

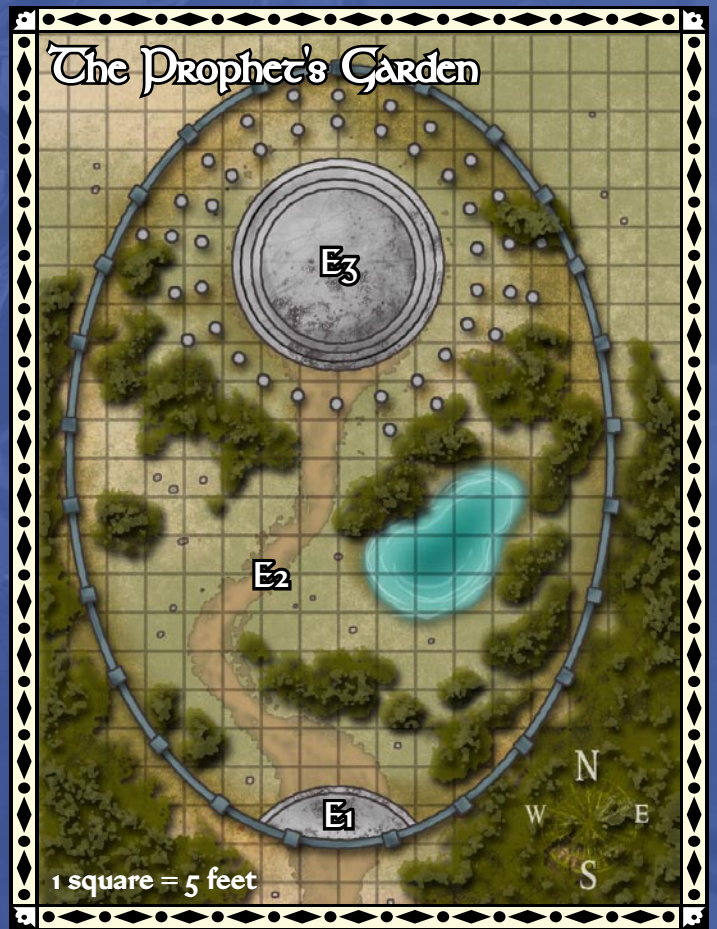
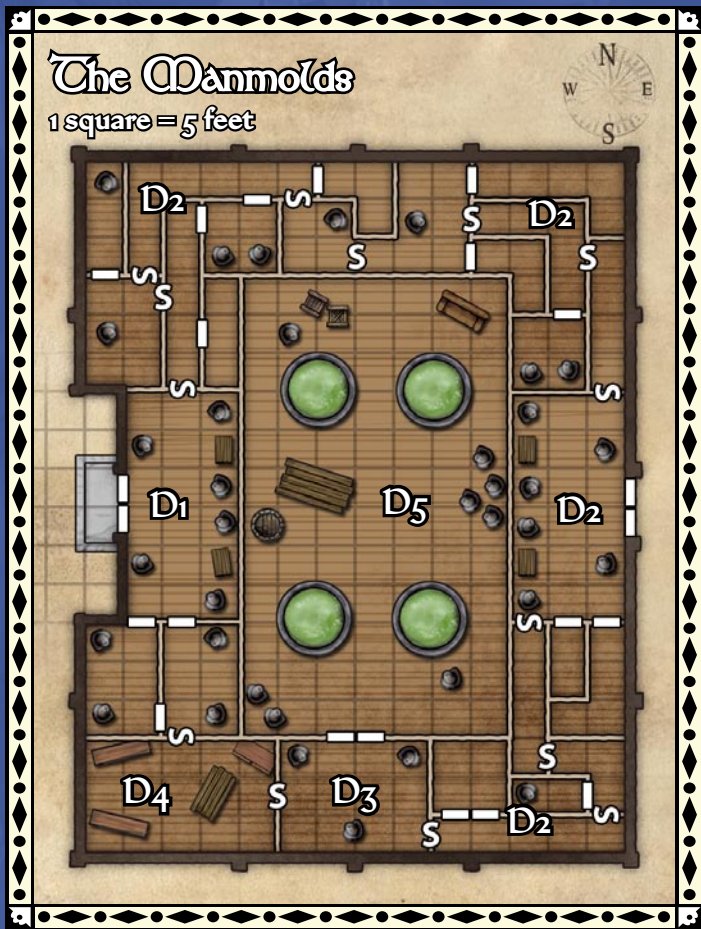
A PATHFINDER RPG ADVENTURE FOR LEVEL 9 BY CRYSTAL FRASIER

# PATHFINDER<sup>®</sup>

## MODULE<sup>™</sup>











# The Harrowing

## Credits

**Author** • Crystal Frasier  
**Cover Artist** • Kieran Yanner  
**Cartography** • Robert Lazzaretti  
**Interior Artists** • Yngvar Asplund and Dmitry Burmak  
**Original Harrow Deck Art and Concepts** • Kyle Hunter

**Creative Director** • James Jacobs  
**Senior Art Director** • Sarah E. Robinson  
**Managing Editor** • F. Wesley Schneider  
**Development Lead** • Mark Moreland  
**Editing and Development** • Judy Bauer, Christopher Carey,  
Rob McCreary, James L. Sutter, and Vic Wertz  
**Editorial Assistance** • Jason Bulmahn, Stephen Radney-MacFarland, and Sean K Reynolds  
**Graphic Designer** • Andrew Vallas  
**Production Specialist** • Crystal Frasier  
**Editorial Intern** • Michael Kenway

**Publisher** • Erik Mona  
**Paizo CEO** • Lisa Stevens  
**Vice President of Operations** • Jeffrey Alvarez  
**Director of Sales** • Pierce Watters  
**Finance Manager** • Christopher Self  
**Staff Accountant** • Kunji Sedo  
**Technical Director** • Vic Wertz  
**Marketing Manager** • Hyrum Savage

### Special Thanks

The Paizo Customer Service, Warehouse, and Website Teams

*The Harrowing* is a Pathfinder Module designed for four 9th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 32 of this product.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG GameMastery Guide*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

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

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*The Harrowing* is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, and Pathfinder Society are trademarks of Paizo Publishing, LLC. © 2011, Paizo Publishing, LLC.

Printed in China.



Paizo Publishing, LLC  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com](http://paizo.com)



# the Harrowing

...And so the charming Sonnorae braved crumbling towers in this age of endless night, gobbling up tales and tomes lest they be forever lost. Then into her secret hold she'd wend, to keep them safe forever more. But careless was charming Sonnorae, and once behind her, the door did close. Trapped forever and a day, she stumbled into the darkness of madness and genius and back again, finally taking her beloved tales and whittling mouths so they might speak and legs that they might walk. But beings of ink, not flesh, were they, half-formed and filled with hate...

—EXCERPT FROM VARISIAN FOLK TALE



## Adventure Background

In the Age of Darkness, the Varisian scribes and storytellers of the Imlios family hoarded knowledge while civilization struggled for its very survival. Over the harsh centuries, their line dwindled to a single childless bard: Sonnorae. Fearing her family's knowledge would be lost with her inevitable death, she sheared off a corner of the malleable Dimension of Dreams and crafted her own demiplane in which she could store the greatest tales of her people, anchoring this extraplanar archive to her ancestral harrow deck; she named the demiplane the Harrowed Realm.

Sonnorae, in her old age, retreated into the Harrowed Realm, where she hoped to live forever with her treasured tales. Over time, the stories she collected took on physical form, but these creatures were trapped within the constraints of their individual stories, ever repeating the same actions, and struggling to reach the same goals.

Sonnorae's tales ached to be as real as their creator. The most powerful among them conspired to overthrow the bard, murdering her and devouring her body. These eight Conspirators gained power and free will through their betrayal, but remained too insubstantial to leave the Harrowed Realm; instead they became its mad rulers.

The blue dragon Zassrion seized Sonnorae's impregnable castle and with it the Harrowed Realm's only connection to the real world. Unable to leave his home plane, the dragon instead exerted his influence over mortals handling the very harrow deck to which the Realm was tethered—the *Deck of Harrowed Tales*. Zassrion corrupted the deck's mortal wielders and drew countless humanoids into the Harrowed Realm, grafting their bodies onto his own in hopes of becoming real and escaping into Golarion.

The current carrier of the *Deck of Harrowed Tales* and Zassrion's latest servant, a Varisian soothsayer named All-Seeing Hajack, travels as a fortune-teller with the Umbra Circus. Days ago, she drew in a well-known scholar of ancient Varisian folklore, Meloigne Garracy, to sacrifice to her dark master.

## Adventure Summary

Investigating the disappearance of scholar Meloigne Garracy, the PCs are drawn into the mysterious Harrowed Realm. Inside, the PCs learn that Meloigne is the prisoner of Zassrion the Patchwork Lord. The heroes must travel across the Harrowed Realm to meet its rulers, powerful beings known as the Conspirators. Tokens from the Conspirators, originally stolen from the Realm's creator, point the way to Zassrion's castle and the only means of their eventual escape from the Harrowed Realm.

## Introduction

The majority of this adventure takes place in the Harrowed Realm, and the means by which the PCs get there and their

### THE CONSPIRATORS

The most powerful creatures in the Harrowed Realm are known as the Conspirators, as each of them played a role in Sonnorae's murder millennia ago. Though they wield considerable influence in the demiplane, all are storykin themselves, and thus still live out the stories prescribed for them. As a result, they haven't worked together since their initial usurpation of Sonnorae's power, and their inability to cooperate means they remain in something of a stalemate regarding overall control of the demiplane. Though obviously not one of the bard's murderers, Sonnorae's remnant in the Prophet's Garden still possesses one of her tokens and some of her powers, and thus is treated (and sometimes referred to) as a Conspirator herself by the simpleminded storykin.

Much of the PCs' adventure within the Harrowed Realm revolves around obtaining the Conspirators' tokens: eight nonmagical gems torn from Sonnorae's kapenia during her murder. Except from Zassrion (who kept her kapenia), each Conspirator kept one of the gems as a trophy, but even after thousands of years the lost gems yearn to return to the scarf hanging in Zassrion's library. When brought together, the tokens pull hard, leading the way to the Striding Fortress.

Retrieving Sonnorae's stolen tokens serves a secondary purpose: when the jewels are fastened to her tattered kapenia in area 112, the restored garment transforms into a wondrous treasure capable of sending the PCs back to the Material Plane.

**Card:** The Uprising (the next Conspirator the PCs encounter gains the unluck curse as described on page 557 of the *Pathfinder RPG Core Rulebook*)

motivations for doing so are secondary. The adventure assumes they find their way there in search of a lost Varisian scholar, but feel free to change this as necessary to better fit *The Harrowing* into your ongoing campaign.

### THE HARROWED REALM

Originally a corner of the Dimension of Dreams, the Harrowed Realm was cleaved off and transformed into a sealed demiplane thousands of years ago. It remains anchored to Golarion through the *Deck of Harrowing Tales*.

Much of the plane's "natural" appearance is stagecraft and illusion. The sky is a featureless dome painted a faded blue, while the sun and moon cross through day and night on massive, mechanical arms. Digging more than a few feet into the earth reveals moldering planks, decaying pipes, and eventually cold stone going on forever.

## DECK OF HARROWED TALES (MINOR ARTIFACT)

**Aura** strong conjuration; **CL** 20th

**Slot** —; **Weight** 1lb.

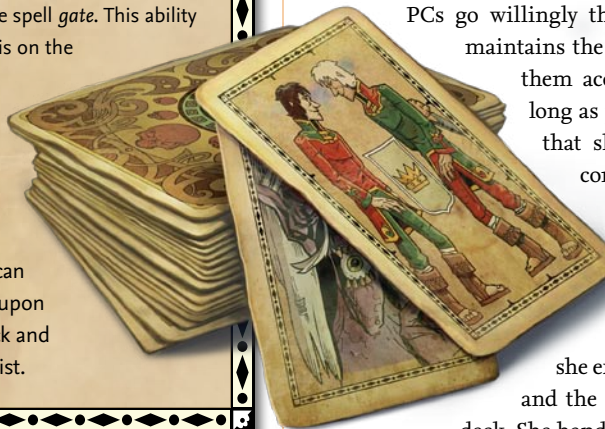
### DESCRIPTION

The *Deck of Harrowed Tales* is a unique harrow deck linked to the Harrowed Realm. Creatures within the Harrowed Realm peering through the *outreaching eye* (see page 30) can view, hear, and speak with the deck's wielder. The *outreaching eye* allows the observer to cast *dominate person* once per day on the deck's wielder.

Once per day, at a mental command from its wielder, the *Deck of Harrowed Tales* can create a swirling vortex to the Harrowed Realm, as per the spell *gate*. This ability does not function while the deck is on the Harrowed Realm.

### DESTRUCTION

The *Deck of Harrowed Things* can only be destroyed by completing a mythical series of 54 quests tied to each of the harrow cards within. Only then can the final 55th quest be revealed, upon the completion of which the deck and the Harrowed Realm cease to exist.



## STORYKIN

Referring to themselves as “storykin,” the native inhabitants of the Harrowed Realm exist more as automatons than genuine living creatures. Crafted from planar residue, most are incapable of thoughts or actions beyond those dictated in the old tales used to create them. A small number develop more complex personalities, mostly through exposure to mortals, but even the realm’s powerful Conspirators rarely understand or question their own motivations.

Storykin never need to eat or sleep, and never die while they remain within the Harrowed Realm. If destroyed, their essences float intangibly through the realm until they are eventually reconstructed in the Manmolds. The energies of the Harrowed Realm sustain the bizarre creatures, and beyond its boundaries they wither away in hours. A storykin that is reformed in the Manmolds regains any lost equipment in the process. If the original equipment is taken out of the Harrowed Realm, however, all future iterations of that equipment are made of storystuff, and melt into wax upon the storykin’s death.

## The Umōra Carnival

The missing scholar, Meloigne Garracy, was last seen in this collection of travelling shows and merchants only days

ago, hunting for a fortune-teller called “All-Seeing Hajeck.” A hand-painted sign outside a tumbledown tent on the carnival’s edge promises that same fortune-teller within.

Despite her title, **All-Seeing Hajeck** (CN female human expert 3/rogue 1) possesses little magical talent. Originally a simple charlatan, upon inheriting the *Deck of Harrowed Tales* she became Zassrion’s latest dominated accomplice, luring mortals close enough for the deck to capture them.

If the PCs ask about Meloigne, Hajeck admits that the sage visited seeking information on a vast library gathered by a Varisian woman named Sonnorae. She even says that she helped send him there, but can’t bring him back on her own. She offers to send the PCs after him, to “a place of incredible knowledge and riches.” Hajeck hopes the

PCs go willingly through the opened *gate*, and maintains the ruse of simply trying to help them access the Harrowed Realm as long as possible. If the PCs recognize that she is under the effects of a compulsion, she denies her true motives for sending the PCs into the deck, but activates the portal without provocation. If the PCs free her from Zassrion’s control, she explains her recent subjugation and the many souls she sent into the deck. She hands the cards to the PCs, urging

them to go in after Meloigne and the other victims.

When All-Seeing Hajeck activates the *gate*, the vortex opens violently, causing her to drop the *Deck of Harrowed Tales* and pulling the cards into the Harrowed Realm. If the PCs activate the portal, they most likely take the deck with them. One way or another, the *Deck of Harrowed Tales*, the only anchor between the Material Plane and the Harrowed Realm, crosses over alongside the heroes, leaving them with only one way to return to the Material Plane: to reconstruct Sonnorae’s *kapenia*, her ancestral Varisian scarf.

## THE HARROW DECK

Whether the PCs carry the *Deck of Harrowed Tales* into the Harrowed Realm with them, or the vortex draws the cards in, the heroes should have the deck while they explore the demiplane. While the deck’s function of transporting creatures to the Harrowed Realm won’t allow the PCs to escape back to the Material Plane, the deck provides extra benefits that only function within the Harrowed Realm.

Each of the 54 cards in the *Deck of Harrowed Tales* is linked to an element within the Harrowed Realm, be it a location, a creature, or an event. If the players correctly identify these associations during the adventure, they may “play” the chosen cards from their deck for specific boons, described next to the cards’ names at the start of each encounter

## HARROW DECK CARD LIST

Card	Harrow Card	Card	Harrow Card	Card	Harrow Card	Card	Harrow Card
K♥	The Paladin	J♦	The Desert	9♠	The Lost	7♣	The Forge
Q♥	The Dance	10♦	The Joke	8♠	The Liar	6♣	The Locksmith
J♥	The Trumpet	9♦	The Publican	7♠	The Beating	5♣	The Brass Dwarf
10♥	The Hidden Truth	8♦	The Unicorn	6♠	The Crows	4♣	The Inquisitor
9♥	The Winged Serpent	7♦	The Uprising	5♠	The Sickness	3♣	The Queen Mother
8♥	The Empty Throne	6♦	The Rabbit Prince	4♠	The Idiot	2♣	The Marriage
7♥	The Keep	5♦	The Mountain Man	3♠	The Mute Hag	A♥	The Bear
6♥	The Cricket	4♦	The Vision	2♠	The Betrayal	A♦	The Peacock
5♥	The Survivor	3♦	The Carnival	K♣	The Fiend	A♠	The Teamster
4♥	The Wanderer	2♦	The Courtesan	Q♣	The Avalanche	A♣	The Foreign Trader
3♥	The Midwife	K♠	The Cyclone	J♣	The Tangled Briar	Joker*	The Owl
2♥	The Theater	Q♠	The Demon's Lantern	10♣	The Rakshasa	Joker	The Twin
K♦	The Big Sky	J♠	The Waxworks	9♣	The Eclipse		
Q♦	The Juggler	10♠	The Snakebite	8♣	The Tyrant		

or location. Once a card has been played, the GM should keep it out of play, and if a card is played at the incorrect time, the players simply miss out on its effects when they do encounter the appropriate story element. For each card played correctly, award the party 200 XP.

While this rules subsystem functions best with a physical *Harrow Deck*, available at your local game or hobby store or online at [paizo.com](http://paizo.com), you may also give the players a normal deck of playing cards and the list of cards within the harrow (see table). However, it should be noted that the art present in a physical *Harrow Deck* provides players with many more clues as to each card's link than the card's name alone.

## Harrowed Realm Events

The following events don't happen at any specific location, and occur once the PCs have accumulated a certain number of tokens (see The Conspirators sidebar on page 3). While these encounters are tied to the PCs' progress through the Harrowed Realm, feel free to move these encounters to different spots within the narrative as you see fit.

### EVENT 1. ALGON THE EVER-SEEKING (CR 10)

**Card:** The Paladin (+6 on checks to make him friendly)

Zassrion's fictitious nemesis, Algon the Ever-Seeking, hunts the tyrant dragon unendingly. Over the eons, the paladin has bent or broken most of his holy oaths in pursuit of the Patchwork Lord, reasoning that the nature of his righteous quest forgives any minor infraction. In the old tales, Algon's faith wavered and his god abandoned him as he confronted the dragon; as a result, the Harrowed Realm won't permit Algon to lose his powers as punishment for his sins until he confronts Zassrion.

Once Algon discovers that the PCs seek Zassrion's fortress, either through word of mouth or by torturing Biyo Venna (see area A1), he tracks them. After the PCs collect three conspirators' tokens, the paladin casts *bull's*

*strength* and *energy resistance* (electricity) on himself before he confronts them, demanding the tokens. Algon believes only he can slay Zassrion, and after committing so many immoral acts thus far, he sees no harm in slaughtering a few outsiders who would bar his holy quest. If the PCs reduce him to 50 or fewer hit points, he admits defeat and begs for mercy. Despite any promises he might make, Algon's story soon drives him back into his old ways, and he continues to hunt the PCs, ever increasing his efforts to gain their tokens.

If Algon can be made at least friendly through Diplomacy or religious debate (players may substitute Knowledge [religion] checks for Diplomacy to improve his attitude), he makes a gruff offer of alliance. Being a storykin, Algon forgets about such an agreement hours later and renews his attack. If the PCs instead improve the paladin's attitude to Helpful, the confused and humbled knight offers them his equipment in thanks for showing him the error of his ways and wanders off in shame, never to be seen again.

#### ALGON THE EVER-SEEKING

CR 10

XP 9,600

Male human paladin 11

LE Medium humanoid

**Init** –1; **Senses** Perception +7

**Aura** courage (10 ft.), justice (10 ft.), resolve (10 ft.)

#### DEFENSE

**AC** 23, touch 9, flat-footed 23 (+10 armor, –1 Dex, +1 natural, +3 shield)

**hp** 131 (11d10+66)

**Fort** +17, **Ref** +7, **Will** +14

**Immune** charm, disease, fear; **Resist** electricity 20

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 longsword +16/+11/+6 (1d8+4/19–20)

**Ranged** mwk throwing axe +11/+6/+1 (1d6+7)



**Special Attacks** channel positive energy (DC 17, 6d6), smite evil (+2 attack and AC, +11 damage)

**Paladin Spell-Like Abilities** (CL 11th; concentration +13)

At will—*detect evil*

**Paladin Spells Prepared** (CL 8th; concentration +10)

3rd—*dispel magic*

2nd—*bull's strength*, *resist energy*

1st—*cure light wounds*, *divine favor*, *protection from chaos*

### STATISTICS

**Str** 16, **Dex** 8, **Con** 20, **Int** 10, **Wis** 14, **Cha** 14

**Base Atk** +11; **CMB** +14; **CMD** 23

**Feats** Cleave, Dazzling Display,

Intimidating Prowess, Lunge, Power

Attack, Shatter Defenses, Weapon

Focus (longsword)

**Skills** Bluff +8, Diplomacy +6, Intimidate +15, Knowledge (religion) +5, Linguistics +1, Perception +7, Stealth +1

**Languages** Celestial, Common, Draconic

**SQ** divine bond (weapon +3, 2/day), divine grace, lay on hands (5d6, 7/day), mercies (dazed, nauseated, shaken)

**Combat Gear** *potion of cure serious wounds*, *potion of see invisibility*; **Other Gear**

+1 full plate, +1 heavy steel shield, +1

longsword, masterwork throwing

axe, amulet of natural armor +1,

cloak of resistance +1, belt of mighty

constitution +2, dust of appearance, 57 gp



**Algon the Ever-Seeking**

## EVENT 2. EYES FROM ABOVE (CR 9)

**Card:** The Eclipse (the moon starts to crumble, taking 1d10 points of damage per round; this damage bypasses the moon's hardness)

Once the PCs have gathered six conspirators' tokens, their activities draw Zassrion's personal attention. To halt them, he digs deep into his library, hastily drafting a new reality from the horror stories told by the ancient Kellids of central Avistan. Anytime after the PCs retrieve their sixth token and step outside, read or paraphrase the following.

Muffled thunder rolls through the skies, followed by a hideous screeching of metal against metal. The sun above, held aloft on its brass rod, comes to a halt. Red light bathes the world as the moon jams into place before it, and a rumble echoes from the ground.

**Creatures:** By bringing about an eclipse, Zassrion causes a plague of undead to rise. Every round, 1d6 hungry dead burst from the ground within 100 feet of the PCs and attack. While individually a small threat to such powerful heroes, the hungry dead continue to spawn from the earth without end so long as the red light of the eclipse shines. PCs may deduce as much with a DC 20 Knowledge (arcana) check.

Stopping the eclipse requires direct action against the sun and moon, some 500 feet above. Spells like *darkness* blot out the red light, preventing the hungry dead from rising for the duration of the spell. The moon can be moved with a series of five DC 25 Strength checks, ending the eclipse. Alternatively, if the heroes allied with the Ticktock Man (area G4), contacting him ends the eclipse after 5 rounds of swearing and repairs. PCs can also simply destroy the moon with attacks or magic (hardness 8, hp 75).

### HUNGRY DEAD

CR 3

XP —

NE advanced skeletal champion (*Bestiary* 252)

hp 23 each

**Story Award:** Ending this event earns the PCs 6,400 XP.

## A. The Midnight Circus

**Card:** The Carnival (+2 to Perception and Survival while in this location)

*The Deck of Harrowed Tales* unceremoniously deposits the PCs in the heart of the Midnight Circus. Once a place of delights and happy surprises, the circus has been corrupted by eons of the Realm's steady decay into a tragic collection of dismal, sagging tents and disillusioned children's stories.

## A1. THE PARADE FIELD (CR 9)

**Cards:** The Crows (+2 on all attack rolls, weapon damage rolls, and spell save DCs versus the tengus), The Survivor (1d4 *spiritual allies* come to Biyo's aid, as per the spell on page 246 of the *Advanced Player's Guide*)

Looming tents seem to reach greedily for the overcast sky before their tips curl back down in defeat. Faded paint peels from disused cages and wagons scattered about, while slow organ music drifts through the empty pathways. Nearby, a yawning entry leads into the dark interior of a twisted and massive central tent.

The empty plaza once hosted market stalls and vendors of fantastic foods, but most of the unnamed storykin who once staffed the booths now languish half-finished in the Manmolds (area D).

**Creatures:** Moments ago, the chef from Zassrion's Striding Fortress—**Biyo Venna** (NG male human expert 4)—ran afoul of four tengus, the circus's grotesque clowns. A frail and clumsy storykin, Biyo has little hope of defending himself against his assailants, who hope to beat from him the latest gossip regarding the Harrowed Realm's draconic master.



The tengus ignore Biyo the moment they notice the PCs, leaving the bumbling chef staggered at exactly 0 hit points.

## TENGU CLOWNS (4)

CR 5

XP 1,600 each

Tengu rogue 6 (*Pathfinder RPG Bestiary* 263)

CN Medium humanoid

**Init** +4; **Senses** low-light vision; Perception +10

### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield)

**hp** 42 each (6d8+12)

**Fort** +3, **Ref** +9, **Will** +3

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +9 (1d6+1/19–20), bite +3 (1d3+1)

**Ranged** dagger +8 (1d4+1/19–20)

**Special Attacks** sneak attack +3d6

### STATISTICS

**Str** 13, **Dex** 18, **Con** 12, **Int** 8, **Wis** 12, **Cha** 12

**Base Atk** +4; **CMB** +5; **CMD** 20

**Feats** Dodge, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +12, Climb +7, Escape Artist +10, Knowledge (local) +4, Linguistics +7, Perception +10, Perform (comedy) +10, Perform (dance) +9, Sleight of Hand +12, Stealth +13

**Languages** Azlanti, Common, Tengu, Varisian

**SQ** gifted linguist, swordtrained, rogue talents (combat trick, ledge walker, assault leader), trapfinding +3

**Other Gear** +1 chain shirt, masterwork buckler, masterwork short sword, daggers (3)

**Development:** Should Biyo Venna survive, he asks the PCs for aid. So long as he remains staggered his speech is slow and confused. Any amount of healing clears his head and he begs the PCs to save Lord Zassrion's latest victim, Meloigne Garracy.

Biyo can tell the PCs each of the Conspirators' names and the domains they rule. He also knows the nine major territories within the Realm, and that each of the Conspirator's tokens—small gems they stole from Sonnorae's *kapenia* (a Varisian family scarf)—each tug in the direction of the fortress, and many of them together might lead travelers directly to the Striding Fortress. Additionally, Biyo has a vague understanding that Zassrion wants to escape the Harrowed Realm by becoming mortal, but doesn't understand how or why. Feel free to have Biyo provide the PCs any other information they need to understand the Harrowed Realm, but remember that he is a storykin, and thus has no understanding of the demiplane as anything other than the entirety of existence. Once the PCs learn all they can, the pudgy man excuses himself to continue seeking aid, but will travel with the PCs if asked.

## PLANAR TRAITS

The Harrowed Realm possesses the following traits:

**Ageless:** Time itself passes normally here, but creatures in the Harrowed realm do not age, though they must eat, drink, and sleep normally.

**Self-Contained Shape:** The Harrowed Realm's flat expanse stretches roughly 80 miles across, but wraps back in on itself at the furthest edges.

**Mildly Neutral Aligned**

**Limited Magic:** Spells that transport a character to another plane, such as *ethereal jaunt*, *plane shift*, or *shadow walk*, only function if the caster succeeds at a DC 30 caster level check. Spells of the conjuration (summoning) subschool only function if the caster succeeds at a DC 20 caster level check. A failed spell produces no effect, and still expends a spell slot.

If the chef does not survive, or the PCs ignore him once they've defeated the tengus, most of his knowledge can also be learned from any of the Harrowed Realm's Conspirators. Bernaditi and Brambleson in particular make eager informants (areas A3 and B, respectively).

**Story Award:** If the PCs save and question Biyo, award them 1,200 XP. If they also heal him of his wounds, award them an additional 1,200 XP.

## A2. THE CENTER RING (CR 10)

**Cards:** The Bear (the bears take a –4 penalty on Acrobatics checks to maintain their balance on their unicycles), The Joke (+4 bonus on Diplomacy or Perform checks to humiliate Rogg and the bears), The Juggler (if Rogg rolls a natural 1 on any of his thrown attacks, the attack deals damage to him instead of simply missing his target)

The shabby circus tent seems larger inside than out, curving upward in nauseatingly bright patterns and disappearing into darkness far overhead beyond a tightrope and trapeze. Two precarious bleachers flank a large performing space littered with half-eaten food and cheap novelties.

Several dozen bored storykin, long bereft of purpose, gather on the bleachers here to watch sad imitations of circus performances. The crowd views the newcomers as an exciting new twist, and eagerly laughs and jeers them, hoping to stir up a fight with the current act.

**Creatures:** The PCs arrive in the midst of an unusual animal act and juggling combination. Rogg the juggler spices up his act by performing alongside the circus's unicycling bears. Spurred on by the audience's catcalls, he and the bears attack as the PCs enter.

Players may end the fight through violence or by getting the mocking audience on their side. The crowd begins as hostile, but the PCs may improve their attitude with a successful DC 28 Diplomacy or Perform check. Alternatively, embarrassing any of the combatants through combat maneuvers can improve the audience's disposition by one step. Any time a PC takes damage from one of the combatants, the audience's attitude worsens one step as the onlookers hoot and holler in delight. If the crowd can be made helpful, they cheer for the heroes so loudly that Rogg and any remaining bears slink off, humiliated.

## ROGG CR 8

XP 4,800

N male variant stone giant (*Pathfinder RPG Bestiary* 151)

hp 102

### SPECIAL FEATURES

**Funny Juggler (Ex)** Rogg is adept at throwing random items (usually housewares and desserts). These attacks inflict damage as per rock throwing, even when not made of stone.

## TRAINED BEARS (4) CR 4

XP 1,200 each

N variant grizzly bears (*Pathfinder RPG Bestiary* 31)

hp 42

### SPECIAL FEATURES

**Unicycle Riding (Ex)** The trained bears balance on unicycles, greatly improving their mobility when they can remain upright. They gain Spring Attack as a bonus feat. They must make a DC 10 Acrobatics check upon using this feat to avoid falling prone at the end of their movement.

## A3. RINGMASTER (CR 10)

**Card:** The Rakshasa (the PCs gain a +4 circumstance bonus on Sense Motive checks against Bernaditi)

At the far end of the tent stands a sophisticated network of wiry bars and iron embellishments—an elaborate animal cage. The interior is furnished with overstuffed chairs and divans, and teacups and fine porcelain crowd every visible surface.

This cage offers an excellent view of the center ring, and houses the carnival's Conspirator, Bernaditi. The bars are wrought from iron and offer partial cover, but the door remains unlocked.

**Creatures:** Bernaditi runs the Midnight Circus and offers sanctuary to many of the Realm's wayward storykin. After slaying Sonnorae, he devoured the bard's tongue, gaining her glibness and gift for manipulation. The crocodile-headed rakshasa dresses impeccably and sips daintily at his teacup while speaking. He offers whatever knowledge the adventurers wish but admits up front that he "almost invariably lies."

If the PCs inquire about the ringmaster's token, he grins and challenges them to a battle of wits. He offers the group five questions to catch him in a lie; if they succeed, he freely parts with his token, but should they fail, he demands to keep one of their number as a "pet." The laughing crocodile also adds that he has cleverly hidden his token, so violence is pointless. (In truth, the token is not-so-cleverly hidden in his teacup, albeit under the surface of his tea). Note that Bernaditi requires irrefutable proof he lied, not just a PC's hunch gleaned from a high Sense Motive check.

If dealt with peacefully, Bernaditi proves a surprisingly reliable ally, offering the PCs his carnival as a home base, though he never stops lying to them unless compelled to do so magically.

## BERNADITI (CONSPIRATOR) CR 10

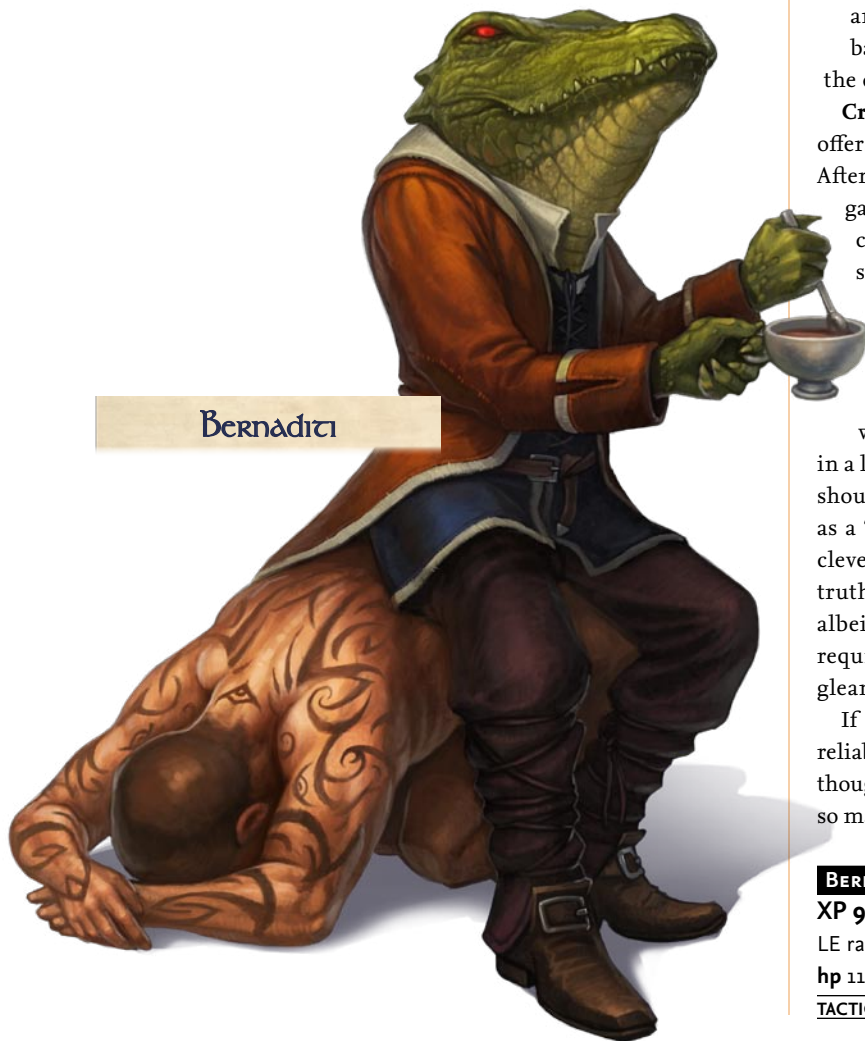
XP 9,600

LE rakshasa (*Pathfinder RPG Bestiary* 151)

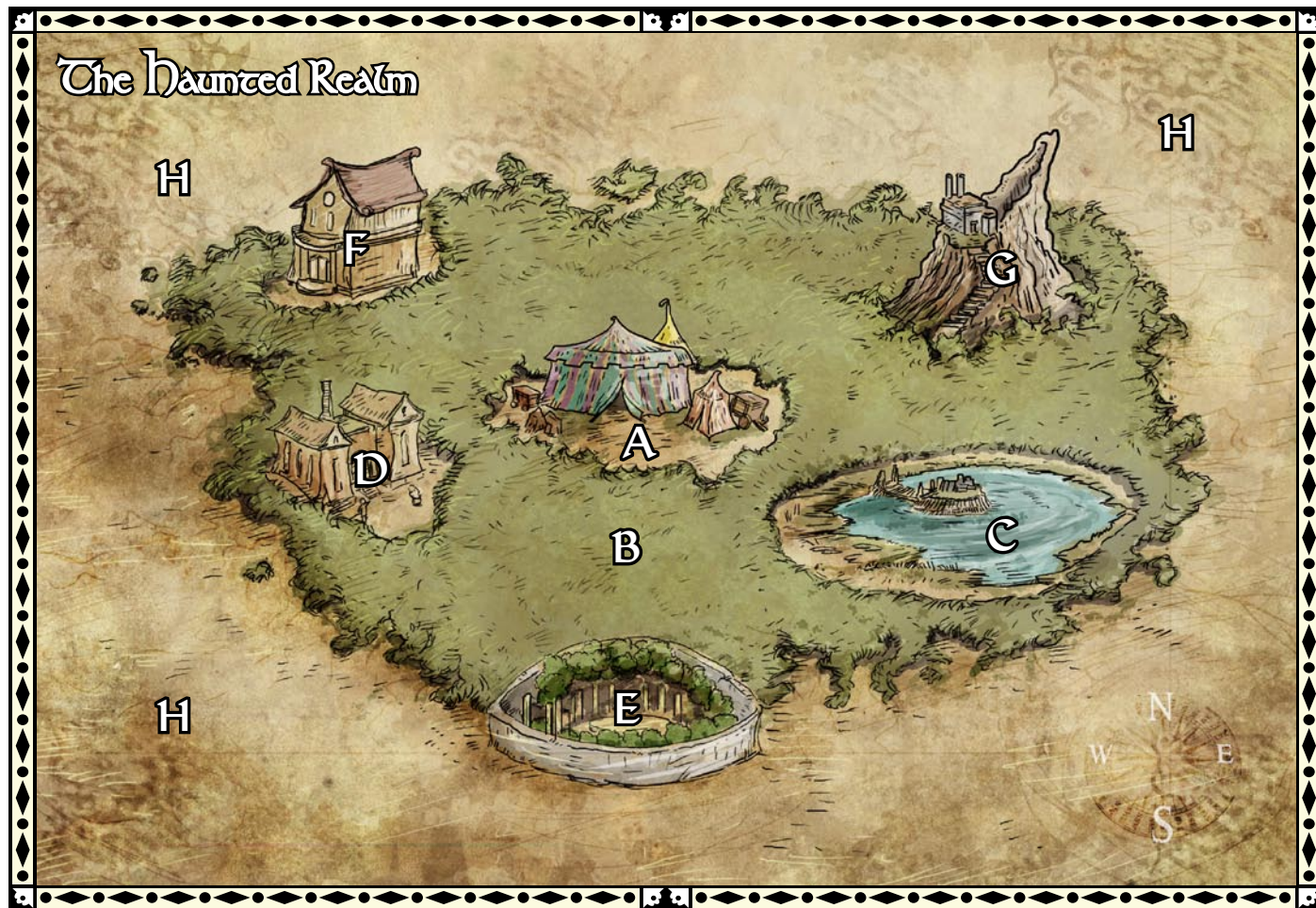
hp 115

### TACTICS

Bernaditi







**Before Combat** Bernaditi casts *mage armor* when the newcomers first enter the circus big top.

**During Combat** If Bernaditi suspects violence, he opens up with *suggestion* spells, asking any martial types to “kindly step outside and fetch me a bag of sweets,” then turns his *lightning bolts* on anyone remaining. He loves grappling arcane casters to chew on their heads.

**Morale** If reduced below 30 hp, Bernaditi attempts to flee using *invisibility*. Failing that, he eagerly offers his token and whatever (false) information on his fellow Conspirators that the heroes desire in exchange for his life.

**Treasure:** Hidden in Bernaditi’s teacup is his token: the Songsmith’s Kiss. This garnet and gold pendant is worth 1,200 gp.

## B: The Briar

**Card:** The Tangled Briar (grants all PCs woodland stride when moving through the Briar)

Long ago, garden paths and hedge mazes connected the far corners of the Harrowed Realm, but without Sonnorae’s oversight the pathways overgrew into a nightmarish tangle

of thorns and mud. Now the Briar chokes away any structures not protected by a Conspirator’s influence. Characters in the Briar are meant to feel a sense of being lost in the wilderness, but how much this aspect is roleplayed is left up to the GM.

## KING OF THE BRIAR PATCH (CR 9)

**Card:** The Rabbit Prince (Brambleson takes a –2 penalty on Will saves versus charms on top of his suggestible weakness)

On their first trip through the Briar, the heroes encounter its resident Conspirator.

Crude, amateurishly sewn banners flutter weakly in the breeze of this otherwise deathly silent clearing in the dense nettles of the briar. At one end of the clearing, an adorable little house painted in garish reds and yellows stands out against the trees.

This forest glen developed a sort of affection for the Conspirator known as Brambleson eons ago, and now follows him through the Briar on his adventures. It even created the crude banners that now adorn it to honor its fuzzy hero. The rabbit prince loves and hates his clingy home, appreciating

the blind adoration, but also frustrated that he can never journey far from home. As the PCs approach, the bold rabbit argues with his tagalong real-estate.

**Creatures:** Ever the quintessential foolhardy hero, Brambleson climbs trees to feel tall and mocks babbling brooks to feel clever. When his fellow Conspirators slew Sonnorae, he hesitated and in the ensuing scuffle could only devour her feet. Now infected with the bard's wanderlust, he crosses the Harrowed Realm repeatedly, poking at the plane's edges to find a way out.

Brambleson fails to notice the PCs initial approach, instead hiding in the branches overhead while yelling at his lawn. "Begone!" he shouts. "Begone and mewl at my heels no longer, you stupid... mewling... heeling-thing! I have greater destinies than to play your nursemaid!" Upon noticing his visitors, he pauses long enough to cast *dimension door*, returning to the forest floor to greet his new guests in

person. Excited by new arrivals, he plies the PCs for stories, but regularly grows bored and changes the subject.

Should the PCs mention that they seek Zassrion or the tokens held by the Realm's Conspirators, a plan forms in the rabbit's tiny brain. He immediately challenges the PCs to an honor duel for his own token, the Dancing Heel. Brambleson fully intends for the PCs to receive his token, as he plans to track them using his *locate object* spell-like ability. He hopes to follow them to Zassrion's Striding Fortress, then confront the dragon himself and escape into the real world and finally satisfy his maddening wanderlust. If he can fulfill his story's quest and find the other half of his broken *sword of oaths* among the dragon's hoard, all the better.

### BRAMBLESON (CONSPIRATOR)

CR 9

XP 6,400

Male unique fey

CN Small fey

**Init** +7; **Senses** low-light vision, scent; Perception +15

#### DEFENSE

**AC** 24, touch 19, flat-footed 16 (+6 Dex, +2 dodge, +5 natural, +1 size)

**hp** 97 (15d6+45); fast healing 5

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

**Defensive Abilities** evasion, uncanny dodge; **DR** 5/cold iron

**Weaknesses** suggestible

#### OFFENSE

**Speed** 50 ft., climb 15 ft.

**Melee** broken +2 *short sword* +15/+10 (1d6+3), bite +10 (1d4+3)

**Spell-Like Abilities** (CL 7th; concentration +10)

At will—*detect magic*, *know direction*, *locate object*, *pass without trace*

3/day—*dimension door*, *greater invisibility* (self only), *lesser confusion* (DC 14), *mage armor*, *true strike*

1/day—*remove curse*

#### TACTICS

**During Combat** Brambleson makes full use of his Combat Expertise, Spring Attack, and Mobility feats in combat, moving constantly and pecking away at opponents more as a nuisance than a genuine threat. With his incredible leaping ability, he takes the fight into tree branches or other territory awkward for larger folk as soon as possible.

**Morale** Brambleson's honor won't let him admit defeat, though he readily calls any fight a draw when he's down to one-third his total hit points, and then offers them his token. If a dishonorable opponent won't accept such a condition, he flees into the Briar.

#### STATISTICS

**Str** 16, **Dex** 24, **Con** 17, **Int** 13, **Wis** 7, **Cha** 16

**Base Atk** +7; **CMB** +13; **CMD** 28

**Feats** Agile Maneuvers, Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse



Brambleson



**Skills** Acrobatics +20 (+28 jump), Bluff +16, Climb +24, Diplomacy +13, Escape Artist +19, Knowledge (geography) +6, Knowledge (local) +9, Knowledge (nature) +6, Linguistics +6, Perception +15, Sense Motive +15, Stealth +24, Survival +8, Swim +11

**Languages** Azlanti, Common, Draconic, Elven, Gnome, Sylvan, Thassilonian, Varisian

**SQ** prince of rabbits, quickness, woodland stride

**Gear** *sword of oaths* (broken +2 short sword), *elixir of truth*, tin crown holding four *feather tokens* (anchor, bird, tree [2])

## SPECIAL ABILITIES

**Prince of Rabbits (Ex)** Brambleson always counts as having a running start when making Acrobatics checks to jump.

**Quickness (Su)** Brambleson gains one bonus move action every round.

**Suggestible (Ex)** The rabbit prince's simplistic mind sidetracks easily. Whenever he rolls a Will save to resist a charm effect, Brambleson must roll two dice and use the worse of the two results.

**Treasure:** Brambleson's token, the Dancing Heel, is a tiny shoe carved from green feldspar worth 900 gp.

## C: The Demon's Fen

**Card:** The Demon's Lantern (+2 to Perception and Survival while in this location)

Once upon a time, the placid waters of Demon's Lake saw bittersweet endings and tragic morals mingle and bubble together; dark things collected here, but dark things with great purpose. As the Briar grew and choked out the lake's outlets, those dark things grew and festered and stagnated into sorrows and unhappy endings without purpose. Now, the Demon's Fen squats across the edge of the Briar as a wet, stinking mess, avoided by even the Harrowed Realm's darker residents.

But someone finds comfort in the perpetual decay: mortal souls. Those unfortunates brought into the Harrowed Realm by Zassrion never know true peace. The realm traps their souls, even in death, and so instead of finding final judgment and reward, those souls settle into the filthy waters of the Demon's Fen. Some wander without purpose, appearing as dingy orbs of light; a DC 30 Knowledge (religion) check recognizes these manifestations as souls. Most of the dead settle into the cold purgatory created by the Barrow King on his filthy island (area C2).

The Demon's Fen is a twisted, rotting swamp, at the center of which stands a dismal lake and marshy island. The lake once plunged to icy, crushing depths, but years of muck and sediment have filled it in and reduced its depth to a range of 1 to 4 feet. Nothing lives in the Demon's Lake anymore, but fanciful notions of dead fish line its shores. The island stands 60 feet offshore, but provides no obvious beach. Only the suspension bridge (area C1) provides easy access. Swimming in (or

falling into) the lake is dangerous; the water is only barely above freezing and counts as extreme cold to anyone submerged.

## EMBOR COMES-BY-NIGHT (CR 9)

**Card:** The Owl (Embor returns a stolen shadow with only a DC 10 Diplomacy or Intimidate check)

Shoanti mothers once warned their children to be home by nightfall, lest owls steal their shadows. Only one owl ever did: Embor Comes-by-Night. The draw of human shadows calls the giant owl like a drug, and he wanders the Demon's Fen vainly hoping to find a shadow cast by a mortal.

**Creature:** Though good-natured, Embor obsesses about lining his nest with stolen shadows and is quite mad. He smells the PCs almost as soon as they enter the Demon's Fen, and prowls 100 feet behind them until they stop to rest or are otherwise distracted, at which point he moves in to steal a PC's shadow and sew on a blanket in its place. Deprived of his favorite treat for so long, Embor may even get greedy and try to steal a second shadow before flying back to line his nest with his ill-gotten gains.

Should Embor abscond with a PC's shadow, the owl's victim finds a tattered old blanket inexplicably (and painlessly) sewn to his ankles in place of his shadow. Embor leaves an obvious trail as he waddles through the marshy terrain, only occasionally broken by short flights (DC 15 Survival check to track). If confronted in his nest, he is easy to persuade or threaten (DC 20 Diplomacy or Intimidate) into returning the stolen property, though he offers to trade his favorite needle and thread for any one of the PCs' shadows.

### EMBOR COMES-BY-NIGHT

CR 9

XP 6,400

N male variant avoral (*Pathfinder RPG Bestiary 2* 16)

hp 94

### SPECIAL ABILITIES

**Steal Shadow (Su)** By carefully sewing at a humanoid's feet, Embor may steal its shadow, replacing it with an old blanket. The process takes 5 standard actions to complete, during which the target must be either willing, restrained, or unaware. A shadowless creature cannot sleep peacefully, becoming fatigued, and cannot eliminate the fatigue nor heal naturally through rest. This ability functions as *bestow curse* (CL 9th) for the purposes of removing its effects magically. Embor can reverse this effect by working for another 5 rounds to restore a target's shadow.

**Treasure:** Embor's needle and thread can sew anything together permanently, functioning as *sovereign glue*. He has enough thread left for three uses.

## C1. THE ANCIENT BRIDGE (CR 10)

**Cards:** The Snakebite (the PCs gain immunity to Mourning Choir's poison), The Winged Serpent (Mourning Choir suffers a -2 penalty on all attack rolls)

Black and reeking of mildew, this frigid-looking lake spreads out from the broken terrain of the swamp. Its still surface reflects the distant shore. A single, rocky island rests in the center, capped with sickly grass and tangled growth and glowing with dozens of flickering, colored lights. An ancient, withered suspension bridge runs from the island to the banks. A gorgeous song—part lullaby, part dirge—pierces the otherwise haunting silence before dissolving into sobs.

Despite its appearance, the bridge connecting Barrow Island with the mainland of Demon's Fen remains sturdy after so many centuries. However, a sobbing couatl bars access by foot.

**Creature:** Radiant Sunrise, the couatl dominating the bridge entrance, once tended to the Demon's Lake as its mistress, but in the mad rush to devour Sonnorae, Sunrise consumed her compassion and flew away distraught. She eventually crashed into the bridge's terminus and vomited up her meal in disgust. Now calling herself Mourning Choir, she has spent millennia alternating between uncontrollable sobbing and singing dirges in Sonnorae's honor, her slumped wings hanging at her mangy sides and her tears rolling down her snout and long body, filling a shallow, rainbow-hued pool around her.

But Mourning Choir isn't content to dwell alone in her pity. She begs newcomers to stay with her and comfort her. If necessary, she resorts to magical coercion and even force to abate her loneliness, however briefly. Mourning Choir begins any encounter effectively Unfriendly, but desperate for companionship, requiring a DC 23 Diplomacy check to influence, though PCs take a -5 penalty due to her extreme grief. Music and poetry also soothe her broken heart, and PCs may substitute a Perform check in place of Diplomacy without penalty. If made friendly or better, her broken heart is assuaged for the moment. If PCs attempt to Intimidate Mourning Choir, fail a check by more than 5 points, or attempt to leave unbidden, she begins casting spells as outlined below, which may lead to outright combat.

If PCs improve Mourning Choir's attitude to Friendly, she explains that she was originally one of the Conspirators who murdered Sonnorae, but the compassion she devoured poisoned her and left her in this state. The Barrow King took that burden from her and now overflows with compassion only for the dead, filling the undead noble with a powerful hatred for all living things. She warns that he will blindly attack anyone but mourners who approach the island.

## MOURNING CHOIR (FORMER CONSPIRATOR)

CR 10

XP 9,600

LE female variant couatl (*Pathfinder RPG Bestiary* 49)

hp 126

### TACTICS

**During Combat** Mourning Choir initiates combat by casting *crushing despair* in the surprise round, following up with two or three *charm person* spells against the most belligerent PCs, then begins summoning celestial constrictor snakes to restrain opponents. She only attacks or inflicts damage if reduced below half her total hit points.

**Morale** When reduced to 15 or fewer hit points she simply curls up and waits for the PCs to kill her.

### SPECIAL ABILITIES

**Spells** Mourning Choir replaces *freedom of movement* with *crushing despair* on her Spells Known list.

## C2. BARROW ISLAND (CR 10)

**Cards:** The Lost (The Barrow King takes a -4 penalty on saves against positive energy), The Beating (each PC receives a +2 bonus to her CMD against the grasping dead's grapple attempts)

Flickering, colored fireflies scatter in all directions. Beyond the light undergrowth lies a maze of leaning gravestones. In the center, two white candles stand burning atop a weathered stone sarcophagus.

The Barrow King has converted most of Barrow Island's surface into a makeshift graveyard to honor the dead. The shores leading up to it from the lake are steep and wet, requiring a DC 20 Climb check to ascend.

**Creatures:** Retrieving the compassion Mourning Choir cast aside transformed the Barrow King into the Harrowed Realm's master of death and caretaker of lost souls. Now spiteful of the careless and cruel living, he attacks anyone but mourners who set foot on his island. When the PCs arrive, he lies slumped against the sarcophagus between the candles.

Having consumed a portion of Sonnorae, the Barrow King is considered to be the Conspirator of the Demon's Fen, even though he took no part in the murder.

## THE BARROW KING (CONSPIRATOR)

CR 9

XP 6,400

Male cairn wight aristocrat 1/fighter 5 (*Pathfinder RPG Bestiary* 276)

LE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +18

### DEFENSE

**AC** 27, touch 14, flat-footed 24 (+7 armor, +1 deflection, +3 Dex, +6 natural)



**hp** 94 (10 HD; 5d8+5d10+45)

**Fort** +10, **Ref** +6, **Will** +12; +1 vs. fear

**Defensive Abilities** bravery +1; **Immune** undead traits

**Weaknesses** resurrection vulnerability

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *greatsword* +17/+12 (2d6+13/19–20 plus energy drain) or 2 slams +14 (1d4+6 plus energy drain)

**Ranged** mwk throwing axe +12/+7 (1d6+6)

**Special Attacks** weapon training (heavy blades +1), energy drain (1 level, DC 16)

## TACTICS

**During Combat** The Barrow King's first action is to knock over the votive candles atop his sarcophagus, awakening the grasping dead haunt (see below). He then charges into combat with Vital Strike and uses Cleave and Step Up to keep from being surrounded.

**Morale** The Barrow King fights until destroyed. If, however, the PCs lay the island's dead to rest (such as by destroying the haunt), the Barrow King halts combat and thanks them, offering his blessing and the Bard's Heart in gratitude.

## STATISTICS

**Str** 23, **Dex** 16, **Con** —, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +8; **CMB** +14; **CMD** 28

**Feats** Cleave, Improved Initiative, Power Attack, Skill

Focus (Perception), Step Up, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Skills** Appraise +9, Climb +12, Craft (stonemasonry) +8, Intimidate +14, Knowledge (nobility) +12, Knowledge (religion) +7, Perception +18, Sense Motive +14, Stealth +11

**Languages** Common, Necril, Varisian

**SQ** create spawn, armor training 1

**Combat Gear** *potion of water walk*, *elixirs of fire breath* (2);

**Other Gear** +1 *brass dragonhide breastplate*, +1 *greatsword*, masterwork throwing axe, *ring of protection* +1, *cloak of resistance* +1, 92 gp.

**Haunt:** Most of the dead souls trapped within the Harrowed Realm reside here as restless dead. While the souls within the island aren't malignant, they lash out furiously against anyone but the Barrow King. The King keeps these dead subdued with two burning votive candles on the white stone sarcophagus in the graveyard's center.

Haunts function similar to traps and may be neutralized with positive energy before their effects manifest if PCs succeed in their noticing them in the surprise round. For more information on haunts, see page 242 of the *Pathfinder RPG GameMastery Guide*.

**GRASPING DEAD**

**CR 6**

**XP 2,400**

NE haunt (20-ft. radius)

**Caster Level** 8th

**Notice** Knowledge (religion) DC 20 (to recognize the purpose of the votive candles)

**hp** 27; **Trigger** proximity; **Reset** 1 day

**Effect** The restless dead interred on Barrow Island burst their arms from the earth to clutch and tear at living creatures, mimicking a *black tentacles* spell (CMB +13; CMD 23). Creatures grappled by the grasping arms suffer 1d6+4 bludgeoning damage each round in which the arms succeed at their grapple checks. Lighting a pair of votive candles atop the island's central sarcophagus (a standard action per candle) placates the spirits and suppresses the haunt so long as the candles remain lit.

**Destruction** If the haunt is neutralized by positive energy or through the lighting of votive candles, and a cleric casts *consecrate* on the sarcophagus, the dead below rest until released from the Harrowed Realm.

**Treasure:** In the Barrow King's sarcophagus is his token: the Bard's Heart, a 1,000 gp ruby. His tomb also contains a half-moldered collection of books and scrolls on burial rites of various Age of Darkness civilizations, worth 1,300 gp despite the damage.

## O: The Manmolds

**Card:** The Waxworks (+2 to Perception and Survival while in this location)

Greasy smoke reeking of soot and rendered fat belches forth from the twin chimneys high above this imposing manor. Dozens of tall windows, all barred and boarded, adorn this formerly beautiful estate, but peeling paint and crumbled ornaments testify to its disuse.

Though appearing out of place in the fairy-tale world, the wax museum and artist's studio known as the Manmolds serves a vital function within the Harrowed Realm. Being sealed off from the multiverse, the dimension cannot pass along the souls of its dead. Instead the spirits of destroyed storykin migrate here, where the eccentric Conspirator Marzalee the Weaver recreates them.

In addition to recreating storykin, Marzalee is also the only being in the Harrowed Realm capable of creating new life, something that makes her museum a prime target for thieves. Both the Ticktock Man (see area G4) and the Nightpeddler (area H) make use of her raw larvae, stolen from her workshop before being sculpted into finished beings. As a result, the insectile matron long ago redesigned her home to keep outsiders away.

The windows are mere showpieces, long since sealed as tightly as the walls to protect the Manmolds' mistress.



## D1. MUSEUM ENTRY

A half-dozen wax mannequins clutter this dark, wood-paneled lobby. Two doors occupy the south wall. A brass plaque, written in ancient script, hangs from the wall opposite the front door.

A DC 30 Knowledge (history) check identifies each of the wax statues as great philosophers and writers of Azlanti and Varisian legend, each one sculpted by Marzalee from pre-Earthfall tales.

The plaque, written in a dialect of proto-Varisian, simply reads, “Visitors will be scalded”—a reference to the steam traps to come.

## D2. EXHIBIT HALLS (CR 9)

**Card:** The Hidden Truth (any PC searching for hidden doors receives a +2 bonus on her Perception checks to locate them)

To keep thieves away, Marzalee reconstructed the Manmolds’ already confusing hallways and salons into a frustrating maze, redirecting her workshop’s steam

pipes to scald intruders. Being an eccentric artist, she fills these trapped hallways with her less distinguished statues.

The true path through the maze is via a series of secret doors, each discoverable with a DC 25 Perception check. None of the visible doors in the exhibit halls lead to anything but a trapped dead end.

To lend a sense of urgency and suspense to the exhibit halls, GMs should call for unexpected Perception or Sense Motive checks at random, implying that statues may have changed poses when not observed, or that a fellow adventurer may be acting different than usual.

**Trap:** Each of the dead ends within the Manmolds contains a scalding steam trap, connected to floor pressure plates. One round after a character enters, valves vent steam into the room, burning anyone inside. A lever in area D5 shuts down all the traps throughout the building.

**STEAM VENT TRAPS (12)**

**CR 2**

**XP 600 each**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20



## EFFECTS

**Trigger** location; **Reset** manual

**Effect** jets of scalding steam (2d6 fire damage; DC 20 Reflex save for half damage); multiple targets (all targets in the chamber)

## D3. ANTECHAMBER

Three statues, more stylized and exaggerated than the rest of the gallery, flank the far ends of this chamber. Each depicts an attractive, middle-aged Varisian woman in a different emotional state—carefree, worried, and distraught. A pair of double doors provides the only visible entry or exit from this chamber.

These three statues of Sonnorae were Marzalee's first projects after slaying her creator and gaining the gift of creation herself. The locked double doors (Disable Device DC 30) lead into the inner workshop of the Manmolds, while yet another concealed door (Perception DC 28) leads into Marzalee's secret storeroom.

**Treasure:** These statues show quality workmanship and weigh 1,000 pounds apiece. If the PCs can carry them, they fetch 600 gp each.

## D4. SECRET STOREROOM

Poorly maintained furniture crowds this dusty, unfinished space. Two beds, one covered in priceless silks hopelessly stained in blood and filth, occupy most of the western side while a wardrobe and tool bench fill the remainder.

Marzalee has soiled her bedclothes a thousand times over thanks to her near-constant birthing, but has had no new replacements since her falling out with the Ticktock Man and the other craftsmen of the Realm. A DC 15 Heal check identifies most of the stains upon the bedclothes as amniotic fluid and afterbirth. Both Marzalee and Molly, her midwife, sleep here on the rare occasion they rest, and Molly has stashed much of the pair's collected wealth in a lockbox beneath her pristine bed.

**Treasure:** The lockbox requires a DC 25 Perception check to locate and a DC 30 Disable Device check to open. It contains 31 pp, 104 gp, six lapis lazuli stones worth 120 gp each, three *potions of cure serious wounds*, and a set of *marvelous pigments* Marzalee distilled from Mourning Choir's tears.

## D5. THE MAKER OF STORIES (CR 11)

**Cards:** The Queen Mother (Marzalee's weaving caress ability ceases to function, leaving her unable to cure her animated wax gobs), The Midwife (Molly grants a +10 circumstance bonus to Diplomacy checks to calm Marzalee)

Noxious fumes, emanating from four enormous vats of molten wax, roil through this vast workshop. Tools and half-finished

mannequins crowd the floor and hang from the ceiling, while tables hold squirming, undulating worms the size of a man's arm.

Every storykin from the Harrowed Realm came from this studio, forged either by Marzalee or Sonnorae before her. While not real wax, the substance in the vats is extremely hot and dangerous to the touch, inflicting 1d6 fire damage per round of exposure or 10d6 fire damage per round of full immersion. A lever in this room shuts down all steam vent traps in the building (area D2).

**Creatures:** Marzalee the Weaver, an enormous, sentient ant queen, once stood as a paragon of motherhood and art. When the Conspirators slew Sonnorae, the giant ant devoured her master's hands, gaining the bard's gift for creation, but little of her insight or talent.

Much of Marzalee's time is spent birthing her bizarre grubs, which she dips into the wax vats and sculpts into deformed, half-witted storykin. Whenever an existing storykin dies, Marzalee rebirths it as a grub and rebuilds its body from wax. But her creations also make excellent slave fodder for the Nightpeddler's flesh market, and many storykin—especially the Ticktock Man—profit by selling them to the unsettling desert trader. As a result, the queen mother suspects every visitor of being a kidnapper and doesn't wait for explanations when disturbed. She animates the wax in her vats with a simple thought and commands it to attack.

The Weaver's long-suffering but ever-loyal midwife **Molly** (N female dwarf expert 4) remains apart from any fight and begs for a reasonable solution. Ever a creature of balance, she can be convinced of a group's peaceful intentions with a DC 20 Diplomacy check, and in turn provides a +5 circumstance bonus to any Diplomacy checks the group makes to calm Marzalee. Alternatively, the dwarf makes an excellent hostage; Marzalee immediately backs away and agrees to bargain if the PCs threaten her midwife.

If the players manage to calm her, Marzalee gruffly apologizes for the misunderstanding and returns to work. If they ask about her token, the ant queen agrees to trade it. She wants vengeance against her children's kidnappers, and agrees to turn over her token, the Busy Hands, if the PCs slay either the Ticktock Man (who steals her grubs) or the Nightpeddler (to whom he sells them). She wishes to personally resculpt one or both of her fellow Conspirators slowly and excruciatingly.

### MARZALEE THE WEAVER (CONSPIRATOR)

CR 7

XP 3,200

Female variant giant ant queen aristocrat 6 (*Pathfinder RPG*

*Bestiary* 16)

LN Large vermin

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +14

### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 92 (8d8+56)

**Fort** +13, **Ref** +5, **Will** +11

## OFFENSE

**Speed** 10 ft.

**Melee** +1 *heavy mace* +10 (2d6+6), bite +4 (1d8+2), sting +4 (1d6+2 plus poison)

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

**Special Attacks** poison

## STATISTICS

**Str** 20, **Dex** 14, **Con** 25, **Int** 9, **Wis** 21, **Cha** 17

**Base Atk** +5; **CMB** +11; **CMD** 23 (27 vs. trip)

**Feats** Craft Wondrous Item, Improved Initiative, Master Craftsman, Skill Focus (Craft [sculpture])

**Skills** Craft (sculpture) +12, Craft (clothing) +11, Heal +11, Knowledge (nobility) +8

**Languages** Common

**SQ** weaving caress

**Gear** red scepter (+1 *heavy mace*), *cloak of resistance* +1, 138 gp

## SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 1 save.

**Weaving Caress (Su)** As a standard action, Marzalee can touch a construct or inanimate object and restore 3d8+8 points of damage.

## ANIMATED WAX GOBS (3)

CR 7

**XP** 3,200 each

N Huge construct

**Init** –2; **Senses** darkvision 60 ft., low-light vision; Perception –5

## DEFENSE

**AC** 15, touch 6, flat-footed 15 (–2 Dex, +9 natural, –2 size)

**hp** 118 each (7d10+80)

**Fort** +2, **Ref** +0, **Will** –3

**Defensive Abilities** hardness 5; **Immune** construct traits

## OFFENSE

**Speed** 30 ft.

**Melee** slam +15 (2d6+15 plus 1d6 fire and grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** constrict (2d6 fire)

## STATISTICS

**Str** 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +19 (+23 grapple); **CMD** 27 (can't be tripped)

**SQ** construction points (constrict, grab, molten)

## SPECIAL ABILITIES

**Molten (Ex)** The molten wax making up the creature's body burns on contact, inflicting an additional 1d6 fire damage on all slam attacks. Any creature grappling an animated wax gob or striking it with natural weapons automatically takes 1d6 fire damage. Pinned creatures instead suffer 2d6 fire damage per round.

**Treasure:** While most of Marzalee's treasure remains hidden in her secret storeroom (area D4), she always carries

her token on a bracelet. The Busy Hands is a 1,200 gp diamond. Scattered across her tables are two dozen Varisian books on fairy tales, zoology, and art, each worth 100 gp.

**Development:** Should the PCs slay Marzalee, no storykin in the Harrowed Realm reform until she eventually pieces herself back together, a process that takes years and is likely beyond the scope of this adventure.

## E: The Prophet's Garden

**Card:** The Empty Throne (+2 to Perception and Survival while in this location)

White marble walls, stained by ages and overgrown with thorns, surround this weed-choked garden. White cobblestones lead into the open gate, flanked on either side by tarnished bronze angels.

While the Striding Fortress served as her private home, Sonnorae considered the Prophet's Garden her sanctum. This idyllic setting of happy endings and earned bliss comforted her in her loneliness, and she spent weeks at a time in the garden, writing, tending the plants, and performing for her gathered storykin subjects. Though overgrown and wild now, it remains a monument to the peace and love of the Harrowed Realm's creator.

The Prophet's Garden is also the site of Sonnorae's gruesome murder, and the final resting place of her bitter remains.

## E1. ENTRY

This weathered patio looks over what must have once been an immaculate garden of flowers and fruit trees. Today, brambles and vines overgrow everything, with only the barest hints of desaturated blossoms weakly poking through. A winding path leads beyond the brush.

## E2. GIVE AND TAKE (CR 8)

**Cards:** The Idiot (gain a +4 circumstance bonus on all Charisma-based skill checks against the goblin), The Trumpet (any PC targeted by the hunter's horn trap gains a +2 resistance bonus on Will saves to resist its effects), The Unicorn (gain a +4 circumstance bonus on all Charisma-based skill checks against the unicorn)

This ragged lawn features a stagnant, gray pond to one side. A pear tree, bizarrely colorful in full bloom and heavy with fruit, leans near the wall. The path continues north into a forest of pillars.

The pride of Sonnorae's garden, her pear tree was the only genuine plant brought along into the Harrowed Realm. The tree has survived in spite of the miserable care it has received since her death, and thanks to the dimension's unnatural magic it produces fruit and blossoms constantly.



The bittersweet and refreshing pears offer a steady food source, but only one storykin can stand their flavor.

**Creatures:** As the PCs approach, a unicorn and a goblin wearing a papier-mâché unicorn mask argue loudly over the ownership of a pear. The couple bicker eternally, as their story dictates: the hungry goblin—who picked the juicy pear and rightfully owns it—begs, pleads, and attempts to trick the unicorn time and time again. Meanwhile, the unicorn sees nothing wrong with stealing food from a wicked creature—ideally creating a world with fewer goblins (even though storykin don’t need food and thus can’t starve).

The pair ignores any newcomers, the unicorn enjoying his game of keep-away and the goblin supremely confident of his mask’s impending success. Players may involve themselves or not as they choose. Convincing the unicorn to be a good sport requires a DC 27 Diplomacy check (he is Unfriendly to the idea), while convincing the goblin to just pick another pear from the nearby tree requires an extreme amount of deception to break his one-track mind from its current obsession (a DC 27 Bluff check). Convincing the pair to work together and get along requires even more work (as both begin Hostile to this idea), but yields greater rewards.

Players opting for violence trigger the garden’s trap.

**GOBLIN** CR 1/3  
XP 135  
hp 6 (*Pathfinder RPG Bestiary* 156)

**ADVANCED UNICORN** CR 4  
XP 800  
hp 43 (*Pathfinder RPG Bestiary* 269, 294)

**Trap:** To chase predatory storykin from her garden, Sonnorae constructed a complex magical trap to inspire terror in any attackers. Creatures who attempt any violent action, including attacking or casting combat spells, are targeted with a *song of discord* effect with a 50% chance of making them attack their allies instead. The trap’s visual trigger is attuned only to the green, not Sonnorae’s forest of columns or her dais.

**HUNTER’S HORN TRAP** CR 8  
XP 4,800  
Type magic; Perception DC 30; Disable Device DC 30  
EFFECTS

**Trigger** visual (*clairvoyance*); **Reset** automatic  
**Effect** spell effect (*song of discord*; DC 17; nonviolent creatures are immune)

**Treasure:** If the PCs aid the goblin, he graciously offers them six pears he couldn’t eat because they grew with hideous words on them; each says “fearnot” on its rind, and behaves as

a *potion of remove fear* if eaten. If the unicorn can be befriended as well as (or instead of) the goblin, he offers an old, molted horn in gratitude, which acts as a *lesser silent metamagic rod*. If the PCs get the sworn enemies to cooperate, they gain both the goblin’s and the unicorn’s rewards, as well as a *circlet of persuasion* that appears among the tree’s roots.

## E3. WHAT REMAINS (CR 11)

**Card:** The Betrayal (any confirmed critical hit with a slashing weapon against Sonnorae is treated as *vorpal*), The Mute Hag (Sonnorae suffers a –2 penalty on all attack rolls and damage rolls with her natural weapons), The Sickness (Sonnorae must make a Concentration check as if casting defensively to use any of her at-will spell-like abilities)

The air grows cold as the garden gives way to a forest of columns. A wide, crimson-stained stone dais creates a massive forum in the columns’ middle. At its center sits an attractive, wooden writing desk.

Sonnorae kept her writing desk apart from her secretive home, out among her “people” to support the bustling community she created. Now the pavers are stained with her blood and every storykin avoids the forum, partially in shame and partially for fear of what came back in their creator’s place.

**Creatures:** After her murder, Sonnorae’s soul drifted aimlessly within the Harrowed Realm. Eventually it returned to her remains, now stripped of its mortal treasures and purpose, and resurrected her body as a bitter and preternatural being known as a mute hag. Hateful beyond human measure, she corrupts and tortures whatever storykin stumble into her vicinity, but is confused by mortal visitors and watches invisibly for several minutes. If the PCs seem exceptionally good-hearted or happy with their lot in life, Sonnorae attacks. If they seem impure, corrupt, or simply bitter, she approaches them to bargain.

For all intents and purposes, Sonnorae is the Conspirator for the Prophet’s Garden, as her mortal existence ended long ago and she too holds a token the heroes need. She’ll plainly trade her Black Nib for one heart, one tongue, and two eyes taken from a mortal. Players may offer their own organs, those of another mortal (such as a follower or hireling), or they may take Sonnorae’s original parts back by cutting them from the appropriate Conspirators (the Barrow King for her heart, Bernaditi for her tongue, and the Ticktock Man for her eyes). If the PCs refuse to deal with her, she quickly grows irate and attacks.

**SONNORAE (HONORARY CONSPIRATOR)** CR 11  
XP 12,800  
CE mute hag (see page 31)  
hp 161

**Treasure:** Sonnorae's only genuine treasure is her quill, the tip of which is her token, the solid onyx Black Nib, worth 900 gp.

## ⌘: The Sanguine Playhouse

**Card:** The Theater (+2 to Perception and Survival while in this location)

The highest points of grand stories once called the Sanguine Playhouse home. Elaborate romances and dramatic fights from a thousand exciting tales were sifted into nightly performances that wowed without the paltry boredom of plot or details. But without the creator's oversight, egos ran roughshod over vision. Now only a small crowd of self-important storykin flock to the decaying pinch and its fickle Conspirators, Balio and Balimar.

### F1. A FIDDLE ASKEW (CR 8)

**Cards:** The Cricket (there is a 25% chance each round that Mr. Softshoes himself is affected by his fiddle's powers for the duration of the round), The Dance (any creature attempting to outdance the fiddle gains a +2 bonus on its Perform [dance] check, and a +2 bonus on saves against the fiddle's effects)

The red velvet covering nearly every surface of this lobby is threadbare and faded. A cracked mural on the ceiling depicts debauched acts between satyrs and all manner of mortal women. Two sets of double doors to the north lead into a massive chamber, and between them golden bars protect a ticket office. Smaller doors occupy the eastern and western walls.

Few visit the playhouse's posh lobby now; with so little demand for the miserable plays Balio and Balimar direct, the few bored storykin who wander in find seats without any wait. The performers occasionally use the space for rehearsal.

**Creature:** Pacing frantically along the cornice is Mr. Softshoes, a dapper little creature with an embarrassing problem. The tiny fey has an elven upper body, two long antennae protruding from his forehead, and the lower body of a cricket, complete with spindly legs and a pair of gossamer wings. Being of only mediocre talent, Mr. Softshoes frets constantly over the loss of his position as the theater's musical director. And now not only has his little red fiddle gotten away from him yet again, but it plays itself better than he can! The little fey apologizes with a blush, but as soon as the PCs succumb to the fiddle's magic (see below) he eagerly drops to the floor and searches their pockets for any valuables. All the while he chortles to himself that the PCs are such silly dancers and that his fiddle is surely proud of making such fools of them. Assume the thief steals one object from a random character each round. If he pickpockets the adventurer carrying the *Deck*

of *Harrowed Tales*, he excitedly rushes into the auditorium to turn over his prize to Balio and Balimar.

### MR. SOFTSHOES

CR 2

XP 600

N male advanced grig (*Pathfinder RPG Bestiary* 2 147, 292)

hp 6

**Hazard:** Mr. Softshoes's giddy little fiddle floats through the air unassisted, playing itself perfectly. The music is such a joy to behold, listeners literally can't help but dance along. After one round of listening, all non-fey creatures must make a DC 18 Will save or begin dancing as if affected by the spell *irresistible dance*. This is a sonic mind-affecting effect that lasts until the fiddle ceases playing or a character passes out from exhaustion.

Unaffected characters may stop the fiddle's song by destroying it (AC 20, hardness 5, hp 15). Alternatively, affected players may attempt to outperform the cheeky instrument. Each round, dancing characters may make a Perform (dance) check opposed by the fiddle's own bonus of +17. If beaten, the fiddle ceases playing and falls to the ground, ashamed.

The fiddle just wants attention; it settles down 10 minutes after Mr. Softshoes leaves. Whether the PCs silence the instrument or it grows bored, award the PCs 4,800 XP.

**Treasure** A lockbox (hardness 10, hp 60, Disable Device DC 35) in the theater's ticket office contains the Playhouse's meager take from Balio and Balimar's past hundred or so failed plays: 13 gp, 185 sp, and six IOUs for one kiss apiece.

### F2. THE DIRECTORS' BURDEN (CR 10)

**Cards:** The Twins (Balimar and Balio suffer penalties as normal for occupying the same space, forcing them to stand in distinct but adjacent squares), The Vision (all PCs receive a +2 bonus on Will saves to disbelieve the illusion)

This bulging auditorium offers an excellent view of the stage to the north from any of its dozens of seats. Dust and cobwebs cling to everything. A half-dozen glassy-eyed bodies lie in the northwest corner like discarded props.

This massive, open space offers ceilings some 80 feet high, but stands remarkably empty. The bodies are of various storykin that directors Balio and Balimar cast as the romantic lead in their newest production, but whom their leading lady, Eliara, disapproved of and murdered in her trademark fits of narcissistic rage.

**Creatures:** Balio and Balimar, the Conspirators of the Sanguine Playhouse, present an odd pair. Balio is a strikingly handsome Varisian man who insists on speaking solely through a marionette carved to look just like a blonde version of him. In truth, the eccentric director himself is the puppet—an eidolon summoned



by the sentient marionette Balimar. When they aided in the murder of Sonnorae millennia ago, the summoner and his eidolon devoured her skin, gaining her beauty but also her vanity. Regardless of who controls whom, the pair now work as a single insufferable egomaniac. Ever since, a yen to create beautiful plays has burned inside Balimar, but without the bard's creativity, his scripts always fail miserably.

After Eliara's most recent tantrum left all of her costars dead, only Balio and Balimar, the diva, her pets, and Mr. Softshoes (if he survived his encounter with the PCs) occupy the Sanguine Playhouse. If the grig brought the group's *Deck of Harrowed Tales* to Balio and Balimar, the twins expect their guests. Otherwise they argue between themselves over what to do about Eliara's recent exit from the stage to her dressing room backstage.

The pair's poor eye for talent rears the moment they notice the PCs. Balimar (speaking through Balio) immediately declares the adventurer with the lowest Charisma score to be the perfect romantic lead opposite Eliara (regardless of the PC's gender). He lies when he offers to trade the deck back to the heroes, along with his token, if they help fill the roles suddenly left vacant by his cast—the details of the requested performance are left up to the GM.

Evil to the core, the directors have no intention of trading anything; they only hope to see a few moments of brilliance from the mortal visitors before Eliara kills them like she does everyone else who shares her spotlight. If the heroes survive their encounter with the diva, Balio and Balimar offer two rounds of praise before announcing the PCs would make perfect leads in their magnum opus (see hazard, below). If the PCs elect to attack the directors without provocation, Balimar triggers his illusion immediately.

## BALIMAR (CONSPIRITOR)

CR 10

XP 9,600

Male soulbound doll summoner 9 (*Advanced Player's Guide* 54, *Pathfinder Bestiary* 2 255)

NE Tiny construct

**Init** +8; **Senses** darkvision 60 ft., low-light vision; **Perception** –1

### DEFENSE

**AC** 25, touch 16, flat-footed 21 (+6 armor, +4 Dex, +1 natural, +2 shield, +2 size)

**hp** 77 (12 HD; 3d10+9d8+21)

**Fort** +6, **Ref** +12, **Will** +10

**DR** 2/magic; **Immune** construct traits

**Weaknesses** susceptible to mind-affecting effects

### OFFENSE

**Speed** 20 ft.

**Melee** +1 dagger +11/+6 (1d2/19–20)

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

**Spell-Like Abilities** (CL 11th; concentration +13)

5/day—*summon monster* V

3/day—*light*, *mage hand*, *open/close*, *prestidigitation*

1/day—*levitate*, *inflict serious wounds* (DC 15)

**Summoner Spells Known** (CL 9th; concentration +11)

3rd (3)—*displacement*, *magic circle against law*, *rejuvenate eidolon\**, *wall of ice* (DC 15)

2nd (5)—*bull's strength*, *glitterdust* (DC 14), *haste*, *see invisibility*

1st (6)—*magic fang*, *protection from good*, *reduce person* (DC 13), *shield*, *unseen servant*

0—*daze*, *detect magic*, *light*, *mending*, *read magic*, *resistance*

### TACTICS

**During Combat** Balimar leaves physical combat to Balio, using his spells to buff and heal his eidolon as needed and flinging *fireballs* from his wand.



Balimar and Balio

**Morale** If reduced to less than half his total hit points, Balimar apologizes for antagonizing the PCs and offers to write them a new play to accentuate their individual talents.

### STATISTICS

**Str** 9, **Dex** 18, **Con** —, **Int** 13, **Wis** 8, **Cha** 15

**Base Atk** +9; **CMB** +11; **CMD** 20

**Feats** Combat Casting, Extend Spell, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

**Skills** Bluff +5, Knowledge (arcana) +10, Knowledge (nobility) +14, Spellcraft +10, Stealth +12, Use Magic Device +15

**Languages** Common, Varisian

**SQ** bond senses, life link, maker's call, shield ally, soul focus, strings, transposition

**Combat Gear** *wand of fireball* (CL 10th, 13 charges); **Other Gear** +2 chain shirt, +1 dagger, 348 gp

### SPECIAL ABILITIES

**Strings (Ex)** Balimar and Balio spent millennia bound together by puppet strings. They cannot move more than 5 feet away from one another, but may occupy the same square without penalty. Consequently, Balimar benefits from his shield ally class ability at all times (already figured into his stats).

\* See *Advanced Player's Guide*.

### BALIO

CR —

Male eidolon

NE Medium outsider (extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

**hp** 73 (7d10+35)

**Fort** +9, **Ref** +4, **Will** +5; +4 vs. enchantment spells and effects

**Defensive Abilities** evasion; **Resist** electricity 10

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slam +12 (2d6+6)

**Space** 5 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 19, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +7; **CMB** +11; **CMD** 24

**Feats** Dodge, Multiattack, Toughness, Weapon Focus (slam), Weapon Specialization (slam)

**Skills** Acrobatics +15, Craft (carpentry) +5, Perform (oratory) +8, Sense Motive +8, Sleight of Hand +10, Stealth +12

**Languages** Common, Varisian

**SQ** link, share spells, devotion, evolutions (ability increase [2], improved damage (slams), improved natural armor [2], limbs [arms], limbs [legs], magic attacks, reach, resistance, skilled, slam [2]), multiattack

**Hazard:** The only worthwhile story Balio and Balimar know how to tell is a dramatic murder—a true story from very long ago. As combat begins with the twins, the powerful memory of Sonnorae's murder at the Conspirators' hands

flows from Balimar's memory, made manifest by the dream-nature of the Harrowed Realm and replicating the effects of a *programmed image* spell (caster level 11th).

With a crack of thunder, the theater vanishes into a cold night made even colder as the PCs' apparel melts, replaced by Varisian silks. Driving rain pours down, cascading over the stone dais beneath their feet. Dozens of shadowy figures stand in the distance, laughing and mocking, while eight shadowy figures draw close with ravenous eyes.

This powerful image manifests spontaneously whenever Balimar confronts a mortal, and while illusions of attackers can't harm the PCs, the driving rain obscures vision as per a real storm, imposing a –8 penalty on Perception checks. While the spell is active, Balio and Balimar gain the benefit of a *mirror image* spell as they hide among the images of the other Conspirators. A PC who makes a successful DC 19 Will save to disbelieve the illusion suffers no penalties and ignores the *mirror image* effect on both twins.

**Treasure:** Balio and Balimar's token, the White Lily, is a dazzlingly beautiful diamond worth 1,100 gp.

## F3. THE DIVA (CR 10)

**Cards:** The Liar (gain a +4 bonus on rolls to confirm critical hits against Eliara), The Peacock (gain a +2 bonus on saves to resist the cockatrices' petrification ability)

Small candles in brass holders illuminate this otherwise unimpressive stage. Bits of wood and canvas scenery suggest springtime, but the painted backdrop shows a city mid-winter.

The Sanguine Playhouse stage stands 4 feet above the auditorium's floor level. A small stairway to either side leads from the audience level to the stage itself.

**Creatures:** Eliara, a lamia matriarch shapechanged into a beautiful Varisian woman, dominates the stage even when most of her costars aren't dead. Currently backstage, she obeys her directors if they ask her to come out to perform with her new costars.

Eliara keeps her pets, four Thassilonian show cockatrices that resemble reptilian peacocks, close at hand at all times. Snuggles and Absolution hang contented around her shoulders like ragged, leathery stoles, while Kissyfur and Plumeria wait backstage. Fiercely protective, they snap at anyone who tries to touch their mistress, but otherwise obey her commands without hesitation. Eliara's pets swarm one opponent at a time during combat, beginning with whomever the directors selected as their new lead. They attack until an opponent is dead or petrified before moving on.

### ELIARA

CR 8

**XP** 4,800

CE lamia matriarch (*Pathfinder RPG Bestiary* 2 175)

**hp** 102



## TACTICS

**Before Combat** Before entering combat, Eliara casts *mage armor* on herself, and then spends four rounds casting *invisibility* on her cockatrice pets. Finally, she casts *haste* and orders them to attack as the PCs read their lines or argue with the directors. Should the heroes battle the twins directly, she bides her time and instead begins casting once it looks like one side or the other is about to win (either to help her directors, or to share in their glory).

**During Combat** Once her pets attack and reveal themselves, Eliara casts *charm monster* on the most heavily armored foe, then reverts to her natural form to attack in melee.

**Morale** If reduced below 20 hit points, Eliara attempts to flee using *invisibility*, but if all her pets are slain first she flies into a rage and fights to the death.

## THASSILONIAN SHOW COCKATRICES (4)

CR 4

XP 1,200 each

N advanced cockatrice (*Pathfinder RPG Bestiary* 48, 294)

hp 37 each

**Treasure:** Eliara's paired +1 *scimitars* are glamered, as per the armor special ability. Upon uttering the command word "brilliance" they assume the shape and appearance of rose bouquets. While transformed, they retain their weight and magical properties.

## G: Smith's Caldera

**Card:** The Forge (+2 to Perception and Survival while in this location)

This lone, steep volcano rises from the Briar without the warning normally provided by foothills. Pipes of copper and stone run through it at bizarre angles, as though they were buttresses struggling to hold the mountain upright, while a large stairway cuts up one side, leading to a stout, blocky structure near the peak.

As the Harrowed Realm's repository of innovation, Smith's Caldera houses devices that allow the pocket dimension to mimic the natural world. Pumps move steam to the furthest edges of the world, maintaining an even temperature, while cyclopean clockwork mechanisms move the realm's false sun, moon, and stars through the cycles of day, night, and seasons. Sadly, without Sonnorae's insight to watch over them, the machines now run sporadically or not at all, leaving the Harrowed Realm's climate unpredictable and the Caldera's inhabitants overworked and cantankerous.

## G1. A WARM UNWELCOME (CR 8)

**Cards:** The Avalanche (+2 bonus on Reflex saves to avoid damage in the rock slide's bury or slide zones), The Brass Dwarf (the azers replace fire immunity with fire resistance 10)

An outdoor work area stands near the top of the stairs, complete with anvils, water troughs, worktables, and bubbling pools of magma.

The Ticktock Man's workers prefer this workspace after being driven from their original shop by the facility's eponymous Smith (area G3). This new foundry contains all the tools necessary for any Craft checks related to metalworking.

**Creatures:** Three of the Caldera's azers work as the PCs approach, hammering out new fittings for various steam valves. The muscular, stone-skinned and fire-haired humanoids notice the PCs from a distance of 100 feet if they approach via the stairs and—being socially stunted—decide



to throw a merry unwelcome for their visitors. They do so by hurling scurrilous insults at the PCs and kicking up an avalanche from the surrounding rock by removing load-bearing stones from key positions. If the PCs can impress them suitably with returned insults, the shocked azers not only halt their rock slide prematurely, but help dig out anyone already buried. Appropriate responses can be made with a DC 25 Intimidate or Perform (oratory) check. Like most storykin, the azers don't understand the concept of death and see the avalanche as merely hilarious hazing. While they hurl hammers along with their insults, the azers aren't looking for a real fight, and scatter and hide in the mountain if the PCs reach the work area with violent intent.

**AZER WORKERS (3)** **CR 2**  
**XP 600 each**  
 N azers (*Pathfinder RPG Bestiary* 2 39)  
 hp 15

**Hazard:** The azer's avalanche (see *Core Rulebook* 429 for rules) is hard to miss. The first round, PCs may make a DC 10 Perception check to notice the rumbling over the insults being shouted down at them. The second round any PCs remaining on the stairs or mountainside are within the slide zone, and on the third round they're within the bury zone. The azers maintain the avalanche until all the visitors are buried or somehow removed from the mountainside.

## G2. THE THIRSTY BREAK (CR 9)

**Card:** The Publican (Voricosse suffers a -2 penalty on all attacks with his beer mugs, whether in melee or thrown)

This giant-scaled public house shows signs of wear, and a layer of dust covers the lone table and bar. Two sets of double doors in the southeast corner lead out of the room.

The Thirsty Break once served as the watering hole for the Caldera's giant workforce, but over the centuries many wandered off to join the circus, or else were kidnapped by Marouka (see area I1) to bolster the Striding Fortress's defenses. Now only a shifty bartender and a few drunken, off-duty azers remain.

The door further into the Caldera remains locked at all times. Only Voricosse the bartender and the Ticktock Man have keys.

**Creature:** The half-dozen azers here are too drunk to start any trouble, and struggle to fill the oversized chairs and table around which they sit. Only the cyclops bartender, Voricosse, acknowledges them. He immediately announces that the Caldera is strictly "giants only" and orders the group to leave. If PCs ask why the azers are allowed, or insist they need entry despite this restriction, the cyclops admits that people can become "honorary giants" by purchasing a

"one-day membership" for 1,000 gp. He insists non-giants wait outside, attacking if they refuse. While an adequate combatant, Voricosse wants quick gold, not a fight. If he thinks the PCs are beyond his ability to defeat, he capitulates, surrendering and offering his key to area G3. During the fight, however, the weary bartender flings giant-sized beer mugs at foes, or pummels them with ale-filled fists.

**VORICOSE** **CR 9**  
**XP 6,400**  
 Male cyclops expert 8 (*Pathfinder RPG Bestiary* 52)  
 NE Large humanoid (giant)  
**Init** +3; **Senses** low-light vision; Perception +27

---

**DEFENSE**  
**AC** 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)  
**hp** 125 (1d8+44)  
**Fort** +11, **Ref** +4, **Will** +11  
**Defensive Abilities** ferocity

---

**OFFENSE**  
**Speed** 30 ft.  
**Melee** beer mugs +19/+14/+9 (1d8+7)  
**Ranged** beer mugs +11/+6/+1 (1d8)  
**Space** 10 ft.; **Reach** 10 ft.

---

**STATISTICS**  
**Str** 25, **Dex** 8, **Con** 15, **Int** 12, **Wis** 15, **Cha** 12  
**Base Atk** +13; **CMB** +21; **CMD** 30  
**Feats** Alertness, Catch Off-Guard, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Unarmed Strike, Power Attack, Throw Anything  
**Skills** Appraise +12, Bluff +12, Craft (alcohol) +12, Diplomacy +12, Intimidate +22, Perception +27, Profession (bartender) +13, Sense Motive +19, Survival +13  
**Languages** Common, Cyclops, Giant  
**SQ** flash of insight  
**Gear** hide armor, oil of taggit (8 doses)

## G3. SMITH (CR 7)

**Card:** The Mountain Man (+5 to any caster level check required to restore Smith to life)

A massive sinkhole hole takes up the southeastern half of this workshop, leading to a blazing hot chamber beneath. More astonishing, however, is the massive stone head poking through it, attached to a far larger body below.

This area formerly served as the Caldera's main shop and foundry, until a new tenant arrived. As the Harrowed realm's mechanisms broke down, a lower cavern network—home to an immensely large and stupid giant named Smith—flooded with magma. The displaced giant eventually found a new home by digging upward, straight into the Caldera's workshop, chasing out the azers and destroying the space.



Annoyed by the giant's encroachment into his realm, The Ticktock Man pulled all his weight among the Harrowed Realm's many denizens, managing to procure a single wish from the efreeti Agrasug (see area I5). With this, the Caldera's Conspirator petrified Smith, leaving his colossal head sticking into this room.

**Creature:** One of the Caldera's many workers, a fire giant named Ongaur, became enraged at what he declared an attack on all giantkind, and has since set up an ongoing protest in this chamber. He verbally assaults the Ticktock Man when he passes through the room, and raves maniacally at the PCs as they enter. Ever in a rage over Smith's fate, Ongaur needs little provocation to attack anyone entering the room, but if the PCs can reverse Smith's condition, Ongaur immediately becomes a staunch ally, offering them any information he can provide (which isn't much). Smith, for his part, has had enough of the surface and burrows back down into the stone—it's the ending to his story, as written long ago. Should PCs somehow manage to magically compel him, his statistics are beyond the scope of this adventure, and GMs are encouraged to modify a storm giant (*Bestiary* 152).

## ONGAUR

CR 10

XP 9,600

LE male fire giant

hp 142 (*Pathfinder Bestiary* 148)

## G4. THE TICKTOCK MAN (CR 11)

**Card:** The Locksmith (the Ticktock Man loses DR 10/chaotic replacing it with DR 5/magic)

This mammoth chamber houses man-sized gears, pendulums, and screws amid puffs of steam. The noise rattles through the room, occasionally shaking free bits of the stone walls.

The inner chamber of the Caldera houses the behind-the-scenes workings of the Harrowed Realm. Destroying these mechanisms prevents the time of day or seasons from changing, stops fresh water from flowing, and causes temperatures to vary widely across the dimension; if the PCs sabotage these gears, they preclude the eclipse event (see page 6) if it has not yet occurred.

**Creature:** The overtaxed Ticktock Man, a hooded, halfling-sized man of stone and iron, calls this chamber home most often. After helping to murder the creator, he greedily devoured her eyes and gained her insight. Now as the only storykin who understands the inner workings of their home, he alone must maintain it. Nary a day passes when the tiny thief doesn't curse his lot.

On the rare occasions when things quiet down, the Ticktock Man slips out to steal back manufactured goods so his azer have all the raw materials they need. Perhaps most

damning, the sly thief regularly steals larvae from Marzalee the Weaver (see area D5), either to sell to the Nightpeddler (area H) or else to reforge into rare components to keep the Harrowed Realm's machinery running.

If Ongaur (area G3) panics, his shouting alerts the Ticktock Man to intruders. The Ticktock Man assumes Marzalee finally sent assassins to end his kidnapping and prepares for the worst. If the PCs can reason with the paranoid mechanical man, he agrees to trade them his token for six of Marzalee's mewling grubs. If he learns they intend to kill Zassrion, he instead offers up his token for the paltry sum of 10,000 gp or the equivalent value in mithral or adamantine.

## THE TICKTOCK MAN (CONSPIRATOR)

CR 11

XP 12,800

LE male variant young kolyarut (*Pathfinder RPG Bestiary* 2 163)

hp 126



The Ticktock Man

**Treasure:** The Ticktock Man's token, a brass and quartz lens called the Clouded Vision, rests forgotten on a table in the corner. It is worth 35 gp. The Ticktock Man's most prized possession is *Five Fingers*, a severed hand with keys in place of fingertips. *Five Fingers* functions as a *chime of opening*, but with five uses per day. (The item is worth 6,000 gp.) His collection of 14 technical manuals is worth 2,100 gp.

**Development:** If the PCs don't slay the Ticktock Man, they may instead gain an ally with significant control over the Harrowed Realm itself. The Ticktock Man can be bribed for a mere 1,000 gp to change the time of day, reconfigure the stars, or alter the season with only 5 rounds of work; how this affects other encounters is up to the GM.

## H: The Trackless Dearth

**Card:** The Desert (+2 to Perception and Survival while in this location)

Parched earth and featureless dunes stretch as far as the eye can see, blurring with the sky and obscuring the horizon. The sun above shines brighter here, but sickly and yellow.

Sonnorae made the Harrowed Realm far larger than she had inspiration to fill it with, and so her doldrums manifested as a seared, bleak landscape of monotony and boredom. Only the Nightpeddler and his slave caravan ply these wastes regularly on their endless and mysterious trade routes to nowhere. Storykin far too broken or malformed to function independently sometimes wander into the desert, only to be snatched up as merchandise.

The barren conditions of the Dearth impose a -5 penalty on all Survival checks made to find food, water, and shelter. As with the Briar, the Dearth should inspire an impression of vast, trackless wastes, but how long the PCs must wander before locating the Nightpeddler is left up to the GM.

## A CALAMITOUS WIND (CR 9)

**Cards:** The Cyclone (gain a +4 bonus on Reflex saves versus the elemental's whirlwind attack), The Wanderer (all equipment purchased from Jacob costs 10% less than normal)

The Nightpeddler travels silently and swiftly. Without knowing his route or the signs of his passage, tracking him is all but impossible. Luckily, finding the jealous merchant known only as **Eveready Jacob** (N male centaur expert 4) proves far easier. He recently sold a bottle of fine brandy to an air elemental, and the drunken creature now threatens to kill him unwittingly as it attempts to dance with him.

Jacob, jealous of the Nightpeddler's success, follows the trader across the Dearth in hopes of finding his mysterious clients. While the PCs have no way of knowing the centaur can guide them, he remains the first living soul they've seen since entering the wastelands, which suggests some familiarity with the Dearth.

**Creatures:** A drunken air elemental roams the desert, the only place in the Harrowed Realm where winds blow freely.

While not evil, it's a callous, fickle creature with little empathy. It is currently drunk and chasing Eveready Jacob in the form of a giant, tottering whirlwind.

### GREATER AIR ELEMENTAL

CR 9

XP 6,400 each

hp 123 (*Pathfinder RPG Bestiary* 120)

**Treasure:** If the PCs save him, a grateful Jacob offers his rescuers 4,000 gp worth of gear from the traveling store he carries in his *bag of holding* (type II). Assume the centaur carries any mundane equipment and first-, second-, or third-level scrolls and potions the PCs desire. He is also willing to buy, sell, or trade normally beyond the 4,000 gp reward. If, however, the PCs can't save Jacob, his supplies are almost completely depleted and he has only 1,000 gp worth of mundane weapons, tools, and supplies in his *bag of holding*.

**Development:** If the party saves Eveready Jacob, the centaur can lead the party to the Nightpeddler's caravan in a day's time. Should Jacob die in the storm, his notes offer enough information to find the Conspirator with 1d6 days of searching. If the PCs ignore the encounter, they can find the Nightpeddler on their own in 2d6 days' time.

## THE NIGHTPEDDLER'S CAMP

This colorful collection of tents and draft animals settles comfortably into the dunes. Dozens of humanoid figures wander about, and the rattle of chains is omnipresent.

The Nightpeddler's camp is essentially a small, self-sufficient village. Nothing would seem amiss if not for the large slave pens and the shackles hobbling most of the residents. The caravan's alien master has no interest in enslaving the PCs, and even offers them food, water, and shelter at standard market prices should they need it. In his experience, ever-predictable storykin make much better slaves than free-willed and creative mortals.

Most of the camp's slaves, employees, and slave masters are simple, humanoid storykin, but hidden among them are several kytons from outside the Harrowed Realm, hired as guards. Most remain disguised under the thick robes and hoods the rest of the camp residents wear as protection from the sun.

## THE PECULIAR ESCAPE (CR 8)

**Card:** The Big Sky (the revolt succeeds after the PCs provide only two boons instead of four)

The slaves of the Nightpeddler caravan are planning a revolt, just as they have done without success every few weeks for thousands of years. Shortly after the PCs arrive, one of the slaves contacts them briefly, begging to meet the



party after moonrise. If they agree, they meet with **Reasha** (N female human commoner 3), who begs the outsiders for help in their escape attempt in 2 days.

Currently, the caravan carries 33 slaves in varying states of health. Adventurers can assist in the slave revolt in a number of ways. So long as they provide at least four major boons to the slave revolt, it succeeds. Taking any violent action begins the slave revolt prematurely, and initiates the PC's encounter with the Nightpeddler himself (see below). Potential boons include: arming the troops with at least 15 martial weapons; providing the slaves at least 15 suits of armor; loosening manacles with a stolen key (DC 25 Sleight of Hand) or picking the locks (DC 20 Disable Device each); providing medical aid to the injured or infirm (cast a total of 10 healing spells or otherwise heal a total of 50 hit points of damage spread over 10 individuals); rallying the troops with a DC 25 Perform (oratory) or Profession (soldier) check, or a DC 30 Diplomacy check; and helping the slaves form a battle plan with a DC 20 Knowledge (history), Knowledge (nobility), or Profession (soldier) check.

**Development:** With the PCs' aid, the slave revolt succeeds and the survivors flee into the desert, eventually making their way to the Briar or elsewhere in the Harrowed Realm. If the slave revolt succeeds, the Nightpeddler's kyton guards disperse into the desert to track down the runaways, making the final confrontation with the Dearth's Conspirator much easier.

Alternatively, the PCs can simply buy the slaves' freedom at 50 gp apiece. Doing so provides the experience from this encounter, but the Nightpeddler's kyton guards remain by their employer's side in the final confrontation.

## THE NIGHTPEDDLER (CR 8 OR CR 11)

**Card:** The Foreign Trader (playing this card when interacting with the Nightpeddler suppresses his planar fast healing ability for 24 hours)

Perhaps the most bizarre of the Harrowed Realm's Conspirators, the otherworldly slave trader known only as the Nightpeddler is rumored to have discovered a secret exit from the pocket dimension, and to use it to trade Marzalee's unformed grubs to the Lower Planes. Whether these rumors are true, and how the Nightpeddler prevents himself or his slaves from evaporating after leaving the Harrowed Realm, remain a mystery.

**Creatures:** Some say the Nightpeddler—an otherworldly humanoid with thin features and slick, pasty skin—struck the first blow against Sonnorae, eager to take the secrets of his past from the bard. After she was dead, he consumed her ears, learning her overheard secrets and ensuring his own history stayed locked away forever.

Bizarre and alien, the Nightpeddler cares little for the politics of other storykin. If he can't trace the slave revolt

to the PCs (or if they genuinely did nothing to help) or if they confront the Nightpeddler before the revolt, he bargains squarely with them. Like the Ticktock Man, he has many uses for Marzalee's disgusting grubs and will trade his token for half a dozen of the creatures. Otherwise he sees no reason to part with Sonnorae's talisman.

If it comes down to combat, the Nightpeddler prefers to let his kyton guards deal with physical combatants while he uses his spell-like abilities against magic-users and lightly armored foes. While he has no desire to be reborn at Marzalee's hands, the Nightpeddler also realizes he has few options for escape and fights until slain.

### THE NIGHTPEDDLER (CONSPIRATOR)

CR 8

XP 4,800



The Nightpeddler

CE male variant denizen of Leng (*Pathfinder RPG Bestiary* 2 82)  
**hp** 95; planar fast healing 5

## SPECIAL ABILITIES

**Planar Fast Healing** Despite the Harrowed Realm's sealed nature, the Nightpeddler retains his planar fast healing ability, drawing on the Harrowed Realm's power rather than that of the Plateau of Leng.

## CARAVAN GUARDS (3)

CR 6

**XP** 2,400 each

LE kytons (*Pathfinder RPG Bestiary* 185)

**hp** 60 each

**Treasure:** The All-Blossom, a massive emerald worth 1,100 gp, hangs around the Nightpeddler's neck. He also carries considerable funds from his dealings: 2,287 gp, 785 sp, 550 gp worth of rubies, and a *wand of cure critical wounds* with 10 charges remaining.

## I: The Striding Fortress

**Card:** The Keep (+2 to Perception and Survival while in this location)

An unsettlingly yet regal fusion of masonry and mechanics, this citadel of white stone and gleaming bronze marches proudly through the trees and ruins beneath. The Striding Fortress hails from a Varisian fable about pursuing the unreachable and cloaks itself in a permanent *nondetection* effect (CL 20). It is impossible to find for all but the Harrowed Realm's creator. After devouring Sonnorae's brain, Zassrion gained mastery of the structure, providing him an unassailable throne from which to rule.

Once the PCs have amassed eight of the Conspirators' tokens, they may locate the Striding Fortress. When the tokens are collected in one place, they pull toward the keep's current location, leading the PCs there in only 1 hour of travel through the Bramble or the Dearth.

The Striding Fortress itself stands 60 feet above the ground on two massive metal legs. Once the PCs reach the castle, they may access its main gate via flight, spells such as *dimension door*, or even throwing up a rope and climbing to the keep's platform above.

### 1i. COURTYARD (CR 10)

**Card:** The Teamster (gain a +2 bonus on all attack and damage rolls made against Marouka's mount)

Brilliant banners of a splendid variety of colors flutter in this picturesque courtyard of white flagstones and carefully tended gardens.

Alternately a courtyard and a grand ballroom depending on the ceiling's whims, this area is used for sparring

and recreation by Zassrion's minions when they're not pillaging the Harrowed Realm.

The massive, wooden doors on the courtyard's outer edge stand ajar, creaking and swinging ominously with each massive step the Fortress takes. Should the magically enhanced doors be closed against intruders, they have hardness 10, hp 100, and a Break DC of 35.

**Creatures:** The Patchwork Lord's earliest experiments in altering the purpose and fate of storykin began not with himself, but with a simpering minion. Once a simple gnome trickster, tiny Marouka's physical form was twisted by his master, releasing extraordinary potential none suspected. These new powers are similar to those of a spriggan, though he has different spell-like abilities and racial skill bonuses than a normal member of the race. Now a harsh taskmaster with a penchant for riding his charges, Marouka serves as the Striding Fortress's captain of the guard, bending the Harrowed Realm's giant population to his master's will.

Depending on the PC's approach, Marouka is either drilling four new "volunteers" in the courtyard, or else preparing for a full assault on the intruders. In either case, he begins the encounter mounted on one of the ogre guards. Marouka moves from mount to mount as needed in battle, but flees to area **I8** if reduced to less than 30 hit points or if all his ogre minions are killed.

## MAROUKA

CR 8

**XP** 4,800

Male variant spriggan fighter 7 (*Pathfinder RPG Bestiary* 2 257)

CE Small humanoid (gnome)

**Init** +8; **Senses** low-light vision; Perception +10

## DEFENSE

**AC** 21, touch 16, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 size)

**hp** 95 (11 HD; 4d8+7d10+39)

**Fort** +11, **Ref** +7, **Will** +4; +2 vs. fear

**Defensive Abilities** bravery +2

## OFFENSE

**Speed** 20 ft.

**Melee** +1 flail +17/+12 (1d6+6)

**Special Attacks** weapon training (flails +1), sneak attack +2d6

**Spell-Like Abilities** (CL 4th; concentration +5)

At will—*bleed* (DC 11), *daze monster* (DC 13), *scare* (DC 13)

## STATISTICS

**Str** 14, **Dex** 19, **Con** 14, **Int** 12, **Wis** 8, **Cha** 13

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Combat Reflexes, Dazzling Display, Dodge, Improved Initiative, Intimidating Prowess, Iron Will, Skill Focus (Intimidate), Toughness, Weapon Focus (flail), Weapon Specialization (flail)

**Skills** Climb +4, Intimidate +24, Perception +10, Ride +20, Sleight of Hand +13, Stealth +17

**Languages** Common, Giant, Gnome



**SQ** armor training 2, giant rider, spriggan magic, spriggan skills  
**Gear** +1 chain shirt, +1 flail

## SPECIAL ABILITIES

**Giant Rider (Ex)** Marouka may ride any humanoid with the giant subtype with a Ride check as if it were a mount. Although giants are ill suited to be mounts, Marouka does not take the –5 penalty on Ride checks for riding one.

## OGRE GUARDS (4)

CR 4

**XP 1,200 each**

LE advanced ogres (*Pathfinder RPG Bestiary* 220, 294)  
**hp** 38

## 12. TEMPLE

Candles, scrolls, and bizarre statuettes fill the nooks lining the walls here, all facing toward an alabaster and jade altar near the room's center. A stone stairway runs along the room's outer wall, spiraling upward.

Zassrion and his bishop Ezrael perverted the citadel's chapel into a shrine for various dark gods, both fictional and genuine. A DC 15 Knowledge (religion) check identifies holy symbols of Dahak, Lamashtu, and Urgathoa among other, more obscure deities. Beating the DC by 5 points or more also reveals that nothing about the temple's layout seems appropriate for any of the gods represented, almost as if someone were pantomiming worship with no genuine understanding of the faiths involved.

**Treasure:** Stripping the altar of precious alabaster and jade nets 400 gp worth of semiprecious stone but requires 8 hours of work unless magical means are employed. One of the walls' many niches holds a *scroll of spell immunity* which may be located with a DC 25 Perception check.

## 13. BISHOP'S QUARTERS

Ebony and red leather wash this apartment's furnishings in darkness. A body swathed in red and black lies slumped over the altar dominating the room's center.

Bishop Ezrael (see area I4) and his two shadow aspects rest here on the rare occasion it is called for. The body belongs to the bishop, from before his forced "enlightenment"—it has been dead for countless centuries. Many apparent holy texts line the walls, all filled with gibberish and childish scribbling.

**Treasure:** A tin and gold holy symbol of Asmodeus worth 500 gp rests on the altar.

## 14. KITCHENS (CR 10)

**Card:** The Inquisitor (+2 bonus on all saves against possession through *magic jar*)

These massive kitchens could service a castle twice this size. Breads and pies heap the nearby counters, but the overwhelming earthy smell suggests anything but food.

A narrow, empty hallway on the keep's main level leads to a stairway up to the fortress's kitchens. Biyo Venna (see area A1) once prepared elaborate meals here for his mistress, but since his new master doesn't need to eat, he has taken to playing cards in the corner instead. When not running for help regarding whatever calamities he dreams up in his mind, Biyo occasionally succumbs to the overwhelming urge to cook, and he crafts something foodlike from the inedible materials around the castle. His clay and mortar baked goods now fill much of the available workspace.

**Creatures:** Slaying his own bishop, the Patchwork Lord tore out Ezrael's essence and succeeded in crafting three new beings from it. The resulting abominations are hideous half-men with little real substance but terrifying power. Only one retained Bishop Ezrael's memories, and so Zassrion took to calling it Ezrael as well, and referred to his two brothers as acolytes.

Each appears much as the bishop formerly did: grim, hooded men in red and black, but with a shadowy wrongness about them.

The three still serve their master as spiritual advisors and secret police, investigating any hints of rebellion or heresy. In practice, this means the broken creatures spend most of their days scribbling random nonsense into their "holy texts," and occasionally hunt down Biyo whenever the cook escapes to find a savior. As the PCs arrive, the bishop and his acolytes search the kitchen for information the refugee may have left behind when he last fled the keep.

Despite their varying levels of memory, all three creatures share identical stats.

## BISHOP EZRAEL AND ACOLYTES (3)

CR 7

**XP 3,200 each**

Male shadow demons (*Pathfinder RPG Bestiary* 67)

**hp** 59 each

## TACTICS

**Before Combat** The trio automatically notices the heroes' approach unless they take great pains to be stealthy. Each acolyte casts *magic jar*, then Ezrael blends into the shadows and calls out to the group in Biyo's voice, assuming they're the cook's conspirators.

**During Combat** Ezrael and his acolytes prefer slaying heretics with the intruders' own bodies. The acolytes attempt to possess at least one non-cleric, then turn on the group. Ezrael reveals himself intermittently and relies on *telekinesis* to throw enemies about.

**Morale** As perverted half-beings, the bishop's shadows have little to live for. They fight until slain.

## 15. TANNERY (CR 10)

**Card:** The Marriage (Agrasug and Essessol gain no benefits on attack rolls when flanking with one another)

Oversized vats, racks, hearths, and an assortment of cutting tools suggest grim activities in this dark, reeking chamber.

In theory, the Striding Fortress's tannery provides raw materials needed across the Harrowed Realm, but in practice the room serves more as a kitchen for its hideous residents. Being a tannery, the floor recesses nearly a foot, though the central drain is long since plugged with clay.

**Creatures:** Zassrion recruited the efreeti Agrasug as his torturer eons ago, promising the sadistic tormentor the Realm's only supply of mortal flesh. Agrasug and his wife Essessol, a twisted marid who grants dreams of drowning, moved into the Striding Fortress's tallest tower immediately, becoming wardens to its occasional prisoners.

The couple alternates between spending time in the tannery and quarreling upstairs in their bedroom, but they always travel in each other's company. Once a fight begins, the two begin bickering and arguing almost immediately.

Essessol's first action is to shatter a water pipe, flooding the room. The rushing water makes a free trip (CMB +7) attack against any creature standing on the floor. Agrasug prefers to fly above the water, alternating ranged *scorching rays* with melee assaults.

**AGRASUG** CR 8

XP 4,800

LE male efreeti (*Pathfinder RPG Bestiary* 140)

hp 95

**ESSESSOL** CR 9

XP 6,400

CE female marid (*Pathfinder RPG Bestiary* 142)

hp 114

**Treasure:** Agrasug and Essessol's platinum wedding bands are each worth 750 gp.

## 16. THE HONEYMOON SUITE

This opulent bedchamber shows signs of eons of water damage and the scorching of slow-burning flames. The nature of Agrasug and Essessol's tale preserves the room, but their constant quarreling has taken its toll on the bedroom. A warped and charred stairway leads up to area 17.

## 17. PRISON TOWER

Iron bars divide this chamber. To one side, elaborate tables, tools, and biology diagrams imply torture. To the other, unidentifiable stains mark a row of dingy cells.

Zassrion houses his mortal guests in this prison tower until he finishes preparations for new experiments.

**Creature:** The Patchwork Lord's latest victim, the Taldan scholar **Meloigne Garracy** (NG human aristocrat 2/expert 5), rests in one of the cells after Zassrion's latest round of tests. Half-starved and a touch mad from his experiences, Meloigne immediately begs newcomers for help. He promises anything the heroes even imply they want, claiming to be from a wealthy Taldan family. In truth, the Garracy estate is almost bankrupt, and hasn't played a significant role in Opparan politics in centuries. A PC who makes a DC 20 Knowledge (nobility) check or a DC 25 Sense Motive recognizes that Meloigne can't follow through on the promises he makes, but he will eagerly give what little he and his family still have to his saviors.

**Story Award:** If the PCs rescue Meloigne Garracy, award them 6,400 XP.

## 18. OGRE BARRACKS

Enormous bunk beds line the wall of this room, stinking of sweat and visibly swarming with parasites. At the room's far end, a raised frame contains a miniature bed swathed in silks.

Marouka's ogre guards spend most of their off-duty time playing card games in this makeshift lounge. The fact that none of them know what playing cards look like or how the rules work has yet to stop them.

**Treasure:** Marouka's mattress conceals those possessions he values too much to carry during routine training in the courtyard, discoverable with a DC 25 Perception check: two *potions of cure serious wounds*, four *potions of energy resistance* (electricity), and a *necklace of fireballs* (type II).

## 19. AETHERIUM (CR 10)

**Cards:** The Courtesan (gain a +4 bonus on saves to resist the succubi's energy drain attacks), The Fiend (the demons' immunities to electricity and fire become resistance 10 instead)

Hanging silks and overstuffed pillows liven up this warm, white chamber. Pipes lead into and out of the side walls, while an immense, shallow bath fills the center of the lounge.

Despite appearances, the citadel's aetherium is more than a mere harem. The pool serves as a battery, storing electrical energy to power the keep's clockwork engines. Zassrion periodically refreshes the charge with his breath weapon, usually while relaxing with the concubines he keeps here.

**Creatures:** Zassrion's succubi courtesans spend all their time in the aetherium enjoying the electrified bath and plush pillows. The shapeshifters usually appear



as attractive young women. When the PCs enter, they pretend to be mortal captives and plead for aid, claiming to be shackled in the bath for Zassrion's pleasure. They attempt to grapple anyone who approaches, pulling them into the pool. After their initial ambush, the succubi wade back into the pool, out of melee range, and use *dominate person* and *suggestion* to bring heroes to them. They only resort to melee combat if their foes seem particularly resistant to their charms, and teleport to the Sanguine Playhouse if they feel the fight can't be won.

## CONCUBINES (3)

CR 7

XP 3,200 each

CE succubi (*Pathfinder RPG Bestiary* 68)

hp 84 each

**Hazard:** The aetherium's stepped, 3-foot-deep pool appears to be a luxurious bath, putting out steam but nowhere close to boiling. The alchemical fluid stores immense electrical charge, inflicting 2d6 points of electricity damage per round of exposure, or 10d6 points of electricity damage for full immersion. The pool itself

carries most of the charge; fluid splashed from the basin imparts little more than static cling.

**Treasure:** A DC 20 Perception check reveals platinum tiles set in the bottom of the electrified pool. Each of the seven tiles is worth 125 gp.

## 110. MACHINE ROOMS

These rooms house the mechanisms that allow the Striding Fortress to walk. Each leg can be disabled with a series of four DC 30 Disable Device checks or through violence (hardness 10, hp 250)

## 111. BRIDGE

A ship's wheel and complex helm dominate the center of this posh office. Tall windows look out over the landscape surrounding the Striding Fortress.

The bridge controls the movement of the Striding Fortress when direction matters, otherwise the castle wanders wherever it wants. Controlling the helm requires a DC 20 Craft (alchemy) or Knowledge (arcana) check.



## 112. THE GRAND LIBRARY (CR 13)

**Card:** The Tyrant (Zassrion's breath weapon takes 1d8 rounds to recharge instead of the normal 1d4 rounds)

Wraparound stairways give way to an immense library and observatory. Shelves stuffed to bursting with tomes, scrolls, and loose scraps of paper line every surface, while bottles and obscure tools crowd tabletops. Towering stacks of books reach to the ceiling like parchment columns. In the center of the library, aimed into a tattered and torn silk tapestry, sits an immense golden telescope.

This library was originally the entirety of the Harrowed Realm. It was from here Sonnorae expanded outward to create the entire pocket dimension. Most of her archive remains here even now, where Zassrion pours over the ancient tales and arcane knowledge daily, trying to find a way to escape the Harrowed Realm.

The library's 80-foot ceilings provide ample room for the Patchwork Lord, even in his dragon form.

**Creature:** Zassrion dominates this room, the all-seeing draconic master of the Harrowed Realm. After devouring Sonnorae's brain, he gained her ambition and has hungered for power—real power—ever since. Realizing early that storykin can't leave the Harrowed Realm, he began kidnapping humanoids from the Material Plane, grafting their essence into his own in a process that's left him covered in a quilted pattern of stitched-on hides. Driven insane by his own machinations, Zassrion is now nearly flesh enough to exit his prison realm, and only the heroes stand between him and freedom.

### ZASSRION, THE PATCHWORK LORD (CONSPIRATOR) CR 13

XP 25,600

LE male adult blue dragon (*Pathfinder RPG Bestiary* 95)

hp 184

#### TACTICS

**During Combat** Zassrion opens with his breath weapon as soon as he can target multiple PCs. Knowing he cannot die permanently, he fights like a savage animal to keep from being trapped in the Harrowed Realm forever.

**Morale** Zassrion fights until destroyed.

**Treasure:** Zassrion's collection of lore is worth 6,000 gp.

The various Conspirators' tokens collected by the PCs tug toward the tapestry—actually the shreds of Sonnorae's scarf—hanging before the telescope. If touched to the fabric, they weave themselves back into the kapenia perfectly. Restoring all eight tokens causes the kapenia to shift and knit itself back into its original configuration, a scarf which functions as a *robe of scintillating colors*.

**Development:** The telescope peers through the tattered remains of Sonnorae's kapenia and into the real world through the *Deck of Harrowed Tales*. This device alone, his

*Outreaching Eye*, allows the Patchwork Lord to bypass the Harrowed Realm's seals, viewing and interacting with the Material Plane. Peering through the eyepiece reveals the deck's surroundings in the real world, but with the anchor inside the Harrowed Realm itself, it only reveals the last place a portal opened: the tent of All-Seeing Hajeck.

For eons, Zassrion used the *Outreaching Eye* to dominate pawns and ensure a steady supply of mortal test subjects. Most importantly, casting any sort of teleportation spell through the eyepiece allows non-storykin creatures to exit the Harrowed Realm.

## 113. THE HOARD

Statues flank the walls of this chamber, interspersed with ancient portraits. The large bed in the room's center long ago collapsed under the weight of the coins and gems heaped upon it.

**Treasure:** Each of the 10 art pieces is worth 150 gp. Zassrion's hoard contains 348 pp, 2,872 gp, 10,132 sp, and 5,023 cp, plus 50 pounds of vanilla beans (worth 15 gp per pound), a rug worth 350 gp, a +2 kukri, a +2 slick breastplate, 4 +3 flaming arrows, bracers of armor +2, boots of teleportation, a folding boat, a javelin of lightning, 6 potions of cure serious wounds, a ring of wizardry I, a scroll of blade barrier, a scroll of elemental body IV, a scroll of illusory wall, a divine wand of dismissal with 12 charges, and a wand of blur.

## Concluding the Adventure

Combined with Zassrion's *Outreaching Eye*, any sort of teleportation magic frees the PCs from the Harrowed Realm. Alternatively, a PC succeeding at a DC 25 Use Magic Device check may exit the Harrowed Realm through the restored kapenia without the use of magic.

If rescued, Meloigne thanks the characters profusely, offering to let them stay in his small estate in Oppara and paying a 5,000 gp reward, the last of his family fortune, to the PCs in gratitude. He seeks counseling from the temple of Shelyn after his experiences, and eventually drifts away from his scholarly pursuits, channeling his experiences in the Harrowed Realm into surrealist paintings.

Once Zassrion returns to life in the Manmolds, his fury overwhelms him. His ambitions and lust for revenge drive him to partner with or torture the Nightpeddler for the secret of his extradimensional sojourns so he may seek revenge on the mortals who foiled his plans.

The PCs now hold their own pocket dimension within the *Deck of Harrowed Tales*. While there is likely little in the Harrowed Realm they haven't already explored, were they to discover how Sonnorae first gave life to the stories she amassed within the demiplane, the possibilities for the Harrowed Realm would be limited only by the bounds of their imaginations.

## Appendix: Mute Hag

*Empty eye sockets and jagged teeth punctuate the palpable hate that roils off this twisted, gray-skinned crone.*

MUTE HAG	CR 11
<b>XP 12,800</b>	
CE Medium monstrous humanoid (cold)	
<b>Init</b> +5; <b>Senses</b> blindsight 60 ft., scent; Perception +21	
DEFENSE	
<b>AC</b> 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)	
<b>hp</b> 175 (14d10+84)	
<b>Fort</b> +12, <b>Ref</b> +14, <b>Will</b> +13	
<b>DR</b> 10/cold iron and magic; <b>Immune</b> cold, acid, charm, fear, gaze attacks, sleep; <b>SR</b> 22	
<b>Weaknesses</b> vulnerable to fire	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 claws +20 (1d6+6 plus 1d4 bleed), bite +20 (1d6+6)	
<b>Special Attacks</b> shaping touch	
<b>Spell-Like Abilities</b> (CL 14th; concentration +18)	
Constant— <i>detect good</i> , <i>detect magic</i> , <i>detect thoughts</i> (DC 16)	
At will— <i>contagion</i> (DC 17), <i>cure light wounds</i> , <i>diminish plants</i> , <i>inflict light wounds</i> (DC 15), <i>invisibility</i> (self only), <i>minor creation</i> , <i>poison</i> (DC 17)	
3/day— <i>bestow curse</i> (DC 17), <i>blindness/deafness</i> (DC 16), <i>empowered cone of cold</i> (DC 19), <i>crushing despair</i> (DC 17), <i>silence</i> (DC 16)	
1/day— <i>control weather</i>	
STATISTICS	
<b>Str</b> 23, <b>Dex</b> 21, <b>Con</b> 22, <b>Int</b> 20, <b>Wis</b> 19, <b>Cha</b> 18	
<b>Base Atk</b> +14; <b>CMB</b> +20; <b>CMD</b> 35	
<b>Feats</b> Alertness, Blind-Fight, Combat Casting, Empower Spell-Like Ability ( <i>cone of cold</i> ), Great Fortitude, Persuasive, Toughness	
<b>Skills</b> Bluff +14, Craft (leather) +16, Diplomacy +18, Heal +12, Intimidate +21, Knowledge (arcana) +11, Knowledge (history) +19, Knowledge (local) +11, Knowledge (nature) +11, Perception +21, Sense Motive +18, Sleight of Hand +12, Spellcraft +16, Stealth +18	
<b>Languages</b> Aklo, Common, Draconic, Giant, Goblin, Sylvan (cannot speak)	
<b>SQ</b> blind and mute, change shape (any humanoid, <i>alter self</i> )	
ECOLOGY	
<b>Environment</b> cold plains, forests, and marshes	
<b>Organization</b> solitary or coven (3 hags of any kind)	
<b>Treasure</b> standard	

### SPECIAL ABILITIES

**Blind and Mute (Ex)** Mute hags tear out their eyes and tongues, leaving them blind to life's joys and incapable of sharing their sorrow. A mute hag is immune to gaze attacks, and cannot use spell completion or command word trigger magic items.

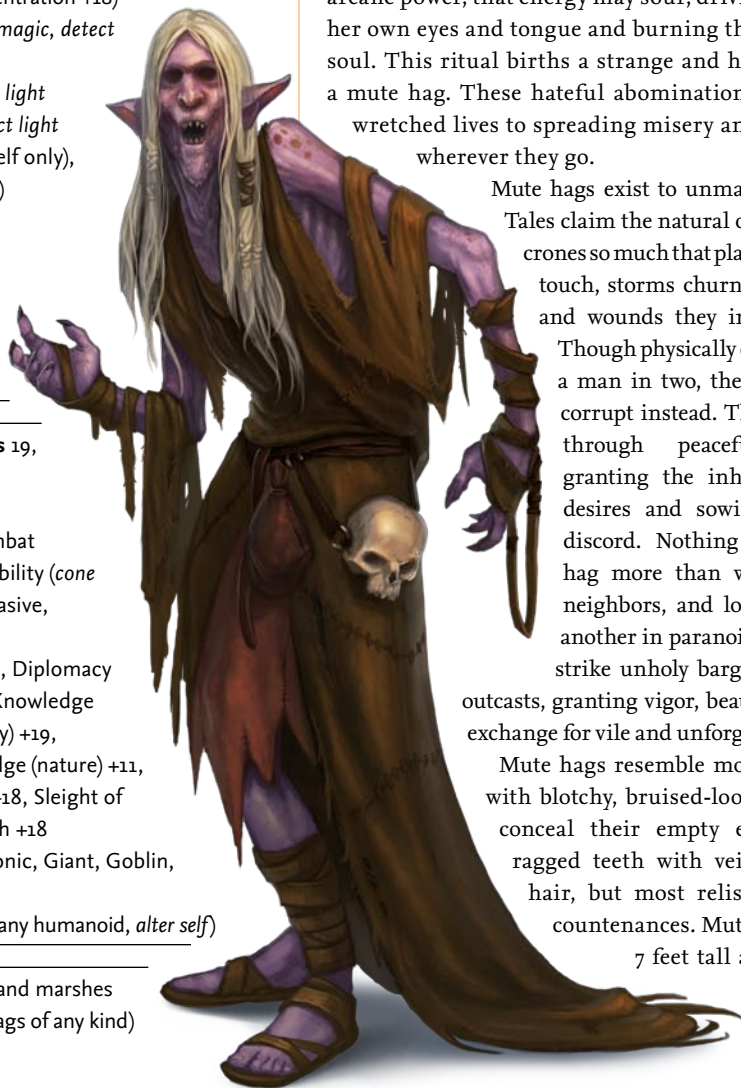
**Shaping Touch (Su)** The touch of a mute hag twists flesh like clay. As a full-round action that draws an attack of opportunity, a mute hag may change the appearance of a grappled or helpless victim. The effect acts as a permanent *alter self* spell. Unwilling victims may resist the transformation with a DC 21 Fortitude save. A mute hag allowed to work for 10 minutes may also increase a victim's age category by one step; doing so does not grant mental ability score boosts but does inflict physical ability score penalties as normal. Creatures that are affected by this power or successfully save against it cannot be affected by the same hag's shaping touch for one month. The DC is Charisma-based.

When bitterness consumes a woman already steeped in arcane power, that energy may sour, driving her to rip out her own eyes and tongue and burning the light from her soul. This ritual births a strange and horrible creature: a mute hag. These hateful abominations dedicate their wretched lives to spreading misery and strangling joy wherever they go.

Mute hags exist to unmake happy things.

Tales claim the natural order despises the crones so much that plants wither at their touch, storms churn at their passing, and wounds they inflict never heal. Though physically capable of ripping a man in two, the crones prefer to corrupt instead. They move silently through peaceful settlements, granting the inhabitants' darkest desires and sowing the seeds of discord. Nothing pleases a mute hag more than watching friends, neighbors, and lovers murder one another in paranoia and rage. Many strike unholy bargains with mortal outcasts, granting vigor, beauty, or revenge in exchange for vile and unforgivable crimes.

Mute hags resemble mortal women, but with blotchy, bruised-looking skin. Some conceal their empty eye sockets and ragged teeth with veils or their own hair, but most relish their hideous countenances. Mute hags stand 6 to 7 feet tall and weigh 150 to 250 pounds.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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

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

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

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License

to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

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

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

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

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

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

### 15. COPYRIGHT NOTICE

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

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

**Shadow Demon from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

**Spriggan from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

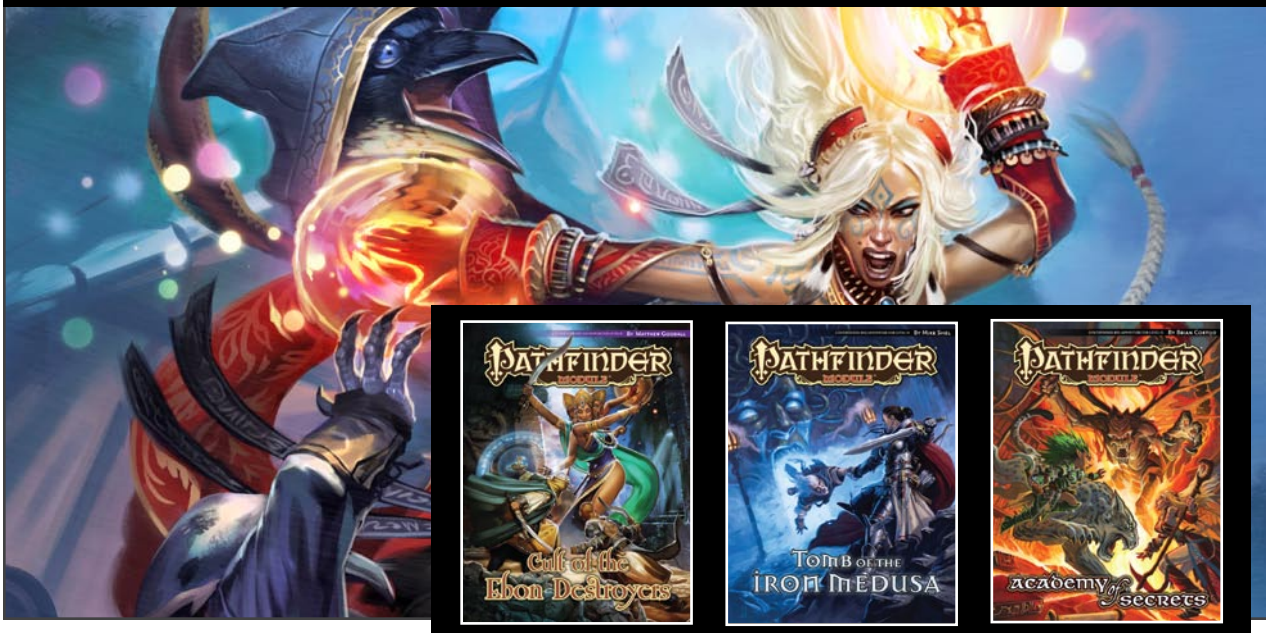
**The Tome of Horrors III.** © 2005, Necromancer Games, Inc.; Author: Scott Greene.

**Pathfinder Module: The Harrowing.** © 2011, Paizo Publishing, LLC; Author: Crystal Frasier.

## Subscribe to Pathfinder Modules

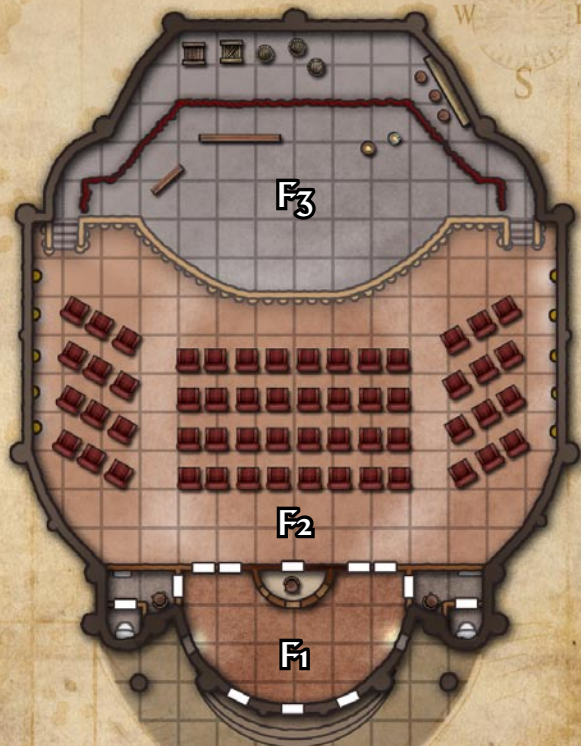
As a subscriber, you'll receive a 32-page, full-color adventure module written by a world-class adventure designer every two months, delivered right to your mailbox! As a bonus, you'll receive a free electronic PDF version of each module, downloadable from your account on **paizo.com**. Never run out of ready-to-play adventures for your campaign—subscribe today!

Visit [paizo.com/pathfinder](http://paizo.com/pathfinder) for details.





## The Sanguine Playhouse



1 square = 5 feet

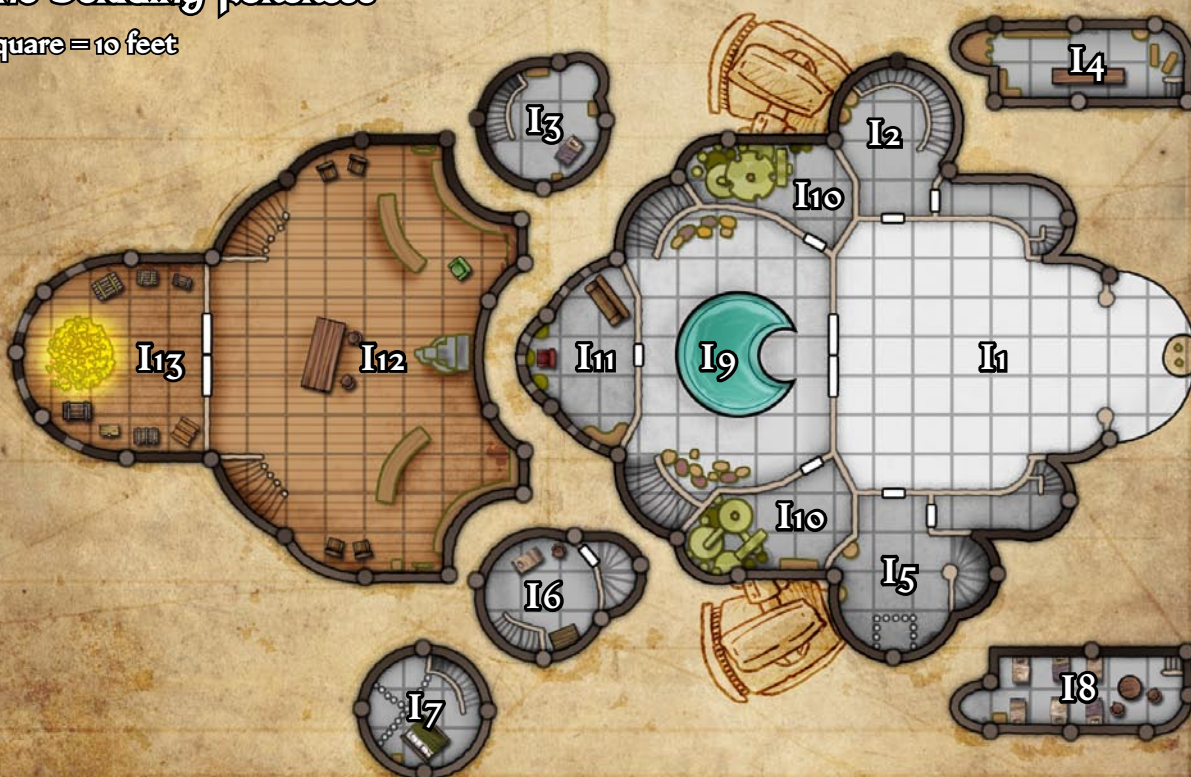
## Smith's Caldera



1 square = 10 feet

## The Striding Fortress

1 square = 10 feet







# A LAND OF WONDER!

## Pathfinder Module THE HARROWING

Varisian fortune-tellers from across Golarion use the mystic harrow deck to read fate and predict the future, but few have ever mastered the mysterious harrow to such a degree as Sonnorae, a long-dead bard from the Age of Darkness. Fearing her collection of stories would be lost when she died, she created a demiplane within her own harrow deck to contain them. Over time, these stories took on lives of their own, and melded with the images on the cards themselves. But not all stories have happy endings, and the storykin who inhabit the Harrowed Realm have their own motivations and plots for power or even escape into the real world. When the PCs find themselves drawn into the Harrowed Realm in search of a disappeared scholar, they must use all their wits and steel to navigate the landscape and politics of this strange wonderland and make it home again.

*The Harrowing* is an adventure for 9th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It features an entire plane of fanciful locations and characters inspired by the popular harrow deck of the Pathfinder campaign setting. In addition, you'll find a brand-new monster and an optional rules subsystem allowing players to bend reality to their wills by using all 54 cards in the *Pathfinder Campaign Setting Harrow Deck* to manipulate the strange demiplane in which they adventure.

[paizo.com/pathfinder](http://paizo.com/pathfinder)



Printed in China  
PZO9532

