely new environments or enemies. However, the meddling of the dormant self-aware protean persists, and the flawed creation itself slumbers away somewhere within the demiplane's programming. The more the demiplane is used, the greater the chance of something going awry, or the dangerous creature becoming released on an unsuspecting multiverse.





Secrets

The Training Grounds has the following secrets.

- **Accidental Intelligence:** The Training Grounds functions as a giant magical computer simulating artificial realities and foes. While the demiplane as a whole is not sentient, it can create intelligent enemies capable of creative thought, emotion, self-awareness, and a desire for self-preservation. While most of the pre-constructed enemies fashioned for creatures to fight are closer to constructs with complex pre-programmed responses to stimuli, the more often one is summoned, the more likely a quirk in the system causes it to unintentionally become an independent creature.
- **Flawed Code:** Most who travel to the Training Grounds don't question too deeply where the foes arise from. The demiplane is capable of making assumptions and filling in blanks, but any non-generic creation is limited to the creator's knowledge-base. Without a real understanding of what is being created, the creation is going to be flawed. If they are working off of incomplete or faulty data, a summoned foe might lack critical abilities or weaknesses. Likewise, some mishaps can be quite dangerous for the unwary, with summoned creatures becoming far more powerful than the creator predicts.
- **Lost Demiplane:** The axiomites and inevitables are unaware of the Training Ground's continued existence, with only the primal inevitables even remembering it at all. If rediscovered, it is likely they would thoroughly study and scrutinize every inch before seeking to reclaim or destroy it. This could lead to conflict with the many petitioners and earthly heroes who make use of the demiplane for their own purposes. It is also likely if the primordial protean lurking within the demiplane's code hasn't yet been released, the axiomite's testing would unintentionally release it.

Planar Traits

The Training Grounds have the following traits.

- **Alterable Morphic:** Individuals within the Training Grounds can alter their immediate environment with a successful Knowledge (planes) skill check. There are many preprogrammed environments already within the system representing any type of terrain on the Material Plane (cold, desert, forest, jungle, etc.) or any of the various other planes

(Abaddon, Hell, Limbo, Utopia, etc.). Altering the environment to a generic location on one of these planes requires only a DC 15 check and a standard action. This alters the corresponding planar traits (except time) of the demiplane to fit the environment. With a DC 20 check and 1 minute of work, the creature can alter details within these environments to some degree, which allows them change the terrain's specific features or alter any of the following planar traits to different planar traits of their choosing: gravity, elemental and energy, alignment, and magic. With a DC 25 check and 1 hour of work, the creature can create a completely new environment with hand-selected planar traits. An environment created in this manner then becomes a preprogrammed environment. The Training Grounds reverts to its original settings with a DC 10 check or 1 hour after the alterations occur. Failing any check by 5 or more causes a mishap (see below).

- **Creatures:** Individuals within the Training Ground can summon generic creatures or specific enemies. The creature is summoned to anywhere within the Training Ground's environment of the individual's choosing. Summoning a single generic creature requires a Knowledge skill check of the type required to identify the monster. The DC is the same as the DC to identify the creature: usually 10 + monster's CR, 5 + monster's CR for common monsters, or 15 + monster's CR for rare creatures. Creatures created in this manner usually have the kenform template (see Additional Rules). Purposefully creating any creature without the kenform template adds a +10 modifier to the check. With a Knowledge (planes) check (DC 20 + monster's CR), a completely new creature without the kenform template can be created. More than one creature can be summoned at once, with a Knowledge DC based on the total CR of all summoned creatures. A failure on any check causes a mishap (see below). If the check is failed by 5 or more, roll twice on the mishap table and take the worse result.

Specific (non-general) creatures are represented using one or more templates. A simple template (see *Pathfinder Roleplaying Game: Bestiary* for details) or simple class template (see *Pathfinder Roleplaying Game: Monster Codex* for details) can be added to the creature by adding a +5 cumulative modifier to the DC per template. Any other template can be added by adding a +10 modifier to the DC.

- **Mishap:** Use of the Training Grounds is relatively safe for those who are knowledgeable and do not





Demiplanes: Valhalla

TABLE: ALTERABLE MORPHIC MISHAP

d%	Mishap Effect
01–05	The demiplane functions as the plane of Limbo (including the erratic time planar trait).
06–20	The demiplane gains the erratic time planar trait.
21–40	The demiplane gains the wild magic planar trait instead of the desired magic trait.
41–60	The demiplane gains the subjective directional gravity planar trait instead of the desired gravity trait.
61–80	Major details of the environment are changed by chaos in disturbing and unforeseen ways.
81–100	Minor details of the environment are twisted in some subtle manner.

TABLE: CREATURE MISHAP

d%	Mishap Effect
01–05	Instead of summoning the desired creature, Omega/Oollua is released (see Important NPCs).
06–10	The creature does not gain the kenform template. It seeks to survive and escape at all costs. If the creature created does not have the kenform template, it can automatically escape the demiplane (as the <i>plane shift</i> spell). This creates a new connection.
11–20	The creature gains the benefits of the protean subtype (blindsense 30 ft., fly speed equals land speed, change shape as <i>beast shape II</i>) and either the advanced creature or giant creature simple template.
21–30	The creature gains the benefits of the protean subtype (blindsense 30 ft., fly speed equals land speed, change shape as <i>beast shape II</i>). The creature gains a simple class template of the GM's choosing.
31–40	The creature gains both the advanced creature and entropic creature simple templates.
41–50	The creature gains the advanced creature or entropic creature simple template.
51–60	The creature's statistics remain the same, but their appearance is wildly different. For example, a Colossal creature might appear Tiny, or an adult red dragon look exactly like an orc.
61–70	The creature gains the degenerate creature simple template.
71–80	The creature is affected by a <i>bestow curse</i> spell effect. The specifics of the curse are subject to the GM's discretion.
81–90	The creature gains the degenerate creature simple template and is affected by a <i>bestow curse</i> spell effect.
91–100	The creature's statistics remain the same, but their appearance is altered in some minor manner. For example, a red dragon might appear to be a copper dragon.

push the limitations of the demiplane too far. However, the programming became corrupted by the influence of pseudo-chaos, causing occasional mishaps. Alterable morphic mishaps tend to make the demiplane function more like Limbo, and the environment cannot be altered again for 1 hour. Creature creation mishaps tend to give the creature created unforeseen abilities, weaknesses, or self-awareness. The individual creating the mishap is not automatically aware a mishap occurred, and so it is recommend these rolls be made by the GM in secret.

- **Normal Time** Unless there is a mishap, the demiplane always functions as normal time and this trait cannot be intentionally altered.

Connections

There are a few permanent connections to the Training Grounds, but most are in seemingly random locations. One might be behind a stone which requires a giant's strength to move, or another located under the seldom-used bed of an empty palace guest room. Each connection marks a point where a creature born in the demiplane (without the kenform template) escaped.

The only well-traveled connection is hidden within the city of Arena, located beneath an enterprising jann's cover business (see Important NPCs). Individuals worried about fighting in the Arena might hear about this connection, or might learn about it using the Diplomacy skill to gather information.





Conjunction

The Training Ground does not have or create temporary connections with any new connection created being relatively permanent. The demiplane's scant intelligence seeks anchors to prevent another eon of drifting unmoored and unused through the multiverse.

Manifestation

The Training Grounds has never manifested and is not seemingly capable of manifesting, since it was never designed with this purpose in mind. It is possible an axiomite who takes time to study the underlying mathematics controlling the demiplane's nature could force it to manifest in a location of their choosing.

Important Locations

Limbo: While there are no static locations within the Training Grounds, it was created to test the primal inevitables against the denizens of Limbo. The representation of this particular plane (as a preset environment) is incredibly detailed... albeit based on vastly out of date information applied to an insanely variable plane of reality. Still, it is possible to learn about chaos and the nature of proteans by scrutinizing the facsimile. While this environment is active, creatures within it gain a +5 bonus to any Knowledge (planes) skill check to learn information about Limbo or proteans.

Utopia: In addition to warring in Limbo, it was assured the primal inevitables could defend the axiomite's home plane. Thus, the preprogrammed environmental representation of Utopia was a perfectly accurate recreation of the plane. Considering the huge gulf between the present and the past, the differences become obvious with a successful DC 20 Knowledge (planes) check. While this environment is active, creatures within it gain a +5 bonus to any Knowledge (planes) skill check to learn information about Utopia or axiomites (but not inevitables). It is also possible this programmed realm unintentionally holds some lost secrets, such as the forgotten methods for an axiomites to craft a primal inevitable.

Important NPCs

Amir Malashak: Owner and operator of "Amir Malashak's Magical Rug Emporium," the slightly unscrupulous jann (who is not actually noble) is an exile among his people and became an unsuccessful gambler with a reputation for always betting big on losers. His

fortunes finally turned when he discovered a random connection to the Training Grounds underneath his stall. After briefly exploring the demiplane and learning the place's capabilities (to a woefully minor degree), he hit on a new lucrative scheme. Using the demiplane, Malashak gives hopeful competitors an unexpected edge... while gaining insider information on their chances. In addition, he always charges for access to the demiplane itself (usually somewhere between 100 and 1,000 gp per hour, depending on how wealthy the client seems). Malashak doesn't have the slightest clue regarding the demiplane's origins, but makes up fanciful stories if asked. Depending on how gullible the individual seems he might even claim he constructed it himself.

Malashak is a janni genie with the rogue creature simple template (see *Pathfinder Roleplaying Game: Monster Codex* for details) and an alignment of chaotic neutral. He has a +11 bonus to Knowledge (planes) checks and uses his bonus if clients do not have sufficient skill to operate the demiplane.

Omega: Hidden within the demiplane's code is the reason the demiplane's creators were executed. To truly challenge the primal inevitables, the axiomites required a foe superior to any true protean. Omega is based on composite average personality profiles from a hundred primordial kekatar proteans, and imbued with superior skills and tactical acumen. The primal inevitables fought against Omega in countless battles, and the kekatar learned from every loss. It progressively grew far beyond the axiomite's original design, and at some point, became truly self-aware. Taking the name Oollua, it attempted to escape the demiplane by wresting control over the reality... but the axiomites managed to shut down the program before it finished.

Omega still waits, locked away and unaware of the passage of time. A rare mishap or any attempt to summon a generic kekatar protean within the Training Grounds summons Oollua instead (regardless of the check's success or a mishap). If released, the danger it represents to the balance of order and chaos is extreme. Oollua could unite and organize Limbo in a way which seems nearly paradoxical. Akin in power to a protean lord, Omega is a far more capable leader than any true servant of chaos. On a personal level, the kekatar is immensely powerful, and a dangerous threat to even the primal inevitables.

Oollua is a kekatar protean with the advanced creature (see *Pathfinder Roleplaying Game: Bestiary* for details) and fighter simple templates (see *Pathfinder Roleplaying Game: Monster Codex* for details), and the savage mythic simple template (see *Pathfinder Roleplaying Game: Mythic Adventures* for details).



Plot Hooks

The following plot hooks can help incorporate the Training Grounds into a campaign.

- An incredibly strange creature begins wreaking havoc on the Material Plane after escaping from the Training Grounds. The trail of devastation leads back to a new connection with the demiplane. This could present an immediately dangerous and soundly confusing situation, especially if Malashak is already entertaining customers when the PCs explore. It is also likely the “Amir” sees the PCs as a threat to his business, since they somehow found a way into the demiplane without going through him first.
- PCs already within Valhalla and planning a competition within the Champion’s Arena could be approached by Malashak, especially if they are the underdogs in the competition. He might offer the demiplane as a means to get an advantage against an upcoming foe... for a nominal fee.
- It is really only a matter of time before Malashak’s greedy ignorance leads to the release of Omega/Oullua. If the primordial keketaar is summoned within the Training Grounds, it is almost certain to quickly escape through any of the connections. The pseudo-protean might quickly consolidate power within Limbo, and unite chaos against order in a way the axiomites and inevitables cannot conceive. Perhaps the only way to defeat the keketaar hides somewhere within the mathematical underpinnings of the strange demiplane which spawned it.

Additional Rules

The following trap and template is associated with the Training Grounds.

Bugs (Trap)

The lingering effects of Oullua’s subversion of the demiplane’s mathematical code appear as dangerous flaws within the simulated reality. These function as unpredictable traps with similar effects to a protean’s warpwaves (see *Pathfinder Roleplaying Game: Bestiary 2* for details). Any protean or creature with the kenform creature template cannot trigger these traps and is immune to their effects. A bug always takes the form of an otherwise normal-seeming feature of the simulation, such as a rock, tree, stream, or patch of grass. However,

when it is interacted with in any way, the false reality ripples with entropic energy. A preprogrammed simulated environment only has one trap of this kind. A preprogrammed simulation where alterations have been made has 1d3 bugs. A completely new or radically altered environment as 1d6 bugs. Bugs automatically reset each time a simulation begins, but never occur in the same place twice.

BUG

CR 5

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

EFFECTS

Trigger location; **Reset** automatic

EFFECT

Warpwave effect (roll randomly); DC 15 Fortitude negates; multiple targets (all targets in a 10-ft. square); once the trap is triggered area becomes visibly warped and waving with chaotic energies. Any creature entering the affected area for the remainder of the simulation’s duration is affected by the same warpwave effect.

Kenform Creature

“Kenform creature” is an inherited template that can be added to any creature (hereafter referred to as the base creature). Kenform creatures are conjured simulacra of existing creatures or even specific individuals. A kenform creature uses all of the base creature’s statistics except as noted here.

Challenge Rating: Same as the base creature’s.

Type: The creature’s type becomes outsider. Do not recalculate Hit Dice, BAB, saves, or skill points. The creature retains any creature type or subtype abilities, and functions as both an outsider and the base creature’s type and any subtypes for the purposes of all spells and effects.

Special Qualities: A kenform creature gains the following special qualities.

Equipment (Ex): A kenform creature appears with whatever equipment and possessions the base creature uses most frequently, though they may be similarly inaccurate (depending on the creator’s Knowledge skill check). Any equipment possessed disappears with the creature’s destruction.

Impermanent (Ex): Kenform creatures are destroyed 1 hour after being summoned and are immediately destroyed when reduced to 0 hit points.



d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.
17	Target is affected by <i>baleful polymorph</i> (CL 9th) until the simulation ends.
18	Target is turned to stone by <i>flesh to stone</i> (CL 11th) until the simulation ends.
19	Target is placed into a state of suspended animation by <i>temporal stasis</i> (CL 15th) until the simulation ends.
20	Roll twice more, ignoring any "20" result.

Learning (Ex): While generic kenform creatures only ever possess rudimentary intelligence, ones fashioned after specific foes have the capacity to learn and grow over time. If the kenform creature is created to represent a specific (not general) base creature, or they are specifically created with one or more templates (in addition to the kenform template) then they gain a learning point each time they are destroyed. They gain a bonus equal to their learning point total on attack rolls, CMB rolls, saving throws, and skill checks. Their maximum hit points increase by 5 for each learning point they gain. For every 2 learning points, the creature's caster level for any spells or spell-like abilities increases by +1. When the creature reaches 4 learning points, they lose all accumulated learning points and gains the advanced creature or entropic creature simple template (see *Pathfinder Roleplaying Game: Bestiary* for details). They can then begin accumulating learning points again before gaining a different template. They can gain each template once. After they have accumulated both templates, they can lose 4 accumulated learning points to remove the kenform template.

Planar Dependency (Ex): The creature is immediately destroyed if it leaves the Training Grounds demiplane.

Simulated Psyche (Ex): Kenform creatures have reasoning capacities as appropriate for the base creature, but their minds are less complex. The *detect thoughts* spell and similar effects return simplified versions of the base creature's knowledge and instincts. Intelligent base creatures (Intelligence ability score 3 or higher) likely think no more than a single repeated word or emotion, and less intelligent creatures appear mindless.

Any creature created within the Training Grounds with the kenform template immediately begins working to attack their creator and any of the creator's allies. The creator can broadly influence how the summoned creatures perform this attack within a scenario, but cannot otherwise control the summoned creatures. All creatures with the kenform template always work together against creators and any allies.



Unknown Expanse

For an explorer, the horizon calls like a siren. The vastness of the world is a mystery which cannot be solved in a single lifetime, though this is what they yearn for. Each lives by laying claim to the unknown. Most die only regretting they didn't sail longer, climb higher, and walk further.

There is no shortage of heroes among explorers, and those who reach Valhalla all eventually find the Unknown Expanse. While every planet is finite, the Expanse is truly infinite. Built from the imaginations and myths of everyone who has ever lived, it is a place where all can spend a true eternity voyaging, and never see the same place twice.

Within the Expanse is every lost civilization, but also every society which never truly existed. Each exists in infinite incarnations, born fresh from the imagination of each new soul who first hears of a land's legend. Likewise, within are oceans, mountains, skies, and roads without ending... all born from dreams and divine desire.

The Unknown Expanse was created by a goddess of travel who grew weary of the same trodden ground. Instead, she found inspiration for the demiplane within the imaginations of her followers. After spending lifetimes in the Dimension of Dreams, she built the Unknown Expanse from seeds she gathered and planted within

Valhalla's firmament. The demiplane quickly began to grow and change beyond her wildest expectation. Pushed ever wider by the way every story resonated in the mind of the listener, her creation even exceeded her near-omniscience. The goddess abandoned the claustrophobic world for the Expanse, telling her followers only to come find her.

Secrets

The Unknown Expanse has the following secrets.

- **Dreams:** The Unknown Expanse is shaped and created by the collective unconscious. However, it can be controlled in minor ways by the living who are still connected to the Dimension of Dreams (see planar traits sidebar).
- **Fooling Omniscience:** The demiplane is essentially a hivemind created from the subconscious of every living and dreaming creature, possessing the memories of those who lived and dreamed before them. This gives it an odd sentience, but with a mind operating on a level superior to most gods. This is by design, as the demiplane was created to be inscrutable to even omniscience.
- **Goddess:** The goddess of travel who created the demiplane travels it still, constantly enjoying the thrill of finding some new place or rediscovering a strange take on a realm she once saw. If she can be found and her true nature discovered, she grants the explorers who find her a special blessing. She only asks they forever-after leave her alone, and don't tell anyone else how they found her.





Planar Traits

The Unknown Expanse has the following traits.

- **Infinite Space:** The Unknown Expanse is infinite in size, and grows by the scope of a world for every dreaming mind every day.
- **Creatively Morphic:** A living creature capable of dreaming can alter the Unknown Expanse in a similar manner to how a creature with a lucid body can alter a dreamscape (see *Pathfinder Roleplaying Game: Occult Adventures* for details). As a standard action, a number of times per day equal to the creature's Charisma bonus (minimum 1), the creature can attempt one impossible action, such as casting a spell, gaining an effect of a spell as if it were cast, or conjuring a magic item. This requires a successful Charisma check (DC 10 + the level of the spell being cast or spell effect replicated or half of the caster level of the item conjured; nonmagical items are caster level 0). Other fantastic feats are also possible with GM approval and a Charisma check with a DC determined by the GM. If the check fails, the creature cannot perform the feat.
- **Travel:** Leaving any environment within the Unknown Expanse for a different environment requires both knowledge of the current environment and time spent traveling. Each day the creature spends traveling (with the purpose of leaving the environment), they can attempt a Knowledge (geography) check (DC 10 + the creature's HD). Other types of Knowledge checks can be used at the GM's discretion based on a specific environment, such as Knowledge (history)

for a factual recreation of a destroyed nation, or Knowledge (dungeoneering) for an underground environment. The Knowledge check can be retried each day, with a cumulative +1 bonus. If the creature succeeds on the check by 5 or more, they can choose the broad principles of the next environment they reach, but not the details. This allows them to select which results on the storied infinity tables the environment has, though the GM decides how these selections are resolved.

- **Storied Infinity:** Given the variability of the Unknown Expanse, GMs can use the following random tables to determine a discrete and immediate environment, or the GM can use the tables as inspiration when creating their own environment.

Connections

The Unknown Expanse can be reached by anyone simply trying to find the edge or end of Valhalla (which shouldn't exist). Someone trying to sail across a great sea, climbing the highest mountain into the clouds, or simply walking in one direction for years could find themselves in the Unknown Expanse. Sometimes, this even occurs without the individual being aware of the planar travel. These are not conjunctions, but permanent connections which seem to surround the entire Outer Plane. It is as if the Unknown Expanse completely encompassed Valhalla's infinity within its own.

There are connections to the Unknown Expanse within other planes, but these can be difficult to find and use. Typically, it requires an area to be incredibly resonant with the collective unconscious through legends passed down

TABLE: FACT OR FICTION

d6	Result
1	The environment is completely and totally fantastic, representing a fevered dream or hallucinatory vision. Example: an innocent land where everything and everyone is made out of candy.
2	The environment is mostly fictional and may have never existed, but has some plausible details. Example: a lost civilization which has been mostly forgotten to history after being purportedly destroyed by an ancient cataclysm.
3-4	The environment is a mix of fact and fiction. Example: an exaggerated mythical desert city filled with genies and flying carpets. Such a city did truly exist, but was not nearly so fantastic.
5	The environment is factual, but twisted by the perception of a specific dreamer or group of dreamers. Example: a disorienting recreation of a metropolis, seen from the eyes of a child. Everything appears twice the normal size and many events or adult actions are mysterious.
6	The environment is a complete and wholly factual representation of a place which exists or existed in the Material Plane. Example: a true and complete recreation of an actual long-lost civilization.





TABLE: CIVILIZATION

d8	Civilization
1	The environment is completely free of any signs of civilization, representing an untouched paradise which has never seen humanoid explorers.
2	The environment was once home to a civilization, but it faded long ago, leaving only vast and interesting ruins behind.
3	The environment is inhabited by a civilization, which are less technologically and magically advanced than the explorers, though they have a rich and nuanced culture.
4	The environment is inhabited by a civilization, which has a roughly equal understanding of either technology or magic to the explorers, but vastly less understanding of the other.
5	The environment is inhabited by a civilization, which has an equal understanding of both technology and magic as the explorers.
6	The environment is inhabited by a civilization, which has a superior understanding of either technology or magic than the explorers, and a roughly equal understanding of the other.
7	The environment is inhabited by a civilization, which has a superior understanding of both technology and magic than the explorers.
8	The environment is inhabited by a civilization, which has a superior understanding of both technology and magic than the explorers. However, they feign ignorance, concealing their presence or knowledge (roll again ignoring this result to determine their deception).

for thousands of years. Even then, the entrance is never obvious and seldom easy to use. It can be more easily reached from the Dimension of Dreams, functioning as a particularly potent dreamscape. Most other permanent dreamscapes have at least one connection to the Expanse, though only the strangest portions of the demiplane touch the realm of Leng.

Conjunction

Conjunctions are created whenever a sleeping soul dreams of an unexplored land. The dreamer's consciousness travels to the Unknown Expanse in this moment, even as their imagination remakes the terrain. These changes wrought are permanent, and sometimes dreamers return to the same place over and over again. Usually the realms with the greatest detail are those an explorer spent a lifetime imagining whenever they closed their eyes.

Manifestation

If a person who has created a land within the Unknown Expanse is sufficiently obsessed with their dream, a small portion of it can sometimes manifest in the waking world around them. Sometimes these alterations to the world are only visible to the dreamer, leading others to reasonably believe them to only be hallucinations. Even the most visible and tangible manifestations are never complete, representing only a portion of the dream realm.

The world around the dreamer becomes shifted toward the story, or actors from their obsession could appear for a time. These manifestations tend to be transitory, and may never be satisfactorily explained. However, they can create their own stories and strengthen the original tale. On rare occasions, this can become a loop, with a manifestation growing increasingly stronger and larger.

Locations

Lost City: Many cultures talk of a city or island where a great primordial people angered the gods with their hubris, and earned an apocalyptic end. Every form of these legends and historical accounts exists somewhere within the Expanse. There are floating sky cities where titans forge earthshaking wonders, underwater palaces where merfolk welcome air-breathing travelers beneath great glass domes, and ruins leftover from alien colonizers crashed to ground in a fiery blaze. Unfortunately, there are so many different places and stories, it becomes clearly impossible to discern which grain of sand on the beach holds any truth, if indeed any do. It is also incredibly dangerous to visit any place such as this within the expanse, since all are doomed or fated to continually experience the end attributed to them by the stories.

Savage Land: Whether it is a hidden arctic valley, or a hollow sphere within the world's center, many stories tell of a place out of time. Here, primordial beasts roam, wandering unspoiled jungles in search of prey. Sometimes





the dense jungles conceal friendly or fearsome humanoid civilizations domesticating the terrible Colossal animals, or else worshipping them as gods. Often there are only ruins remaining... great and mysterious stone edifices hinting at something lost.

Strange: There are nightmare realms within the Unknown Expanse where even the brave do not venture, and from which the foolish seldom return. An insane dreamer can reach the Expanse as easy as any, but their perceptions and imaginations do not fit within the normal rules. These can be mind-bending places where every object speaks and even walking causes the ground to scream in pain, or where great painted jesters wander the world looking for innocents to gobble down. Many of these strange realms might be indistinguishable from the Abyss or Hell, and some are far worse.

Important NPCs

Figments: The vast majority of any creatures encountered within the Unknown Expanse are not petitioners or the living, though most seem perfectly real. The detail given to any is directly equivalent to the strength of the dream realm based on the obsessiveness and number of the dreamers. Important individuals always seem far more realistic than random people, but any figment can gain greater nuance simply by connecting with a new person or petitioner. Each figment is in essence a scrap of a story or legendary character given form and independence. They can grow beyond the bounds set for them, but only with great difficulty. Most are ignorant of their nature, but a rare few evolve into petitioners or nightmare creatures. This often requires them to rebel against the confines of their tales, and venture out into the greater Expanse.

Most figments have the petitioner or greater petitioner templates.

Goddess: The goddess of travel who created the Unknown Expanse wanders it still, and plans to continue to do so forever. It might seem clearly impossible to find a single

TABLE: ENVIRONMENT

d10	Environment
1	Cold
2	Desert
3	Forest
4	Jungle
5	Mountain
6	Plains
7	Swamp
8	Underground
9	Water
10	Urban

individual within an infinity of infinities, but the goddess makes certain anyone who really wants to find her can eventually do so. Though, she truly enjoys making them really work for it, and loves a good chase. Most of the major realms of the Expanse contain scattered clues which start explorers on a trail of breadcrumbs. She always eventually rewards perseverance.

Plot Hooks

The following plot hooks can help incorporate the Unknown Expanse into a campaign.

- An NPC ally obsessed with some story or legend seems to slowly be going insane, claiming to see visions of places and people which aren't truly there. However, others begin claiming to see the same "hallucinations," including a few of the PCs. Then, the ally disappears altogether, somehow becoming drawn into the realm born from their own dreaming mind.
- The PCs might require some vital clue or piece of information belonging to a lost civilization. They might seek out an imagined shadow of the

TABLE: HAZARDOUS

d4	Danger
1	The environment is incredibly deadly. This could be represented by severe environmental threats, a villainous civilization, legendary flora and fauna, or any combination. Most encounters should be APL +2 or +3. Example: a lost jungle island inhabited by giant godlike monsters.
2-3	The environment is dangerous to the unwary, but no more so than most interesting places to explore on the Material Plane. Most encounters should be APL +1 or +2. Example: a nation frozen in ice thawing as the world shifts, releasing strange beasts disoriented and dangerous from a long sleep.
4	The environment is relatively peaceful, without many overt dangers. A few occasionally occur, mostly to keep things interesting. Most encounters should be APL -1 or +0.





destroyed culture within the Unknown Expanse, but must take care to sort fact from fiction.

- Legends, stories, and rumors might inform of the blessings the travel goddess can grant. This might be a worthy mission prompting great action in and of itself, especially if the PCs wish to become mythic characters or require divine intervention to right some terrible mistake.

Additional Rules

The following additional rules are related to the Unknown Expanse.

EXPLORER'S BLESSING

The goddess of travel who created the demiplane grants one of the following blessings to any individual or group who finds her.

- Atlas:** The goddess creates a *worldstrider's atlas* (see below) and gifts it to the creature.
- Miracle:** The goddess grants one *miracle* (as the spell). This requires no material component. This can also accomplish any feat normally only achievable with divine intervention.
- Mythic:** At the GM's discretion, the goddess might make the explorer a mythic hero or creature, or else grant the benefits of the Mythic Companion feat (see *Pathfinder Roleplaying Game: Mythic Adventures* for details).
- Travel Domain:** The goddess gives the creature the benefits of the travel domain granted powers as a cleric of their Hit Dice. If the creature can cast divine spells, they add the travel domain's spells to their divine spellcaster class spell list and list of known spells.

WORLDSTRIDER'S ATLAS

Aura strong divination; **CL** 13th

Slot —; **Price** 60,000gp; **Weight** 2 lbs.

DESCRIPTION

The surface of this 10 inch by 10 inch folded square of gently rippling parchment is blank at first, but fills over time with a colorfully sketched isometric map of the bearer's travels. Once carried by a creature for 24 hours, the *worldstrider's atlas* begins mapping the bearer's progress through whatever world or plane they travel. The map unfolds on command displaying any area requested by the bearer. It grows as required into ever larger lengths, though its weight never increases. It can also change scale on command, magnifying down to even the creature's local surroundings as if gazing down from hundreds of feet above. The *worldstrider's atlas* depicts the region as it was when the creature passed through, updating itself once the creature returns to an area again. It does not show hidden features the bearer has not witnessed, such as secret doors or invisible objects.

Once per day when the *atlas* is unfolded, the bearer and up to eight allied creatures can step onto the surface together as a move action and teleport to any location depicted. If the area is on the same plane, then this functions as *greater teleport*. If the area is on a different plane then this functions as *plane shift*, except the travelers choose the location and arrive on target at the location with anyone else transported with the spell. The *atlas* travels with the bearer, with anyone observing watching all shrink down to nothing before the *atlas* disappears.

The *atlas* becomes blank losing all recorded areas if it leaves the bearer's possession for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter^{MA}, *find the path*, *greater teleport*, *plane shift*; **Cost** 30,000gp





Well of Sacrifice

No one plane holds the World Tree, though its roots and limbs pierce all. However, each growth can be traced back to a source, all leading to an ancient demiplane.

The base of the majestic tree is so wide it appears as a flat wall, curving only as much as the earth over a horizon. The staggering height is lost in thick mist long before the first limb or leaf can be glimpsed. Enormous roots, each the size of a mountain, pierce deep into the ground at its base. Within this strange and silent domain, there is only the tree... and the *Well*.

Anyone finding the demiplane could spend a lifetime walking the tree's circumference, though they'd be likely drawn into strange realms along the way. However, the *Well* always confronts travelers whenever they first approach. Placed in the shadows between two titanic roots, it is stone-lined, with no roof or overhang, and no bucket or winch. There is seemingly no water within, and its depths appear infinite. A stone dropped only makes sound as it rebounds off the walls and a thrown torch eventually burns out after becoming nothing but a pinprick of light.

Beside the *Well* on the wall of a root are ancient bloody streaks coming from thick, iron nails pounded into the wood. Scattered around are the remnants of knives of bone, stone, and various metals, but most have been completely claimed by time or rust.

The entire demiplane is quiet, with no animals or insects adding a normal background murmur. Closer to the *Well*, everything is quieter still. Loud noises become stifled, as if drawn into the abyss. This is no illusion or trick of the mind, and one must be careful what is said.

What is cast into the depths never can return.

Secrets

The Well of Sacrifice has the following secrets.

- **Judge:** While not truly sentient, the *Well* is capable of discerning in terms of balance and fairness enough to allow a sort of negotiation through justification. It can acknowledge and recognize why one sacrifice might have greater weight to an individual, while almost no importance to another. Thus, a creature making a sacrifice to it always receives appropriate compensation. However, the *Well* cannot be tricked, and those trying might lose more than they expect.
- **Nails:** Long ago, a powerful fey noble had himself nailed to the World Tree before the *Well*. He eventually tore himself free, leaving only the nails behind. The four blood-stained pieces of metal show no sign of rust or decay. Each is made from hand-forged iron,

beaten into shape by strength and without the aid of flame. Removing them from the World Tree's wood requires a DC 30 Strength check. If removed, each can be used as a masterwork punching dagger that penetrates damage reduction as cold iron, and deals double damage to any creature vulnerable to cold iron. The nails cannot be magically enchanted.

- **Dimensions:** The *Well* can be used as a one-way *well of many worlds*, except the creature can choose the destination. This can be any planet, plane, or parallel reality. The traveler must cut their palm with the first blade they ever wielded, and let the drops fall into the *Well* while concentrating on the destination. The blade must then be left behind as they take a leap of faith into the *Well's* depths. This deals 1d4 hit points of damage to the sacrificing creature (which cannot be recovered per the sacrifice planar trait). If multiple creatures wish to travel at once, each must make the sacrifice simultaneously.

Planar Traits

The Well of Sacrifice has the following planar traits.

- **Sacrifice:** Any normally temporary losses voluntarily sustained within the *Well's* presence cannot be recovered. A sacrifice in this manner must be willing



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Demiplanes: Valhalla

and cannot be magically compelled. Minor injuries gained in this manner which have no mechanical impact leave permanent scars. Hit point damage, ability damage, ability drain, or negative levels gained in this manner can never be recovered or magically healed by any means (including *miracle* or *wish*). Limbs, eyes, and other body parts which are removed cannot ever be replaced by any means (such as the regeneration ability or *regeneration* spell). Any object willingly dropped or any creature leaping into the *Well* is destroyed as a *sphere of annihilation*. If a creature jumps into the *Well* after making the appropriate sacrifice (see secrets) they are instead transported to a place of their choosing. If a creature is unwillingly thrown into the *Well* or compelled to leap into it, they are instead transported to a random plane or dimension as a *well of many worlds*.

Connections

Any outgrowth of the World Tree can be used to reach the Well of Sacrifice, though the journey is always long and difficult.

Within the plane of Valhalla, roots of the Tree are common. They emerge from the earth or descend deep within to form caverns with their glacial movements. These winding passages continue for miles, and are often guarded by exensils (see Additional Rules) who test the travelers. Following the roots back to their source requires 1d4 days of travel.

The roots and branches of the World Tree connect to every other plane in the multiverse and many demiplanes. If one is discovered, it can likewise be traced back to the Well of Sacrifice, but these journeys require 1d4 weeks. These longer paths are fraught with danger, often requiring incredibly difficult skill checks, overcoming perilous hazards, and defeating ancient guardians.

Conjunction

A brief conjunction is created leading to the Well of Sacrifice whenever a true hero makes the conscious decision to sacrifice everything they hold dear. This is usually done to avert some terrible event or disaster. The hero must be both noble in purpose and sure in intent. A root of the World Tree bursts from the ground, often causing a brief earthquake. The hero (and any companions) can find a cavern beneath the root, which can be followed back to the Well of Sacrifice with only 1d4 hours of travel.

Manifestation

The Well of Sacrifice has not ever manifested. However, it is believed that it might manifest before a noble and heroic god willing to be unmade to save the multiverse.

Locations

Branches of the World: The roots and trunk of the World Tree can be ascended (Climb DC 20), but reaching the heights above the mist requires a miles-long ascent. Most climbing gear does not grant any bonuses to these Climb checks, and must be specifically crafted of cold iron in order to pierce the living wood. A creature attempting to fly up the side finds the Tree appears to continue on forever. However, those succeeding in the ascent can reach any location 1 mile above a destination on the Material Plane of their choosing. The creature must then leap free of the tree to fly to the earth, or find some other method of descent. Otherwise, climbing back down returns them to the Well of Sacrifice.

An intelligent roc with the advanced and giant creature simple template named Vednir flies within these clouds or nests in the branches above. If the roc is either called by name, he can be bargained with to carry creatures to the ground. He requires a story containing an embarrassing or funny secret in order to provide transport, and each wishing to travel must share a separate tale.

Roots of the World: The mountainous roots of the World Tree pierce the earth all around it, moving inches over ages to create great caverns. These passages can be used to reach any plane (and many demiplanes at GM's discretion) in the multiverse with 1d4 weeks of travel. If used to travel to Valhalla, it instead only requires 1d4 days of travel. Within the caves roost great swarms of exensil, who guard the passages from use by the unworthy. In addition, a great wyrm underworld dragon (see *Pathfinder Roleplaying Game: Bestiary 3* for details) named Nihog lairs within these caverns, demanding a steep toll for any wishing to cross.

Important NPCs

Squirrel: The only living creature (other than the exensil guardians) living within the demiplane is a large, red squirrel. It frequently scurries silently up and down the roots to curiously watch creatures approaching the *Well* or Tree. A creature capable of communicating with her (as the *speak with animals* spell) can find the squirrel to be oddly intelligent. Claiming to be named Rask, she is happy to explain the realm's inner workings to the best of her knowledge in exchange for gossip or trinkets. Strangely, her teeth and claws appear capable of piercing the World Tree's wood, when the most powerful magical items (not crafted of cold iron) cannot leave a mark.

Plot Hooks

The following plot hooks can help incorporate the Well of Sacrifice into a campaign.





- The Well of Sacrifice and the World Tree form a convenient hub of planar travel, though it is difficult to manage the realm's guardians and challenges. The demiplane might simply serve at first as an in-between point on a journey. In this case, its existence and potential is only introduced, with the possibility of return when more dire events occur.
- The PCs could be told of the *Well* as a means of gaining power prior to some epic challenge or conflict. This requires discovering a path to the demiplane, fighting or dealing with the guardians, and then deciding what they are prepared to forever lose. Likewise, prior to the climax of a greater story, the PCs might stumble onto or be drawn near to the *Well*, and given an opportunity by Fate or gods to sacrifice.
- A truly powerful being... such as a demigod or archfiend, sacrifices their life and potential to the *Well* in order to enact a great change on the universe or reality's rules. The Well of Sacrifice could be the only method of returning the world to the way it once was, or else act as an escape route to a reality still containing hope.

Additional Rules

The following major artifact and creature are found within the Well of Sacrifice:

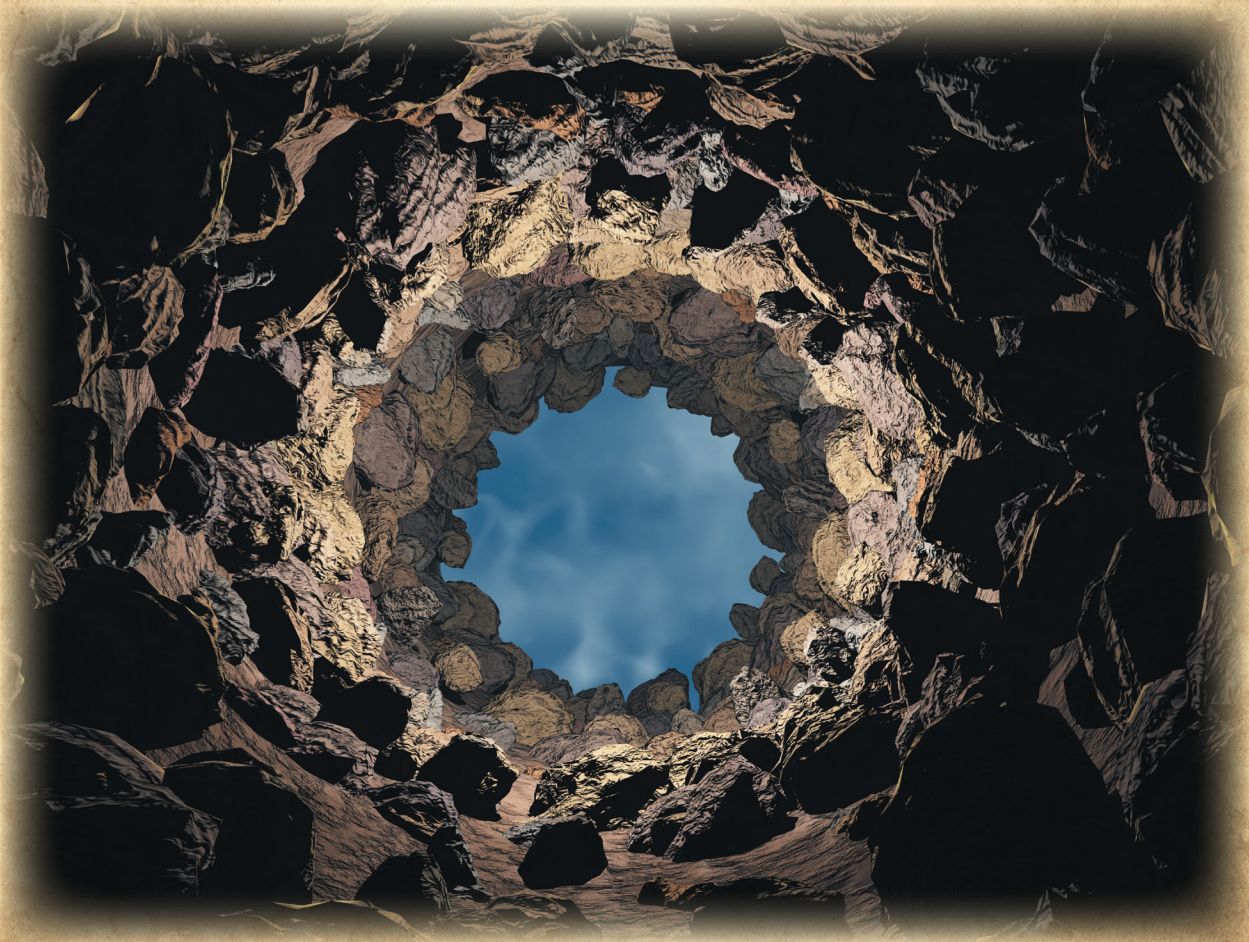
WELL (MAJOR ARTIFACT)

Aura overwhelming (all schools); **CL** 20th
Slot none; **Price** —; **Weight** —

DESCRIPTION

The *Well* rewards sacrifices in kind, but the magic of the plane surrounding it ensures these losses cannot be recovered even by the gods. The depths of the *Well* function as a *sphere of annihilation* or a *well of many worlds*, depending on the circumstances (see the Planar Traits sidebar and Secrets for details).

A creature can make a lesser, moderate, or greater sacrifice to the *Well*. The stronger the sacrifice, the more potent the effect gained in return. The *Well* is innately fair and balanced, and capable of evaluating the relative worth of an individual sacrifice. For example, what would normally be a lesser sacrifice, but is of great personal important





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to an individual could function as a moderate sacrifice. Sacrifices must always be personal losses. A creature cannot sacrifice anything living other than themselves (even animal companions, familiars, or mounts).

LESSER SACRIFICES

GMs can use the following as examples of potential lesser sacrifices.

- **Harm:** A creature can spill their own blood as a lesser sacrifice. This requires the creature to cut themselves and bleed into the *Well*. Not only is the blood lost, but their body never again remakes the blood which is spilled. The creature must lose 1d4 hit points in this manner, which lowers their maximum hit points.
- **Item:** If an item has a low objective worth (3,000 gp or less), then it must have a great amount of personal significance. If an item has a moderate or greater worth (more than 3,000 gp), then it can have less significance, but still function as a lesser sacrifice.
- **Memory:** The creature can choose to sacrifice a memory by speaking it aloud before the *Well*. To be a worthy sacrifice, the memory must be treasured and pivotal. This functions as the *modify memory* spell used to eliminate a memory, but the memory cannot be recovered by any means.

MODERATE SACRIFICES

GMs can use the following as examples of potential moderate sacrifices.

- **Harm:** A creature must lose some important portion of their body, such as an eye, hand, or tongue. This deals 2 points of ability drain to an ability score of the creature's choosing. If the creature possesses class abilities dependent on the ability score (such as spellcasting), then this functions as a greater sacrifice. Depending on the sacrifice, this might inflict other penalties at the GM's discretion. However, severe penalties inflicted should function as a greater sacrifice.
- **Item:** An item must be of moderate or greater value (more than 3,000 gp) and of significant worth to the creature.
- **Memory:** The creature loses many defining memories, perhaps years of accumulated time. This could be memories of their childhood or all memories of love.

GREATER SACRIFICES

GMs can use the following as examples of potential greater sacrifices.

- **Harm:** A creature who possesses class abilities dependent on an ability score (such as spellcasting) can deal 2 points of ability drain to the ability score.
- **Item:** An item must be an incredibly expensive (at least 50,000 gp) it must also have personal significance to the creature.
- **Memory:** The creature sacrifices their entire lifetime of memories to the *Well*. The creature retains their procedural memory and so this does not affect the creature's class abilities, feats, skill ranks, total experience points, or any other statistic, however they might not recall they possess these capabilities until they rediscover their aptitude.

BENEFITS

The *Well* repays a willing sacrifice with one of the following commiserate benefits. The specific effects of any benefit are subject to the GM's discretion.

Lesser: The creature can gain any benefit or effect equivalent to a *limited wish* spell (CL 20th) as if they were the caster. This can only affect the creature or an area or target within normal range.

Moderate: The creature can gain any benefit or effect equivalent to a *limited wish* spell (CL 20th), except the effects can affect any target or area known to the creature over any distance or planar boundaries. If it only affects the creature or an area or target within normal range, then this instead functions as the *wish* spell (CL 20th).

Greater: The creature can gain any benefit or effect equivalent to a *wish* spell (CL 20th), except the effects can affect any target or area known to the creature over any distance or planar boundaries. If it only affects the creature or an area or target within normal range, then this instead functions as the non-augmented version of the *mythic wish* spell (CL 20th) with the creature expending up to two uses of mythic power.

ULTIMATE SACRIFICE

A creature can leap into the *Well* of their own accord, voluntarily destroying their body and soul beyond any means of resurrection or recovery. However, the power of such a sacrifice goes beyond mechanics, and should be handled as a plot device. At the least, it should have an effect equivalent to divine intervention or a *mythic wish* spell anywhere in the multiverse. For particularly powerful beings (such as mythic heroes, demon lords, or lesser gods), an ultimate sacrifice has the potential to alter reality itself on a grand scale.





DESTRUCTION

If a greater god ever performs an ultimate sacrifice, then the *Well* is destroyed after reality is altered.

Exensil

Ebon intimations of bone and gristle protrude from the silhouette of this glossy black creature's raven-like form. Despite its lack of eyes, it exudes an air of attentiveness.

EXENSIL

CR 2

XP 600

CN Tiny outsider (chaotic, extraplanar)

Init +2; **Senses** blindsight 60 ft., fate sense; **Perception** +9

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 19 (3d10+3)

Fort +2, **Ref** +5, **Will** +6

Defensive Abilities negative energy affinity

OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee bite +7 (1d3–2 plus tear)

Space 2-1/2 ft.; **Reach** 0 ft.

SPECIAL ATTACKS

Spell-Like Abilities (CL 3rd; concentration +6)

Constant—*tongues*

At will—*ghost sound* (DC 13), *lullaby* (DC 13), *message*

1/day—*magic mouth*, *ventriloquism* (DC 14)

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 11

Feats Agile Maneuvers^B, Combat Expertise, Improved Steal^{APG}

Skills Appraise +12, Bluff +9, Diplomacy +9, Fly +12, Intimidate +9, Knowledge (planes) +9, Perception +9, Sense Motive +9, Stealth +16; **Racial Modifier** +3 Appraise

Languages Common; *tongues*

SQ no breath, sacrifice

ECOLOGY

Environment any (Well of Sacrifice)

Organization solitary, pair, or murder (3–12)

Treasure double

SPECIAL ABILITIES

Dust (Su) Flesh torn away by an exensil's pecks turns to dust in their mouths, banished to the depths of the *Well*. Though this is not a true sacrifice, damage dealt by an exensil's bite attack does not heal naturally and resists

magical healing. Anyone casting a conjuration (healing) spell on a creature with hit point damage due to the exensil's bite attack must succeed on a DC 15 caster level check, or the spell is wasted and the healing has no effect. Hit point damage caused by the exensil is assumed to be healed last if a creature has hit point damage from more than one source.

Fate Sense (Su) An exensil is blind but can sense destinies within 60 feet. This allows them to navigate their environment or distinguish creatures, as objects tend to have extremely steady and uninteresting fates. The exensil has blindsight with a range of 60 feet, but is blind beyond this range. In addition, by concentrating on a target for 1 minute, they can gain the benefits of the *analyze aura* spell (see *Pathfinder Roleplaying Game: Occult Adventures* for details).

Sacrifice (Su) Once per week, an exensil can cast a bit of life into the *Well* in exchange for minor healing. A target creature touched (which cannot be the exensil) gains the benefits of the *lesser restoration* spell, but then the exensil takes 1d3 temporary Constitution damage. Constitution damage gained in this manner cannot be magically healed and can only be recovered naturally. The exensil cannot use this ability if it is somehow immune to the Constitution ability damage.

Not all familiars find a place in the afterlife, or await their master's coming. Raven familiars, in particular, are known to have an independent streak. While not all, or even most, become exensils upon death, enough have over the ages to fill the lightless caverns of Yggdrasil with the beating of their wings. There they spend the rest of eternity flying between worlds to spy and steal pretty things away.

The exensil believe their bodies are formed from the flesh and bone creatures cast into the *Well*, though they cannot provide a reason or evidence for this assertion. They can be possessive of the artifact and gather in murders to guard their greatest treasure against invaders with ugly destinies. Possessing rather dark senses of humor, exensils love making contests of creative and embarrassing defenses.

Sometimes an exensil misses their old life enough to seek out a new spellcaster and offer their services as a familiar. However, they tend to be pretty picky when making such a choice. Such a spellcaster must be at least 7th level and must have the Improved Familiar feat, but can be of any non-lawful alignment. It is also possible for a living raven familiar to become an exensil if the raven willingly sacrifices their eyes to the *Well* and the master takes the Improved Familiar feat (minimum 7th level spellcaster). In this case, the master may be of any alignment, and the exensil retains the master's alignment.



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