

SECOND EDITION

# PATHFINDER

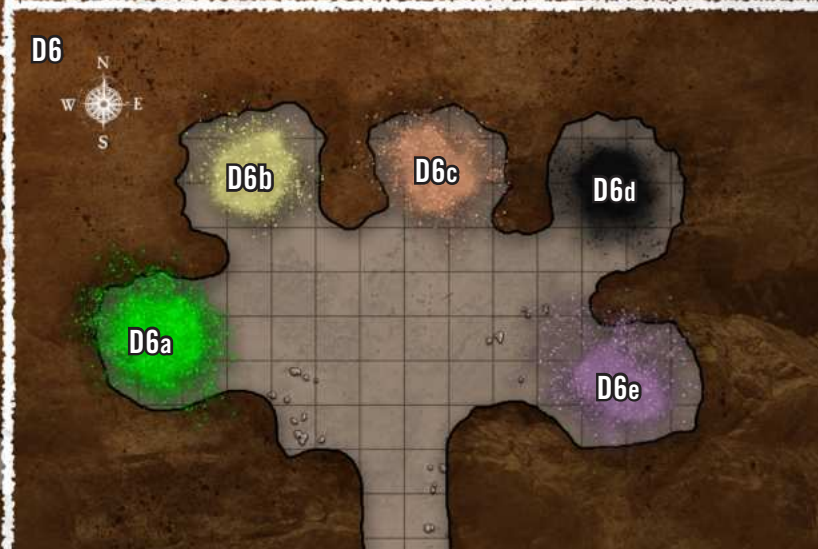
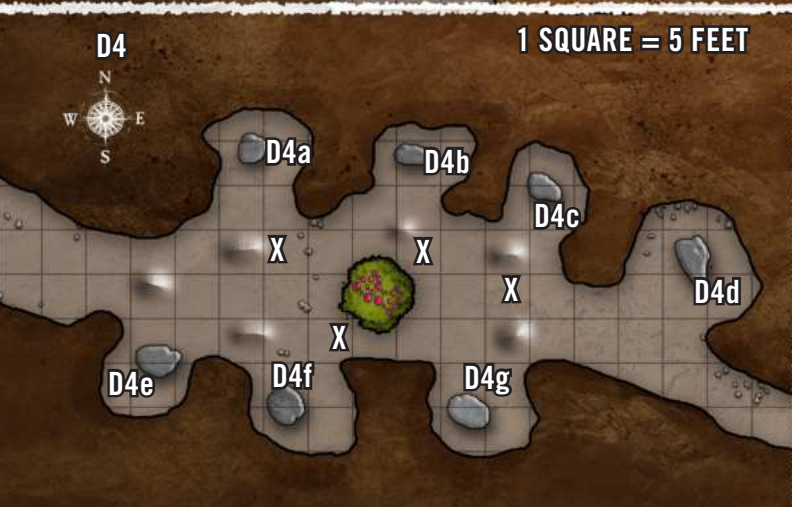
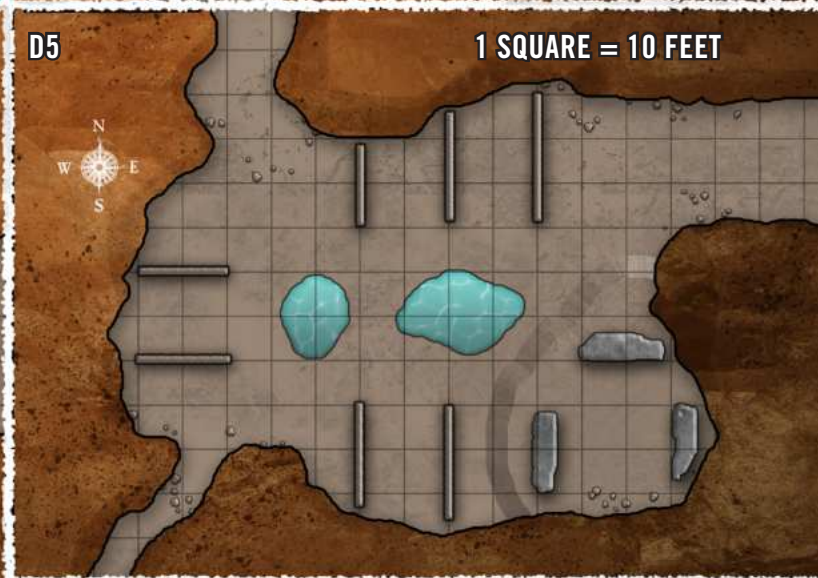
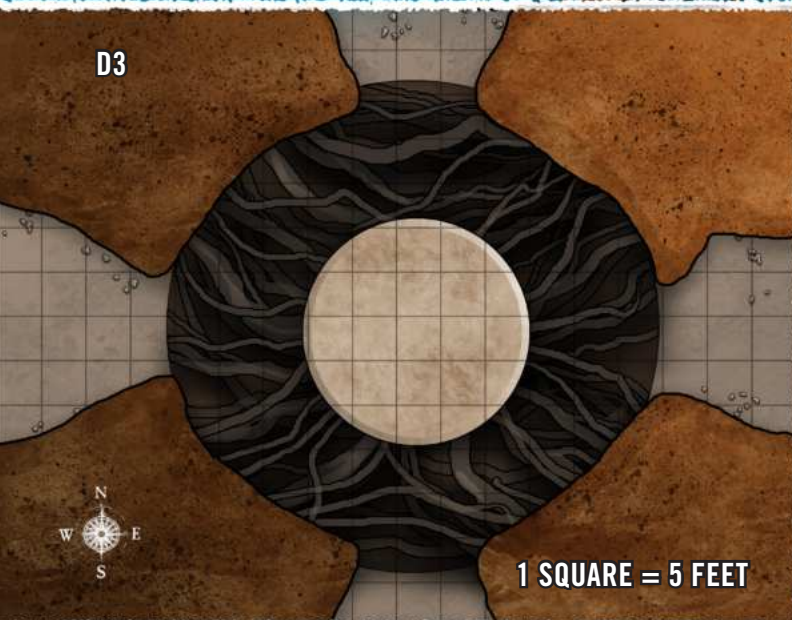


## Spore War

ADVENTURE PATH

### A Voice in the Blight

By Rigby Bendele



# PATHFINDER

**AUTHOR**  
Rigby Bendele

**ADDITIONAL WRITING**  
James Jacobs

**DEVELOPER**  
James Jacobs

**EDITING LEAD**  
Priscilla N. Lagares

**EDITORS**  
Felix Dritz, Patrick Hurley, Priscilla N. Lagares,  
Lynne M. Meyer, Zac Moran, Ianara Natividad,  
Solomon St. John, and Simone D. Sallé.

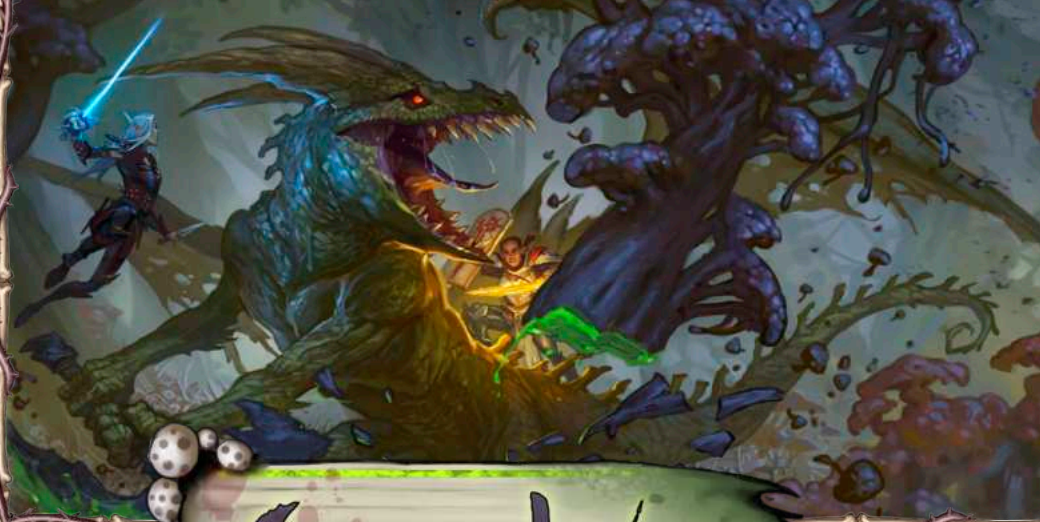
**COVER ARTIST**  
Rodrigo Gonzalez Toledo

**INTERIOR ARTISTS**  
Wilmar Ballespi Escarp, Kendal Gates,  
Robert Lazzaretti, Vira Linevych, Mayra Luna, and  
Gunship Revolution (Mico Dimagiba, Jen Santos,  
and Brian Valeza)

**ART DIRECTION**  
Sonja Morris

**GRAPHIC DESIGN**  
Adriana Gasperi

**PUBLISHER**  
Erik Mona



## Spore War

ADVENTURE PATH

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Paizo Inc.  
15902 Woodinville-Redmond Rd  
NE, Suite B  
Woodinville, WA 98072-4572  
[paizo.com](http://paizo.com)



# A Voice in the Blight

Chapter 1:  
A Return to Memory

Chapter 2:  
The Siege of Iadara

Chapter 3:  
Treerazer's Truths

Beyond the Campaign

Heroic Artifacts

Adventure Toolbox

## Chapter 1: A Return to Memory .....4

A strange voice calls out to the PCs through the blight—an ancient wizard named Aelthian, long thought lost, needs to be freed from a sprawling prison hidden in the depths of the Void. The PCs infiltrate the prison and stage a daring rescue, saving the wizard’s trapped soul, learning what he knows of Treerazer, and righting an ancient atrocity in the process.

## Chapter 2: The Siege of Iadara ..... 28

Equipped with Aelthian’s advice and some newly empowered items, the PCs return to Iadara and witness the city’s invasion at the hands of the Witchbole, Treerazer’s mobile fortress. Queen Telandia sends the PCs on a desperate mission as Iadara falls under demonic siege: they must infiltrate the Witchbole and confront Treerazer lest Kyonin fall!

## Chapter 3: Treerazer’s Truths..... 52

After a catastrophic battle in the heart of the Witchbole, the PCs and Treerazer are drawn into a strange, liminal realm between Golarion and the Outer Rifts. Here, the PCs are trapped in Treerazer’s past while Treerazer is trapped in their own, and they must fight through his memories while keeping theirs safe before at last emerging from the ruins of the Witchbole and facing the nascent demon lord in a final battle to the death!

## INFILTRATIONS

Two significant infiltrations take place in this adventure—one into a prison located in the planar realm of the Void, and one into the Witchbole. Both locations are too enormous to fully detail in the scope of a single adventure, so instead, the infiltration rules are used and only key encounter areas within each site are detailed. Rules for Infiltrations appear on pages 196–199 of *Pathfinder GM Core*, so you should make sure you and your players are familiar with them before running this adventure.

## ADVANCEMENT TRACK

“A Voice in the Blight” is designed for four characters.

18

The PCs begin this adventure at 18th level.

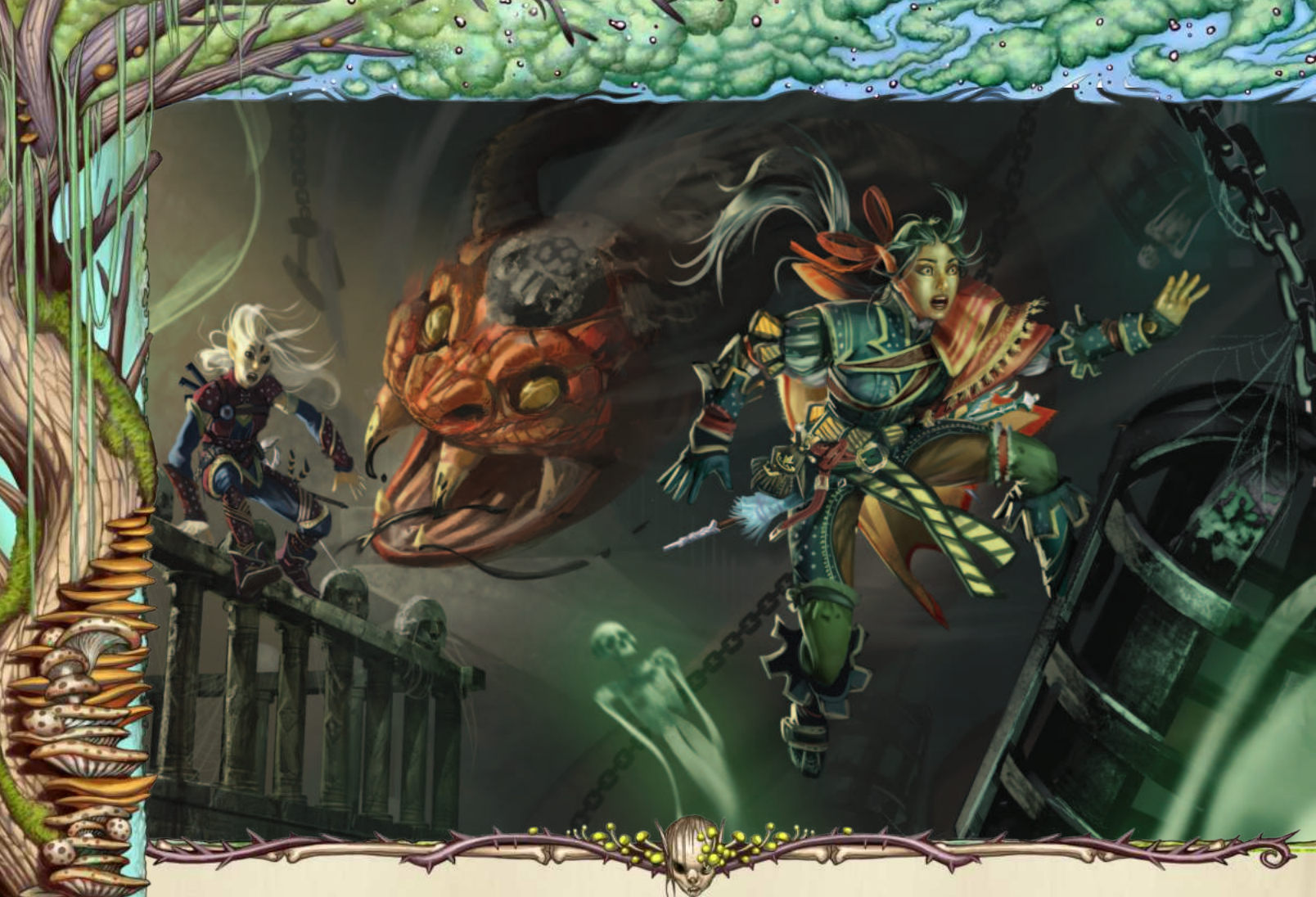
19

The PCs should be 19th level by the time the siege of Iadara begins.

20

The PCs should be 20th level before being drawn into Treerazer’s memories in Hollerhock.

The PCs should be 20th level when they complete the adventure.



## Chapter 1: A Return to Memory

Not all elves abandoned Golarion on the eve of Earthfall. Some chose to remain behind, weathering the impending apocalypse for varied reasons: a sense of responsibility to keep faith in life's survival, idle curiosity, or even fatalistic acceptance. In the case of the archmage Aelthian, it was a combination of stubborn pride and a conviction that, at some time in the future, his people would return to Golarion. If he remained behind with a small group of volunteers, he could "keep the hearth going" for their homecoming.

Arabrecht, his home and fortress, survived Earthfall, and nearly eight thousand years later, it would also survive Treerazer's invasion and the sudden and devastating spread of Tanglebriar. Aelthian spent much of that time—particularly the centuries during the Age of Darkness—in a magically induced slumber, with

Arabrecht nestled safely in a demiplane just outside reality. In many ways, his method of escaping Earthfall closely mimicked the tactics of Thassilon's runelords, yet his wisdom in placing Arabrecht further from the immediate devastation wrought by Earthfall allowed Aelthian to emerge from his protective demiplane as he desired. Over those eight thousand years, his followers succumbed to misadventure, sickness, frustration, or simply a loss of interest in Aelthian's goal (to ready Kyonin for the return of the elves). In the end, out of the few dozen who remained behind with him, only he kept his faith.

When Treerazer invaded the world and began to corrupt the southern reaches of Kyonin into Tanglebriar in 2632, Aelthian initially thought that the sudden surge of magic he sensed beyond Arabrecht's



planar barriers signaled a massive return of his people. When he emerged, however, he found a nightmare. The wards surrounding his tower held against a fungal wave of fiendish corruption, leaving a circular clearing around his home—an island in a sea of blight.

Treerazer's presence kept Aelthian in the dark even after the elves returned, and as the war between the demons and the elves raged on, Aelthian remained desperately isolated. He dared not leave his home, fearing that doing so would leave Arabrecht unguarded and immediately doom it to devastation. Then, in 2988, hope arrived at Arabrecht in the form of an elven witch named Silisifex.

From Silisifex, Aelthian learned that his people had returned and that they now fought a life-or-death struggle for their homeland. With Silisifex's resources and the support of the elven army, Aelthian finally had all he needed to pit his great magic against Treerazer. He gathered his power, transformed the wards of Arabrecht into an expulsive weapon, and attempted to banish the Lord of the Blasted Tarn.

Yet he had vastly underestimated how powerful Treerazer had grown over those three centuries. When the magic struck the nascent demon lord, he corrupted it and turned it back upon its source. Aelthian had only a moment to realize his error before he, Arabrecht, and the region around the tower... simply vanished.

Aelthian never learned that his heroic sacrifice proved to be the turning point the elves needed. While it didn't end the war, the distraction provided by this attempted banishment left Treerazer severely weakened, and the tides of the war shifted. Over the course of the next five decades, Treerazer lost ground and Tanglebriar's border shrank until it finally stabilized at the size that it retained until the dawn of the Spore War. This point represented a sort of equilibrium—the elves could contain Tanglebriar to this domain without risk, but all attempts to push farther inside it failed. Tanglebriar's magic and defenses were too densely arrayed to be easily conquered.

Things remained such for centuries thereafter, and the world began to assume that Treerazer had been defeated—perhaps even “locked” inside the lessened boundaries of Tanglebriar. As the elves now know, Treerazer had simply shifted to a longer-term plan, and this time, as he rages into Kyonin, they do not have Aelthian's magic to help them turn the tide.

## STATE OF THE SPORE WAR

In the previous adventure, the PCs defeated the Spore Queen, critically limiting the Witchbole's power to teleport. Left with a single use that will take time to perform, Treerazer intends to lay siege to Iadara soon

in the hopes of enacting a devastating coup de grâce against the elven nation.

After the Spore Queen's death, Tanglebriar's fungal network recoiled and weakened. Now, for the first time since his defeat centuries ago, Aelthian's voice can be heard by a select few. This voice isn't his actual voice; it's a powerful magical effect akin to that created by *embed message* that has been calling out for help for centuries and gone unheard all this time. The fungal network's current weakness won't last long, but it does so for long enough that the PCs overhear a cry for help intended for Silisifex.

Silisifex is gone now, her soul escaped from Deathstalk Tower's dungeons; the PCs have inherited her legacy. They alone hear Aelthian's voice, which manifests at first as the soft sound of trickling water and seems to issue from the fungus all around them—a strange, soothing, and welcoming noise that appears very out of place among the thorny blight. Yet the sound swiftly coalesces into a man's whispering voice.

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“Help me, Silisifex... I failed... He's locked me away... beyond Arabrecht. I know now... of my miscalculation... against Treerazer. I can... try again... but you must bring me back! I lie beyond Arabrecht. Please, Silisifex... Anyone who hears this! Bring me back... we will... together... save Kyonin!”

---

A PC who succeeds at a DC 25 Society check to Recall Knowledge knows that the long-lost site once known as Arabrecht is now known as Dimcrater, a supposedly haunted site in north-central Tanglebriar. A critical success allows the PC to deduce that the sender of this message might just be Aelthian, a powerful wizard thought to have perished during the first war against Tanglebriar, but whose failed attempt to banish Treerazer gave the elves the very advantage they needed to turn the tide of that first war. A PC who carries any of the objects once owned by Silisifex (such as her sword, *Soulcutter*) is an exception—the object's connection to Silisifex allows them to automatically recognize the voice as if they'd rolled a critical success. In any case, simply succeeding is enough for a PC to realize they might be able to discover an asset they can use to alter the course of the war if they investigate Dimcrater, the site where an elven hero nearly banished Treerazer back to the Outer Rifts.

A PC who succeeds at a DC 30 Nature check to Recall Knowledge intuits that this voice is being sent through Tanglebriar's interconnected fungal network, and that the shock of the Spore Queen's defeat likely allowed this fainter plea for help to finally rise above the overwhelming din of the network's corrupted and fiendish nature.



## Aelthian's Doom

When Aelthian's attempt to banish Treerazer backfired, the archmage was slain and his home was destroyed in a blast of magic. These banishing energies, which were meant to hurl Treerazer back into the Outer Rifts, instead reversed—they metaphysically imploded and blasted a hole in the other metaphorical direction, tearing a rip in reality and gouging a path into the Inner Plane known as the Void. Though Arabrecht was destroyed, leaving a gaping hole in existence in its place, Treerazer plucked Aelthian's soul and trapped it in his weapon, *Blackaxe*. Enraged by this attempt to banish him, the Lord of the Blasted Tarn hoped to torment, torture, and eventually consume his enemy's soul, yet even in death, Aelthian defied him, taunting him from beyond the grave. When Treerazer realized how vulnerable he had become because he retaliated against Aelthian, he was forced to turn his full attention back to his enemies. He thus consigned Aelthian's soul to a remote prison within the Void—a place that Treerazer himself barely avoided when he first flew beyond the reach of his father's wrath, after escaping from the Outer Rifts into Golarion. In time, Treerazer reasoned, he could work with the prison's warden to reclaim the elf's soul, but until then, Aelthian could remain safely locked away.

This prison is known as the Amaranthine Oublette. Located on Fallen Duromak in the Void, the prison is run by a scheming warden known as the Python, who promises that all held within his oublette will forever be kept apart from reality and crushed within his coils. Yet as he was consigned to his prison, Aelthian managed to cry out for help and send his voice through the roots of Tanglebriar, where parts of Kyonin that stubbornly resisted succumbing to its corruption still clung to life. This plea for help has repeated unheard ever since, lost to the void until today.

## War Interludes

As the Spore War reaches its violent conclusion, the PCs continue to operate deep behind enemy lines in a desperate attempt to undermine Treerazer's war machine—an act not dissimilar to the way Aelthian resisted Treerazer so long ago. While the PCs seek the source of the voice in the blight, and even as they infiltrate the Witchbole in Chapter 2, the battles of the Spore War rage on.

As before, though the PCs don't physically participate in these battles, they still take place in the background of the campaign, and the successes that the PCs accrue during play help to bolster their allies on the field of battle. As before, they may spend the Triumph Points they've accumulated (and will continue to accumulate)

during their adventures to ensure their allies succeed. Detailed below are several final War Interludes that describe key battles and developments of the Spore War before the Siege of Iadara begins in Chapter 2. An additional set of siege-themed interludes are presented in that chapter as well.

Keep public track of the total number of Triumph Points the PCs have earned. Each time a War Interlude occurs, the party must decide if they wish to spend a point to ensure a victory for Kyonin in the interlude or whether they want to save the point. Inform the PCs that any Triumph Points left unspent at the end of the Spore War Adventure Path will influence Kyonin and Tanglebriar's overall state after the war ends, but also remind them that they could face growing penalties and disadvantages if they let too many interludes pass by without victory!

Once the Siege of Iadara begins, the War Interludes shift in purpose from opportunities for the PCs to affect the flow of the war and earn some XP to opportunities for them to undermine Treerazer's power. These interludes allow the PCs to attempt to accrue Victory Points points called Torment Points, and the more of these they accumulate, the better their chances will be when they face Treerazer at the end of the campaign! See page 63 for more details about how Torment Points impact the final encounter.

### WAR INTERLUDE 1: RIVERS OF DARKNESS

Many of Kyonin's rivers flow from Tanglebriar's putrid corruption, yet for many years, the blight faded swiftly as the water flowed north into elven lands. In the previous adventure, corruption began to spread down these rivers, but now, they carry something far worse. Dense, dark clouds of toxic spores begin to use these rivers as routes into the forest's heart, threatening to slice Kyonin into sections isolated by rivers of darkness! This War Interlude occurs at the start of the adventure.

**Spend 0 Triumph Points:** The elves flee from Kyonin's rivers, and Tanglebriar's corruption is no longer limited to a slowly advancing front along Kyonin's southern border. Now, the blight spreads outwards from these rivers, drastically increasing the rate at which Tanglebriar's fiendish influence spreads. By the time Chapter 2 begins, Kyonin's southern half is lost, and all Triumph Point costs to resolve War Interludes during the Siege of Iadara are doubled.

**Spend 1 Triumph Point:** Druids, primal sorcerers, witches, and more rally to the defense of Kyonin's rivers, and a coordinated use of wind and purification magic limits the spread of these dark spore clouds along Kyonin's waterways. The PCs earn 40 XP.

## WAR INTERLUDE 2: FOR THE SPORE QUEEN!

The Haze above Tanglebriar—a permanent, vaporous sheet of spores and stench that blankets the swamp—reaches out as if alive. Immense tentacles of the Haze reach through the skies above Kyonin, blocking out the sun and raining poison down on the lands below. Tanglebriar's armies see this as retribution for the Spore Queen's death and rally below. This War Interlude occurs just after the PCs leave Golarion and enter the Void.

**Spend 0 Triumph Points:** Emboldened by rage and spurred by a need for revenge, the soldiers of Tanglebriar's army spend extra time ruining and despoiling the lands they march through. At the end of this adventure, treat the remaining Triumph Points as if they were 3 points lower when you determine the final state of Kyonin after the Spore War ends.

**Spend 1 Triumph Point:** Emboldened by the PCs' triumphs against the Spore Queen, Kyonin's people rise up and push the Haze back with unexpected ferocity by using wind magic and blasts of holy light. In certain places in Tanglebriar, the Haze is pierced and fails, and for the first time in centuries, sunlight shines directly on the lands below. At the end of the adventure, treat the remaining Triumph Points as if they were 3 points higher when you determine the final state of Kyonin after the Spore War ends. The PCs earn 40 XP.

## Research

The PCs might wish to take some additional time to investigate Aelthian or Arabrecht before heading to Dimcrater. These legends are known to many in Kyonin, but opinions vary. If the party spends a few hours Gathering Information in any sizable elven city in Kyonin, a PC who succeeds at a DC 25 Diplomacy check hears stories from some who consider Aelthian to have been a fool for his attempt to take Treerazer on single-handedly. While these opinions begrudgingly accept that Aelthian's gambit distracted Treerazer enough to turn the tide of the war, they argue (from the comfortable position of having been born long after the war played out) that self-sacrifice like that is a destructive form of egotism, and that a better solution would have been to share what he knew with Kyonin's leaders. With their help, surely the attempt to banish Treerazer would have succeeded.

A PC who critically succeeds at this check also comes across some folk whose opinions are tempered by their current lived experiences during the Spore War. Some note that Treerazer and his armies are a devastating force and that, just as before, the actions of a heroic few will likely spell the difference between triumph and destruction. These voices encourage

the PCs, who are now well-known heroes, to travel to Dimcrater and see if any remnant of Aelthian's magic remains behind. Though previous risky visits to Dimcrater revealed little of Aelthian's ultimate fate and spread the belief that nothing of value remains at the site, the PCs' discovery of Aelthian's voice suggests that perhaps something has changed for the better.


A PC can attempt a DC 20 Academia Lore check or a DC 25 Society check to Recall Knowledge about Aelthian or Arabrecht. On a success, they learn that Aelthian was a legendary archmage who secluded himself in his manor, Arabrecht. When the elves asked for assistance in killing Treerazer, he said that he could banish the demon lord with a single ritual. This ritual was unsuccessful in killing Treerazer, but it did distract the Lord of the Blasted Tarn for long enough to give the elven armies a chance to turn the tide of the war. The ruins of his home are now known as Dimcrater. On a critical success, they also learn that at Dimcrater's center now floats a sphere of pure darkness. Characters who are legendary in Arcana or Religion can automatically theorize that this sphere of darkness is a portal to the Void.

## DIMCRATER

Upon hearing Aelthian's faint cry for help and the promise of aid it carries, the PCs should make haste to Dimcrater, the site where Arabrecht once stood. If no PC managed to glean this information from the message, then an elven ally—perhaps Shalelu or Queen Telandia—can supply this information. Though the state of the Spore War is dire and necessarily implies a need for haste, and though Aelthian's desperate cry is certainly time sensitive, the PCs still have the opportunity to rest and recover from their adventures in Deathstalk Tower, or even to return to Iadara, Greengold, or another city to resupply. War Interlude 1 should occur at this point, and at your discretion, if the PCs take more than a week or two to move on to Dimcrater, War Interlude 2 could take place as well. In either case, an allied NPC could also urge the PCs onward and encourage them to seek out answers (and a way to defeat Treerazer) in Dimcrater.

Once they hear Aelthian's voice, his message constantly repeats while the PCs remain in Tanglebriar. They can easily ignore it if they wish, but it's always there if they focus on it. As they grow used to the voice in the blight, the PCs even realize there's a sense of directionality to the whisper—by concentrating, they can feel the voice calling to them from Dimcrater's direction.

Dimcrater is located about 40 miles west of Deathstalk Tower, but it is also about the same distance



**DIMCRATER**  
1 SQUARE = 5 FEET

from Tanglebriar's new northern border. By following the mental tug of Aelthian's voice, the PCs can navigate their way flawlessly toward Dimcrater for as long as they're in Tanglebriar. At this point in their adventuring careers, traveling to Dimcrater should be relatively easy for the PCs. They are aware of Tanglebriar's typical challenges and can anticipate them. The true difficulty in reaching Dimcrater lies in doing so without alerting Treerazer's greater forces of their plans.

With most of Tanglebriar's army focused on the front, there's little danger to challenge the PCs on their journey. At your discretion, however, and if the PCs need some more experience points, they could encounter groups of demons or other threats along the way. These should be Low 18 encounters, such as an attack by a group of three shemhazian demons (*Monster Core* 81) or by a band of six sporescout leshies (*Secret of Deathstalk Tower* 14). Avoid solo encounters with level 19 foes at this point.

### A. Dimcrater

### Severe 18

Tanglebriar's unruly thorns thin until gaps break through the dense growth. Beyond the forest's edge, a thirty-foot-wide swath of cleared land surrounds a hemisphere of darkness

that stretches sixty feet into the sky. Above, the churning clouds of the Haze seem to have difficulty illuminating the ring of undergrowth cleared around the dark sphere.

Regardless of the time of day, when the PCs arrive at Dimcrater, their first impression of the location is that a sphere of darkness partially fills a clearing in this otherwise blighted forest. Notably, the fifteen-foot-diameter hole to the Void at the sphere's center absorbs light (area A4), and this absorption is so complete that only greater darkvision can pierce it in a 30-foot emanation around this area (to the extent of the crater's edge in area A3). Regular darkvision can penetrate the murk only to a further emanation of 45 feet (in other words, to the edge of the brittle, shadowy fungus in area A2). Lastly, Tanglebriar's standard dim-illumination holds sway near the clearing's edge (area A1).

The darkness (from A2 to the center) attempts to counteract any source of magical light that enters the area at a counteract rank of 10th with a +28 modifier to the roll at the end of each round. The sphere of darkness is itself a 10th-rank magical effect. If it is countered, it automatically activates again 24 hours later as long as the portal to the Void remains active.

Shutting down this portal is beyond the scope of this adventure, but such an endeavor might someday become a goal for a new group of adventurers.

If the PCs possess darkvision, they can see into the hemisphere of darkness. Proceed with the following read aloud text.

Beyond the shroud of darkness, the ground is no longer clear. A tangle of dry-looking fungus and fallen trees lies here, the trunks arrayed in an outward facing pattern as if something deeper in that sphere of darkness knocked them all outward.

If the PCs possess greater darkvision, they can see more. Proceed with the following read aloud text.

Beyond the ring of fallen trees, the ground falls away into a perfectly circular crater. Above, at the center of the crater, floats a lightless hole in reality, a great absence that feels as if it tugs at everything around it.

The crater's edge (area **A3**) drops away steeply before leveling out to a flat area directly under the Void portal above it as though it were the shape of an inverted sphere. The crater's walls remain startlingly smooth to this day. A patch of black fungus grows directly below the sphere, which floats at the surrounding ground level, its base thirty feet above the crater's lowest point. A PC must succeed at a DC 40 Athletics check to Climb the steeper sides of the crater within 15 feet of its outer edge, and a PC who walks over the edge in the dark can Grab the Edge with a DC 30 Reflex save; otherwise, they tumble down into the black fungus below, taking 15 points of bludgeoning damage from the fall.

**Creatures:** Treerazer still smarts from the damage done to him by Aelthian at this site, so he maintains a set of four guardians in the outer reaches of Dimcrater: six mentally linked, fiendish fungi known as crowded veils. These human-sized animate mushrooms stand equidistant around the clearing between areas **A1** and **A2** and quickly surge into action as soon as they spot intruders. As they attack, they begin transmitting messages to all other crowded veils, including to some found within Treerazer's Witchbole. These messages take a minute to transmit. At the end of each round that at least one crowded veil remains alive and aware of the PCs, attempt a DC 5 flat check. On a failure, the information spreads and costs the PCs 1 Triumph Point. The PCs can lose no more than 3 Triumph Points during this encounter.

### CROWDED VEILS (6)

### CREATURE 14

Page 80

**Initiative** Perception +28

### ALTERNATE ROUTES

While the void portal is the simplest route into the rest of the adventure, it's not the only one. Interplanar teleport can bring the PCs to the Void, but since none of them has traveled to the Amaranthine Oubliette before, they'll appear at a random point in the Void, likely impossibly far from the oubliette. In this case, you should create a few Trivial or Low encounters populated with creatures that the PCs could potentially interact with to find directions to the oubliette.

An even more powerful solution is *gate*, but as the PCs are still 18th level, this 10th-rank spell should be just out of their reach. At your discretion, Queen Telandia could supply the PCs with a *scroll of gate* to use to make this trip. Using *gate* to travel to the Amaranthine Oubliette allows the PCs to appear as close to their destination as if they used the void portal—the Python's influence over the prison prevents any *gate* from being able to open within the oubliette's walls.

**Hazard:** The fallen trees and brittle-looking fungi hide a dangerous hazard Treerazer placed here—one intended to prevent anyone from reaching the Void portal and for anything escaping it from making its way out into Tanglebriar.

### FUNGAL COLONY

### HAZARD 19

UNIQUE COMPLEX ENVIRONMENTAL FUNGUS

**Stealth** +37 (legendary)

**Description** A ring of dead trees covered in dry fungus suddenly shakes and rattles as if something inside some of the trees were about to explode.

**Disable** DC 45 Nature twice to appeal to spirits of the natural world still lingering in the area and ask them to neutralize the infestation, DC 39 Survival four times to gently break open four key tree trunks in the colony to allow the spores to vent harmlessly, or DC 48 Thievery to trigger a chain reaction among the logs that forces the hazard to implode dramatically but harmlessly. Once the hazard is triggered, only the Nature check can disable it.

**Fungal Eruption**  $\curvearrowright$  (incapacitation, primal) **Trigger** A Small or larger creature enters the hazardous ring or attempts to fly over it at a height of less than 120 feet; **Effect** The ring of fallen trees explodes upward to a height of 120 feet. All creatures in the ring or within the area 120 feet above it take 8d6 piercing damage and must attempt a DC 41 Reflex save. The fungal colony then rolls initiative.

**Critical Success** The target is unaffected.

**Success** The target takes half damage and is sickened 1.

**Failure** The target takes full damage, is sickened 1, and is slowed 1 for 1 minute as spores settle on their bodies and quickly grow into rigid, interlocking plates. A creature can attempt to Escape the shells (DC 41) to end the slowed 1 effect early.

**Critical Failure** The target takes double damage and is restrained as they become almost completely encased in a hard fungal shell until they roll to Escape (DC 41), at which point they are slowed 1 for an additional minute until they Escape a second time.

**Routine** (1 action; poison, primal) The 120-foot-tall plume of spores turn toxic. Each round, the spore cloud's highest point drops by 40 feet, and it expands outward from the initial perimeter at **A2** by 20 feet on the ground and at a height of 10 feet. At the end of the third round, the spore cloud stabilizes as a ten-foot-high ring with a width of 45 feet, which completely fills the clearing with ease. This spore cloud doesn't obscure vision, but creatures that end their turn in it take 5d6 poison damage (DC 41 basic Fortitude save).

On round 4, the spore cloud settles to the ground on the hazard's action. If the hazard hasn't yet been disabled, the ground between areas **A1** and **A2** erupts, and a trio of fungus-encrusted warsworns, their bodies composed of fungus-encrusted warsworns, their bodies composed of ancient elven skeletons bound together by glistening filaments of mold, rises up to attack all intruders in the area. At this point, the hazard deactivates, but the warsworns fight until they're destroyed.

**Reset** 24 hours after the fungal colonies erupt, the hazard reactivates and can trigger again. If the warsworns are activated and destroyed, they do not appear again on a subsequent triggering.

### WARSWORNS (3)

CREATURE 16

Monster Core 342

Initiative Perception +27

**Treasure:** While the remains of most of those who succumbed to this second layer of defense over the years were consumed by the fungus and drawn into the bodies of the warsworns, one dead elven woman remains intact, partially covered by ash and fallen branches near the crater's western rim. A Search of the area reveals these remains at once, which still wear a suit of +3 *greater resilient greater fortification standard-grade elven chain* and still carry a +3 *greater striking holy quickstrike high-grade dawnsilver longsword*.

### Approaching

Moderate 18

The void portal (area **A4**) is fifteen feet in diameter and floats 30 feet in the air. The tangle of thorny vines below the portal coils upward in a braided twist, looking almost like an inverted tornado made from brambles, its tip stopping shy of touching the void portal by mere inches. Although the brambles look flimsy, they are solid as iron and can be Climbed with a DC 20 Athletics check, but each time a creature makes a check to Climb, the brambles inflict 4d6 piercing damage (DC 40 basic Reflex save).

As soon as a PC approaches within ten feet of the portal, Aelthian's voice changes—it is no longer that of a prerecorded plea, as his imprisoned soul can sense the proximity of salvation in the PCs. He speaks again, this time in a loud cry that can be heard clearly by anyone in Dimcrater.



Fungal Colony

"You! I can feel you! I'm here... inside... locked within the Amaranthine Oubliette! Save me before Treerazer finishes us off, and I can help you defeat him! We have so little time! But beware! The Python is..."

At that point, the voice cuts off. The Python notices Aelthian's soul crying out for help in mere moments, then raises additional barriers to isolate him (including sending a patrol to investigate—see *Creatures* below). As for Aelthian's words, though it might seem to the PCs that he's promising aid in the Spore War, the truth is that, in his prison, Aelthian is unable to sense the passage of time. He believes his failed attempt to banish Treerazer is a recent defeat perhaps only hours in the past, and his fear that the demon is about to crush the elves is rooted in an alternate possible outcome to a war the elves won centuries ago.

**Creatures:** The guards sent to investigate are a group of four fifteen-foot-tall humanoids who manifest within the crater soon after Aelthian's voice is cut off—they are *sumbreivas*. They treat the inner surface of the crater as if gravity were constantly pulling directly perpendicular and can move with ease along the inner surface as a result, their orientation shifting so that, to them, "up" is always toward the void portal. Each of these *sumbreivas* carries a set of *void shackles* (page 79), and their orders from the oubliette's warden are to capture any who dare attempt to enter the portal. Those who seek the oubliette, the Python reasons, should be given the opportunity to visit, and to stay, forever.

The *sumbreivas* do not engage in a battle that takes place beyond the crater's rim, but if such a fight spills over into the crater, they swiftly leap to action. They take a -2 penalty on Strikes to deal nonlethal damage to creatures they think are close to defeat, hoping to capture them alive. Those they do defeat are placed in a set of *void shackles*. Those whom they slay they attempt to claim as trophies, for the Amaranthine Oubliette can imprison souls as easily as the living. These guardians fight silently and to the death until only one remains, at which point that *sumbreiva* attempts to retreat into the void. To do so, they must simply attempt a DC 40 Athletics check to perform a High Jump; on a success, they leap close enough to the void portal that it tugs them through. If a *sumbreiva* manages to escape into the Void, they may be able to alert the Amaranthine Oubliette, as detailed in the next section.

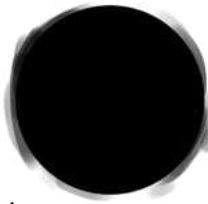
## SUMBREIVAS (4)

CREATURE 16

*Pathfinder Bestiary* 3 260

Initiative Perception +29

Items *void shackles* (page 79)



## INTO THE VOID

Once the guardians of Dimcrater are dealt with, travel through the Void portal is simple—a character need only to touch the sphere to be instantaneously transported. An unwilling creature can resist with a DC 40 Will save.

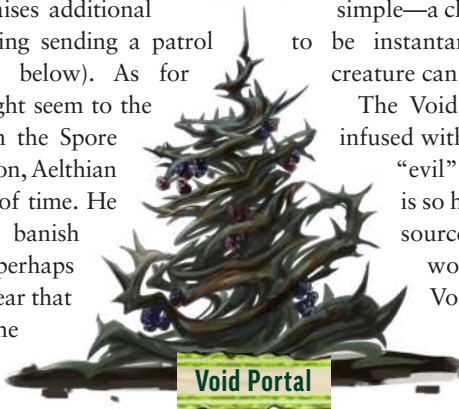
The Void is an inhospitable realm, a reality infused with the very antithesis of life. While not "evil" in and of itself, the nature of the Void is so hostile to life that most see it as a great source of horror. Very few living creatures would intentionally seek to visit the Void save those who seek the corrupting arms of undeath, fools who think they could harness its power for their own greatness... or brave adventurers on a desperate mission.

The nature of the Void is summarized on page 175 of the *GM Core*. Regardless of how the PCs travel to the Void, their living nature helps in a small way to anchor them, at first, to something physical to stand upon—they are not cast into the seemingly limitless dark to drift without aim for eternity. Those who use the void portal or a well-researched *gate* spell arrive near the Amaranthine Oubliette, as detailed in the following section, while those who use *interplanar teleport* could arrive anywhere else, even upon a drifting chunk of crystal barely larger than a sailing ship, floating in the nothingness. "Down" is always toward a nearby solid mass to non-mindless creatures, and unattended objects float and drift where they are released.

The greatest initial peril facing the PCs in the Void is the plane's very nature of "antilife." At the end of each round, a living creature in the Void takes 2d6 void damage, but within the Amaranthine Oubliette's reach, this damage is lessened or even negated, for part of this jail's purpose is to keep its living prisoners alive for as long as possible. The rest of this adventure assumes the PCs arrive via the void portal, in easy reach of the oubliette's "safety."

## THE AMARANTHINE OUBLIETTE

Aelthian's soul has been imprisoned in the Amaranthine Oubliette since Treerazer locked him away so many centuries ago. When Treerazer inverted the banishing magic intended to hurl him back to the Outer Rifts, the magic instead destroyed Aelthian's home, snuffed his life out, and tore a hole in reality that leads into





## ADVENTURING IN THE VOID

As the heroes infiltrate the Amaranthine Oubliette, keep in mind that the PCs aren't on Golarion. The Void has the subjective gravity trait (*GM Core* 172), which means that a character can leave a tight spot by suddenly imagining the ceiling to be "up" or otherwise manipulating their personal experience of gravity. Other ways to convey the physical experience of being on another plane include emphasizing the sapping feature of the plane and how it slowly drains the heroes' vitality (even once they're inside the prison and no longer take void damage every round), depicting furniture or decorations in the prison crumbling to dust, and vividly describing the darkness that gives The Void its name. See page 175 of *GM Core* for more information on this hostile plane.

the Void. Such magic didn't open that hole into just anywhere in the Void, though—it unerringly sought out "like-minded" magic and opened a path near an ancient prison attended by an exiled archdevil. This was the Amaranthine Oubliette, and its magical wards swiftly gathered this new soul and tucked it safely away.

Treerazer knows that Aelthian's soul is locked away in the oubliette—an unintended side-effect that pleased him nonetheless, for such a prison kept his enemy secure and in a form of stasis. One day after destroying Kyonin, Treerazer promised himself, he would bargain to have Aelthian's soul returned to Golarion so he could witness the archmage's final failure and then finally consume him.

Portals like this have been torn open on countless other worlds, and they still exist, dark and invisible in the space surrounding the oubliette. Whether the oubliette's presence draws these portals in or whether the ancient and long-gone architects of the prison chose this site knowing the area had this quality is irrelevant.

The Amaranthine Oubliette is ancient, but the land on which it looms is even older. This place is known as Fallen Duromak and was once an inhabited planet in the Universe that was dragged into the Void early in the Age of Legend, during an invasion of devils and qliphoth. Now, this once-inhabited world is a shattered planetary fragment. Countless mysteries and perils lurk on Fallen Duromak, but those are beyond the scope of this adventure. The PCs' goals should be focused on their upcoming infiltration of one of the Great Beyond's most dangerous and deadly prisons.

Read or paraphrase the following when the PCs first arrive in sight of the Amaranthine Oubliette.

The sky above is a limitless darkness in which no star could ever shine. Beautiful and strange, it is pierced by countless lanterns and glowing stones that illuminate a sprawling fortress perched at the edge of a cliff that drops away into forever. Several watchtowers are connected by red stone walls, beyond which a maze of courtyards leads to a central structure that looms hundreds more feet above, its architecture stark and brutal in its efficiency. Simply to look at this monolithic fortress is to know that here stands a prison that has no need for windows. It is a place where hope is unwelcome and has no place, and a grave where death itself becomes a lie.

## The Warden

Over the eons, the Amaranthine Oubliette has hosted more than a dozen wardens. Its current, the 13th, is known as the Python—an exiled archdevil thought by Hell to be long-dead and who has changed his name and nature to remain hidden in hopes of some day returning to the Great Beyond to reclaim his empire of Avernus. Once known as the Archdevil Typhon, the oubliette's latest warden bides his time, waiting for the right moment to seize what was lost to him when the empyreal lord Ragathiel defeated him in battle. By using the agony and torment of the Amaranthine Oubliette as a sort of metaphysical pressure cooker, the Python cultivates agony and despair until the souls imprisoned inside it reach a breaking point, whereupon he consumes them. Once he's devoured enough agony to exceed what is held within a layer of Hell itself, the Python intends to abandon the Amaranthine Oubliette and unleash that stored pain upon Avernus; he plans to lead an unexpected invasion to reclaim the realm he still covets and feels entitled to. Aelthian's soul is nearly ripe for this harvest, and the PCs must contend with the Python's plans in addition to grappling with the complexities of infiltrating the oubliette and rescuing one of its lost souls.

## Amaranthine Oubliette Features

The Amaranthine Oubliette is a sprawling structure that covers several acres of land. Consisting of dozens of immense buildings, each branching from a central watchtower that subdivides the area within into different courtyards, the structure consists of no less than 23 different levels: thirteen above ground, and another ten that extend deep into the stone of Fallen Duromak. The totality of the Amaranthine Oubliette and the sheer number of defenses and guardians it

contains are overwhelming, and while maps of key areas of the oubliette are presented later in this chapter, no full map of the sprawling prison is provided. Instead, the PCs must plan and execute a dangerous infiltration of the prison using the rules presented on pages 196–199 of the *GM Core*.

The Amaranthine Oubliette takes its name from the strange stone it's built from: a special material known as amarancite that is formed when compressed crystals of raw Void infuse the natural basalt stone of the region. The resulting material is rose-red when illuminated but deepens to dark purple in direct light. Magic effects that manipulate stone function just as well on amarancite as they do on stone, but amarancite exceeds even iron when it comes to withstanding damage—walls or doors made of this material have Hardness 30 and HP 120 (BT 60). The oubliette itself is well illuminated by glowing red lanterns or torches with flames that stand unnaturally still; all these sources are in effect *everlight crystals*, but if taken from the Void, they crumble to ash. Likewise, amarancite itself cannot exist outside of the void and crumbles to useless powder if brought outside of this plane.

Within the Amaranthine Oubliette, the walls provide shelter from the Void's harmful environment. Here, the Void's planar essence trait of void is suppressed, but living creatures within the prison's walls face three unique effects—some seemingly beneficial, but all of which, in context, prove cruel in nature.

- **Cruel Sustenance:** Living creatures imprisoned within the Amaranthine Oubliette are sustained without the need to eat and drink, and food and drink tastes bland and unappealing to all within its walls. This doesn't affect the food or drink's other qualities, but over time, those who stay in the prison simply lose interest in eating or drinking.
- **Hateful Immortality:** A living creature that dies inside the Amaranthine Oubliette's walls does not actually die. Instead, they become paralyzed and stupefied 5 from the pain and the horror of being “dead but conscious.” These bodies do not decay or breathe, even though they endure the pain of death. A creature whose body is completely mangled, cut into separate parts, or entirely destroyed (as by being burned to ashes or disintegrated) remains conscious in the location of its death; it is unable to become undead or to enter the River of Souls, and it cannot affect the world in any way other than to simply observe it. The current warden of the Amaranthine Oubliette can, as an Interact action, grant a creature true death by releasing its soul, but the

Python instead keeps these souls in stasis until they are ripe for the eating. As long as a creature's body is relatively intact (subject to the GM's discretion), it can be restored to life from death through magical healing, at which point they are no longer paralyzed but remain stupefied 5 for an unlimited duration. Spells like *raise dead* or rituals like *resurrection* restore such a body to life normally—and, in cases where the body itself has been destroyed, represent the only way to restore life to such a trapped soul.

- **Warped Dimensions:** The oubliette was built to contain powerful prisoners, including those who can become incorporeal or use teleportation effects. The walls of the oubliette function as force effects in barring movement through them by incorporeal creatures. The prison also automatically attempts to counter any teleportation spell or effect that attempts to enter or exit the structure; this is a 10th-rank effect with a +30 modifier to the roll. The oubliette does not attempt to counter these effects when they are created by the warden or any of its guards.

## Other Prisoners

Aelthian is but one of countless myriad prisoners of all walks of life or unlfe who are held captive within the Amaranthine Oubliette. While the PCs will have a chance to bring mercy to some of the trapped souls if they extend their infiltration into the warden's personal quarters, they won't be able to rescue everyone in the prison, and doing so can make their job more dangerous. If the PCs insist on setting other prisoners free, keep in mind that the majority of those imprisoned here are cruel, tormented, or have long ago lost their way and may thus act unpredictably and violently. Worse yet, the more prisoners are released, the more alert the oubliette's protectors grow.

Each prisoner released in excess of Aelthian causes the PCs to gain 1 Awareness Point—this pursuit, while perhaps noble, will swiftly lead to the infiltration's early end. You should warn the PCs about this if they seem ready to release other prisoners, pointing out that a greater mission to free the oubliette's trapped souls is a task perhaps better suited for some point after Treerazer has been defeated (see *Beyond the Campaign* on page 67).

## INFILTRATING THE OUBLIETTE

The task of Aelthian's soul requires making use of the infiltration rules. Due to the obscure nature of the prison, there are no opportunities for the PCs to undertake any Preparation activities before the

infiltration, although there are other ways they can earn Edge Points during play. At times during the infiltration, play shifts into encounter mode as the PCs navigate particularly dangerous or unusual parts of the prison.

Once the PCs arrive in the area, they no longer hear Aelthian's voice, though they still retain their supernatural connection to him—they can always sense the general direction of the elf's soul and can tell it is hidden deep within the central tower. Navigating the oubliette's significant defenses is the problem. Unlike a typical prison, no guards are stationed in the courtyards or external walls of the Amaranthine Oubliette, as very few visitors come to this remote location.

### Obstacles

This infiltration is split into three phases to indicate whether the PCs are breaking in (phase 1), exploring the prison (phase 2), or actively escaping (phase 3). Some options are only available during certain phases, as indicated. Also remember that at the end of each infiltration round, the party accrues 1 Awareness Point.

Some obstacles can award Loot Points; these can be spent to seek treasure using the Loot the Oubliette opportunity (see page 17).



Amaranthine Oubliette

Remember that characters can always choose to pursue opportunities (see page 17) or simply skip a roll entirely to avoid potentially accruing more Awareness Points on their turns (especially during Phase 1).

The PCs must overcome the following obstacles in order during the infiltration. Now and then, play shifts from the infiltration rules to encounter-based play, as detailed in specific obstacles.

Each infiltration round encompasses 1 hour of in-world time.

### PHASE 1: ENTER THE OUBLIETTE **OBSTACLE**

**Infiltration Points** 4 (group); **Overcome** DC 38 Architecture Lore to take advantage of the outer fortress's construction, DC 39 Acrobatics or Athletics to clamber up and over walls or to balance on narrow precipices, DC 40 Thievery to disable blockades and pick locks, DC 41 Arcana or Occultism to understand the nature of the outer walls' magical wards, or DC 43 Perception to keep track of where you've been and to spot shortcuts

The PCs navigate the oubliette's outer walls and exterior magical wards to reach the structure's sprawling interior.

### PHASE 1: NAVIGATE OUTER DEFENSES **OBSTACLE**

**Infiltration Points** 4 (group); **Overcome** DC 38 Thievery to disable defenses, DC 40 Athletics to take alternate routes or force open barriers, or DC 43 Arcana or Occultism to notice a magical sensor before it notices the party

The oubliette's outer halls and initial chambers are a maze of traps, guardians, heavy doors, and magical sensors.

**Critical Success** The PC notices a potential location to secure a bit of treasure; the party accrues 1 Loot Point. (No more than 2 Loot Points may be accrued because of critical successes at overcoming this Obstacle).

### PHASE 2: LEARN GUARD ROUTES **OBSTACLE**

**Infiltration Points** 2 (group); **Overcome** DC 38 Warfare Lore to anticipate patrol patterns, DC 40 Stealth to remain unobserved, or DC 43 Perception to watch and learn

Once within the structure, guard patrols are more frequent. Learning their patterns is key to avoiding detection.

**Critical Success** As a success, but the PCs additionally learn the location of the warden's chambers. The PCs realize that while exploring these chambers is incredibly risky, it could provide some significant advantages for the rest of the infiltration—if they can avoid encountering the warden! The PCs can now opt to visit the Warden's Den (area C).

**Success** In addition to gaining Infiltration Points as normal, the PCs discover that more than just guards wander the halls of the oubliette—a wide range of visiting entities and creatures are also present in the prison, responsible for various tasks ranging from handing over prisoners,

arranging visitations, or more nefarious requests requiring access to a prisoner. They also notice that the guards regularly move toward a central room, which seems to serve as a hub of some type for patrol activity. The PCs can now opt to visit the Observation Tower (area **B1**).

## PHASE 2: FIND AELTHIAN'S CELLBLOCK OBSTACLE

**Infiltration Points** 4 (group); **Overcome** DC 38 Architecture Lore to recognize ancient patterns to the prison's layout and use that to deduce where Aelthian might be imprisoned, DC 40 Diplomacy to delicately ask for directions while disguised as a visitor, or DC 43 Perception to spot cleverly hidden navigational marks on the walls that are intended for the guards' use

The PCs must discover the exact location of Aelthian's cellblock (and thus his cell).

**Critical Success** The PC notices a potential location to secure a bit of treasure; the party accrues 1 Loot Point. (No more than 2 Loot Points may be accrued because of critical successes at overcoming this Obstacle).

## PHASE 2: ENTER THE UNDERWORKS OBSTACLE

**Infiltration Points** 2 (group); **Overcome** DC 38 Deception to distract guards from the entrance, DC 40 Athletics to Force Open the entrance, or DC 43 Thievery to disable the complex grating

The best route to Aelthian's prison cell involves entering the "underworks," a sewer-like warren that bypasses several overwhelmingly protected guard posts.

**Special** Once this obstacle is overcome, the PCs arrive at encounter area **B2** and must progress through it to emerge into the targeted cell block. Proceed with areas **B2** (page 20) and **B3** (page 21).

## PHASE 3: FLEE THE PRISON OBSTACLE

**Infiltration Points** 4 (group); **Overcome** DC 38 Survival to backtrack your way out of the prison, DC 40 Stealth to creep along without being noticed, or Strike against AC 43 to swiftly defeat a guard that notices the group

Once the PCs have rescued Aelthian's soul from area **B3** (or if they are forced to flee because the Warden is seeking them out), they can pursue this final obstacle to escape. This obstacle involves ducking down side corridors, taking every opportunity to hide, and quickly defeating guards who accost them. If the PCs created a map of the Amaranthine Oubliette (see Opportunities on page 17), they gain its bonus during this obstacle.

**Special** If the PCs have revealed the atrocities in area **C**, they only need to accrue 1 Infiltration Point to overcome this obstacle.

**Reward:** Grant the PCs 10 XP after each obstacle is completed, for a total of 60 XP in all.

## Awareness Point Tiers

Awareness Point tiers for this infiltration are as follows.

**5 Awareness Points:** The first time the PCs reach this tier, the Void Flare complication occurs.

**10 Awareness Points:** The first time the PCs reach this tier, the Fading Signal complication occurs.

**15 Awareness Points:** Suspicions are raised. Increase the DC for obstacles by 1.

**20 Awareness Points:** The first time the PCs reach this tier, the Amaranthine Guards complication occurs.

**25 Awareness Points:** The prison goes onto heightened alert. Increase the DC for obstacles by a total of 2.

**30 Awareness Points:** The first time the PCs reach this tier, the Void Flare occurs a second time.

**35 Awareness Points:** The Python realizes that his guards and the oubliette's wards aren't doing their job. Increase the DC for obstacles by a total of 3. The first time the PCs reach this tier, the Warden's Notice complication occurs.

**40 Awareness Points:** The Python grows weary of the repeated failure of his guards and the oubliette's defenses, and he seeks out the PCs to attack them personally. This gives the PCs a choice—they can abandon what they're doing to Flee the Prison, or they can choose to face the Python in person. If they choose to try to Flee the Prison, they have only one infiltration round to succeed; if they fail, they automatically face the Python. Since the Python is a level 23 creature, this is beyond an Extreme-threat solo fight; wise PCs swiftly surrender to the Python. See the Python's NPC entry on page 90 for more details. The infiltration is a failure, of course, but depending on how well the PCs do in their encounter with the Python, they might be able to salvage something from the attempt.

## Complications

The Amaranthine Oubliette contains layers of protection. These complications are triggered when the PCs reach certain Awareness Point (AP) tiers. For each one, a PC makes a check to attempt to overcome it. Other PCs can Aid this check by attempting a DC 38 check of the same type as the one made by the PC attempting to overcome the complication.

### AMARANTHINE GUARDS COMPLICATION

**Trigger** The PCs reach 20 AP for the first time

**Overcome** DC 38 Stealth to swiftly guide the party into a hiding spot, DC 40 Deception to step forward and trick the guards into thinking your group should be here, or DC 43 Perception to notice the approaching guards soon enough to guide the group to safety

## ESCAPE VIA TELEPORTATION

If one of the PCs can cast *interplanar teleport*, they can attempt to do so to escape instead of attempting to Flee the Prison. Each attempt must face the potential to be counteracted, and each time such an attempt is counteracted, the PCs accrue 1 AP. (In the unlikely event that a PC can cast *gate*, that effect also runs the risk of being counteracted, but since *gate* is only a two-action spell, attempts to do so do can be made many times during an infiltration round.) If the spell is successful, the PCs and Aelthian's soul escape automatically, but where they arrive is up to the caster's choice.

The PCs can make multiple attempts to cast *interplanar teleport*, but each one takes 10 minutes and leaves them less time to pursue the Flee the Prison obstacle. Each time an attempt fails, the DCs for Flee the Prison made during that same infiltration round increase by 2, and if six attempts are made and failed, that infiltration round comes to an end and the PCs accrue 1 AP (after which the DCs to Flee the Prison reset to normal for the following infiltration round).

A patrol of guards consisting of 4 devasances (page 83) approaches the party's location. Swift action is needed to avoid a confrontation!

**Critical Success** Your quick thinking lets the party avoid the guards entirely, but you also overhear the guards talking about a valuable object nearby; the party gains 1 Loot Point.

**Success** Your quick thinking lets the party avoid the guards entirely.

**Failure** You did your best, but the guards are still suspicious; they move on, but the party accrues 1 AP.

**Critical Failure** The guards aren't buying it. The party accrues 1 AP, and the 4 devasances attack! This is a Moderate 18 encounter that takes place in a fifteen-foot-wide hallway with no exits nearby. At the end of each round of combat, attempt a DC 15 flat check. On a success, the PCs accrue 1 AP.

## FADING SIGNAL

## COMPLICATION

**Trigger** The PCs reach 10 AP for the first time

**Overcome** DC 38 Will save to maintain the spiritual connection to the signal, or DC 40 Occultism to understand and fight against the forces that are causing the signal to fade

As the Amaranthine Oubliette's internal defenses grow more active in reaction to the PCs' intrusions, it becomes

more difficult to sense the lingering spiritual energy from Aelthian's soul.

**Critical Success** The fading signal becomes even stronger than before, revealing the presence of a powerful magical aura somewhere nearby; the party gains 1 Loot Point.

**Success** The fading signal returns to full strength.

**Failure** The signal grows faint and harder to follow; increase the DCs to Find Aelthian's Cellblock by 2.

**Critical Failure** As failure, but the Python notices the signal as well; the Warden's Notice complication occurs.

## VOID FLARE

## COMPLICATION

**Trigger** The PCs reach the following Awareness Point tiers for the first time: 5 AP and 30 AP

**Overcome** DC 38 Arcana or Religion to stanch the growing void energy or DC 40 Nature or Occultism to redirect the energy harmlessly

While the Amaranthine Oubliette isn't sapient, its complex network of sensors and wards allow it to react in a way that proves similar to how a living creature's body produces antibodies to fight infections. The Amaranthine Oubliette takes note of the PCs' disruptive actions and lowers its wards against the Void for a moment.

**Success** The void flare dissipates harmlessly.

**Failure** The void flare causes ripples of black fire to play along the walls throughout the Amaranthine Oubliette; the party accrues 1 AP.

**Critical Failure** As failure, but the party instead accrues 2 AP and blasts of the eerie black flames strike them; each PC takes 20d6 void damage (DC 38 basic Fortitude save).

## WARDEN'S NOTICE

## COMPLICATION

**Trigger** The PCs reach 35 AP for the first time, or the PCs critically fail at the Fading Signal complication

**Overcome** DC 38 Stealth to avoid the warden's notice, DC 40 Deception to not appear suspicious, or DC 43 Arcana, Nature, Occultism, or Religion to be able to manipulate the oubliette's magical sensors and obscure the group's presence

The Python can no longer ignore what's going on and takes a more active role in the prison's defense.

**Critical Success** The Python fails to notice the PCs and assumes that his guards are just overreacting.

**Success** The Python fails to notice the PCs, but he still suspects trouble. The party accrues 1 AP.

**Failure** The Python decides the PCs must be eliminated. He sends guards to confront them, and they immediately face an Amaranthine Guards complication. The party accrues 1 AP.

**Critical Failure** As failure, but the Python is also now guaranteed to be present in his chambers in area C should the PCs visit that area. The party accrues 3 AP.

## Opportunities

During an infiltration round, a PC can always opt to attempt to take advantage of an opportunity instead of helping to overcome an obstacle. When each infiltration round begins, inform the PCs about any opportunities they can try out that round in place of attempting to overcome an obstacle.

### EAVESDROP

### OPPORTUNITY

**AUDITORY** **LINGUISTIC**

**Requirements** It's currently Phase 2, and the PC can understand Diabolic, Necril, or Shadowtongue.

The PC spends the round listening to nearby conversations and then attempts a DC 38 Perception check. This check drops to DC 36 if the PC understands two of the required languages and to DC 33 if they understand all three.

**Critical Success** The PC overhears a pair of guards discussing a location where something of value might be looted, in addition to other sorts of useful information. The PCs earn 1 Loot Point and 1 Edge Point.

**Success** As critical success, but the PC must choose between earning a Loot Point or an Edge Point.

**Failure** Nothing of interest is heard.

**Critical Failure** The PC is spotted! The party accrues 1 AP.

### LOOT THE OUBLIETTE

### OPPORTUNITY

**Requirements** Spend a Loot Point; treasure is still available (see the sidebar on page 19)

The PC spends a Loot Point and takes advantage of the chance to attempt to claim a valuable object. The treasure isn't easy pickings, though, and requires either a DC 36 Thievery check to claim, a DC 38 Acrobatics or Athletics check to reach, or a DC 43 Arcana, Nature, Occultism, or Religion check to secure through magical means. If a PC casts a spell that you deem would be particularly helpful in securing the treasure, reduce this to a DC 38 check.

**Critical Success** The PC secures the treasure and find a clue pointing toward another treasure; the party earns 1 Loot Point.

**Success** The PC secures the treasure.

**Failure** The PC fails to secure the treasure, but someone can try again without spending a Loot Point.

**Critical Failure** The PC fails to secure the treasure so disastrously that it becomes more difficult to reach; it can be tried for again but costs a Loot Point to do so.

### MAP THE AMARANTHINE OUBLIETTE OPPORTUNITY

**Requirements** It's currently Phase 1 or Phase 2

Rather than attempting to overcome an obstacle, the PC instead spends the round creating a map of the Amaranthine Oublette. The PC attempts a DC 36 Architecture or Scribing Lore check, a DC 38 Survival check, or a DC 40 Crafting check. These checks accrue Victory Points. Each time a

check to map the area results in a critical failure, the PCs accrue 1 AP. Once the map is complete at 5 or more Victory Points, this opportunity is no longer available. There is no benefit to having multiple maps.

**1-2 Victory Points:** The map is far from complete but has some helpful notes. Referring to the map grants a +1 item bonus to checks made to overcome the Flee the Prison obstacle during Phase 3, and the map itself can be sold to a collector later for 1,000 gp.

**3-4 Victory Points:** The map is coming along. The PCs earn 1 Loot Point the first time they reach 3 Victory Points, as the growing map points to the existence of a hidden chamber that could hold treasure. The map grants a +2 item bonus during Phase 3 and can be sold to a collector for 5,000 gp.

**5 or more Victory Points:** The map is complete enough to serve the PCs as a solid reference. The Warden's Chambers opportunity becomes available. The PCs earn 1 Edge Point, the map grants a +3 item bonus during Phase 3, and it can be sold to a collector for 10,000 gp.



### A FAILED INFILTRATION

If the PCs fail at this infiltration, they have a choice. They can go on to Chapter 2 without any of the advantages that Aelthian might have granted them (they do not gain heroic artifacts) and do their best, or they can wait and attempt to infiltrate the oubliette again another day, starting from scratch. Each day they wait reduces their accumulated AP by 1, but every 7 days they wait, they also lose 1 Triumph Point. If the PCs are reduced to 0 Triumph Points in this manner, the events of Chapter 2 begin immediately, and any further attempts to infiltrate the Amaranthine Oubliette are lost.

#### STAND WATCH

A PC can pursue this opportunity during any phase of the infiltration in place of attempting to overcome an obstacle during their turn on a round. Instead of attempting to progress the infiltration, the PC stands watch, ready to alert the other PCs as needed. The PC attempts a DC 38 Perception check.

**Critical Success** The PC grants all other PCs a +3 circumstance bonus to any checks made to overcome obstacles for the remainder of the infiltration round.

**Success** The PC grants one other PC of their choice a +3 circumstance bonus to that PC's next check to overcome an obstacle during this round.

**Failure** As success, but only a +1 circumstance bonus.

**Critical Failure** The PC not only provides no bonus, but is too obvious; the party accrues 1 AP.

#### OPPORTUNITY

chamber. Sets of eight 100-foot-long amaranthine bridges span the breadth of the pit outside and connect the tower to the fortress that surrounds it. The tower spans a height of 13 floors, one to match each of the fortress's own, and each tower floor is connected to the fortress by a different set of eight 100-foot-long amaranthine walkways. Allow the PCs to choose which floor they wish to enter and which walkway they wish to use to enter the area—the party can split up as they wish among all eight entrances, but the PCs should all converge on a single tower floor.

This fifty-five-foot diameter chamber serves as a junction for the eight bridges that span the pit outside. Inside, the ceiling rises to a height of twenty feet. A twenty-foot-diameter pit opens in the center of the room, with a fifteen-foot-wide ladder leading up and down into similar chambers above and below. To one side of the pit stands a curved stone workstation covered with glowing crystals.

At ground level, the pit shaft rises nearly 400 feet to the 13th floor above. The ladder in the center can be used by creatures unable to fly to travel between floors—typically visitors to the prison, since the devasance guards can fly.

**Creatures:** The number of devasance guards in the observation tower varies wildly, but by opting to explore the Observation Tower, the PCs time their visit to this centralized area for when the number of guards is at its lowest. At this time, only four devasances are located within the 13-floor tower. Encountered all at once, this would be a Moderate 18 encounter for the PCs, but initially, the four are spread out on different floors—one on floor 1, one on floor 4, one on floor 8, and one on floor 12. If the PCs are stealthy and quick, they can potentially sneak into an unoccupied chamber and sabotage the tower without a fight.

At the start of a round, attempt a DC 11 flat check. On a success, each devasance moves up one floor. A devasance on the 13th floor exits the tower, while a new one enters the tower at the ground floor.

If a devasance notices a PC, it immediately shrieks out a local alarm, alerting all four devasances in the tower. That devasance then attempts to raise the main alarm—to do so, a devasance must be adjacent to the workstation and then Interact with the workstation to raise the alarm, which creates a wail not unlike the cry of a soul in torment and sends it echoing throughout the Amaranthine Oubliette (unless the PCs have already disabled the alarm, in which case the devasance's actions are wasted). If the alarm is raised, the PCs accrue 2 AP.

## OUBLIETTE ENCOUNTERS

As the PCs progress their infiltration, they'll periodically come across specific locations within the Amaranthine Oubliette that present them with encounters they'll need to resolve in encounter mode. Unless the PCs take a significant amount of time in one of these encounter areas (more than an hour), time spent resolving these encounters does not count toward the accrual of Awareness Points at the end of infiltration rounds.

Note that in the Void, there is no such thing as "north," but for ease of reference, legacy compass directions are maintained on the maps and descriptions of the following areas.

### B1. Observation Tower **Moderate 18**

The oubliette's Observation Tower is in the core of the central fortress. Each of the tower's floors is a chamber that stands in the middle of a much larger open

Once combat begins, any devasances not on a floor with a PC move toward them; since each floor is 30 feet apart, a devasance can generally Fly from one floor to the next with one action. Canny PCs might think to block access between floors by using wall spells to obstruct the central pit, but remember that devasances are incorporeal. They can't move through amarancite or force effects, but a plain wall of stone won't slow them down and force them to take a longer route out the doors and down the outside of the tower.

The devasances work quickly to try to defeat the PCs, fighting to the death until only one of the four remains. At this point, that final survivor attempts to flee to the wider fortress. If the devasance manages to cross the bridge and enter the surrounding structure, the PCs accrue 2 AP.

### DEVASANCES (4)

### CREATURE 16

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**Initiative** Perception +30

**Sabotaging the Workstation:** Each floor's crystal-covered workstation is a control panel that allows the guards to observe areas of the prison through scrying, much like through the use of a *crystal ball* but limited only to targets within the Amaranthine Oubliette. The workstation can also be used to trigger the general alarm with an Interact action.

Each of the 13 workstations spread out across the tower's 13 floors are linked, so that one need only sabotage one to affect them all. A workstation has hardness 20 and 120 HP (BT 60). Once it's at its broken threshold, the workstation can't be used to trigger the alarm, but it can still be used to magically observe other areas in the prison. Each time a workstation takes any damage, attempt a DC 11 flat check; on a success, the alarm is triggered (unless the damage was enough to reach the workstation's BT).

Each workstation is a level 18 magic item for the purposes of *dispel magic* and similar effects. Successfully counteracting the workstation in this way doesn't count as full sabotage but does give the PCs 10 minutes to destroy or disable it without fear of tripping its alarm.

The safest way to sabotage the workstation is to disable it via a series of DC 38 Thievery checks or to undo its occult magic with a series of DC 40 Occultism checks, each made as a two-action activity to earn Victory Points (*GM Core* 184). On a critical failure, in addition to losing a Victory Point, the alarm is also triggered (unless the alarm isn't functioning, in which case a critical failure simply costs a Victory Point).

### LOOT TO BE HAD

When a PC takes advantage of the Loot the Oubliette Opportunity, pick or randomly choose an item of treasure from the following list and describe it to the PCs; if they secure the treasure, they can Identify Magic on the item normally. If they don't, they can attempt to secure the treasure again without spending an additional Loot Point. There are only 6 potential treasures to be gained in this manner, but the PCs might still earn more than 6 Loot Points. Loot Points in excess of 4 can be "cashed in" at a cost of 2 Loot Points to gain 1 Edge Point that can be used at any point during the infiltration.

d6 Roll	Treasure
1	runestone inscribed with a +3 armor potency rune
2	greater marvelous medicines
3	greater ring of maniacal devices ( <i>Player Core</i> 2 311)
4	major obsidian goggles
5	a spacious pouch IV that contains 1,200 pp and a scroll tube containing a scroll of falling stars and a scroll of metamorphosis
6	a platinum ring set with diamonds worth 22,000 gp

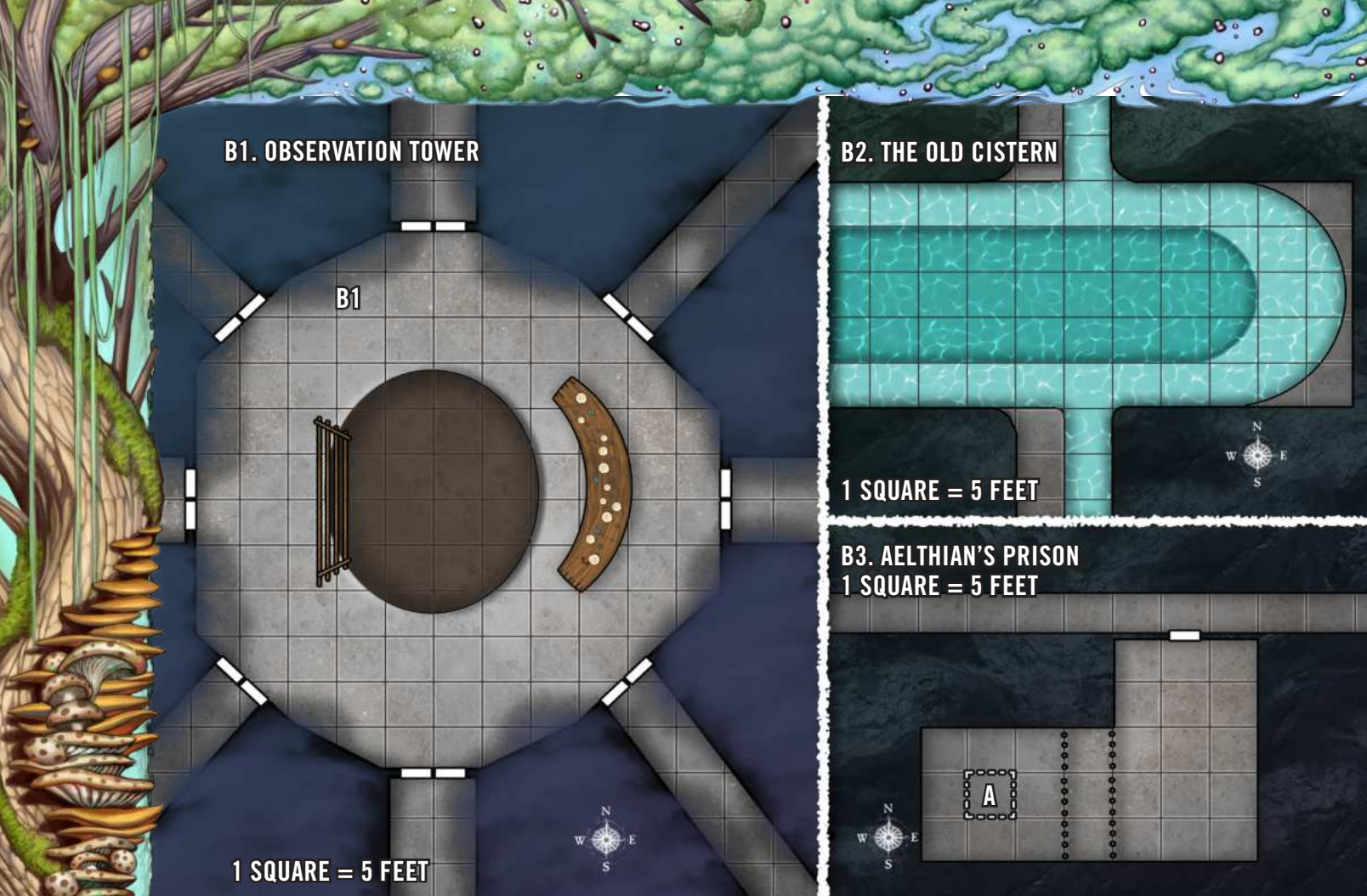
**1 or fewer Victory Points:** The alarm and observation station function normally.

**2–3 Victory Points:** The alarm is disabled for the remainder of the infiltration.

**4+ Victory Points:** The workstation is disabled for the remainder of the infiltration. Immediately reduce the PCs' accumulated AP by 5. For the next three infiltration rounds, AP do not automatically accrue by 1 at the end of the round.

**Treasure:** Most of the 13 floors are empty of additional features, but the 12th floor is an exception. On this floor, a recently confiscated *reflecting shield* leans against one wall.

**Reward:** If the PCs manage to sabotage the workstation without alerting the guards and then exit the tower without a fight, grant them 4 Edge Points and XP as if they'd defeated all four devasances in combat. If the PCs were caught and had to fight the devasances but still managed to sabotage the workstation, grant them only 2 Edge Points.



**B1. OBSERVATION TOWER**

B1

1 SQUARE = 5 FEET

**B2. THE OLD CISTERN**

1 SQUARE = 5 FEET

**B3. AELTHIAN'S PRISON**  
1 SQUARE = 5 FEET

A

**B2. The Old Cistern** **Moderate 18**

As the PCs come to the end of Phase 2 of the infiltration, their trip through the oubliette's old underworks (a series of ancient sewers) culminates in their arrival at a large reservoir—use the map of the Old Cistern for this encounter. The PCs can enter the area from the north, south, or west side of the map, but must all enter from the same direction; the tunnels shown leading away from this cistern extend at least 50 feet beyond the portion shown.

Sewer tunnels converge here in a twenty-five-foot-wide dead-end cistern. The air is humid and cold, but the reek of waste and decay is much less potent than what one might expect. At the west end of the cistern, a five-foot diameter shaft opens in the ceiling twenty feet above, but there is no ladder or other discernible method to ascend into it.

The lighter blue area on the map is shallow water that can be waded through as difficult terrain, while the darker blue areas are fifteen feet deep. The presence of the various undead creatures in these underworks helps to keep the sewers less foul-smelling, but the waters remain infested and toxic. A PC who fully immerses themselves in the water or who drinks from it

is exposed to a particularly potent strain of sewer haze (as presented on page 89 of *GM Core*, but with a DC 38 Fortitude save). The waters themselves are calm and only require a DC 10 Athletics check to Swim in.

The shaft at the west end of the cistern leads up to the remote prison cells in which Aelthian's soul is kept. Flight can provide access up the 50-foot-high shaft, as can a DC 40 Athletics check to Climb the smooth walls. Once the PCs move up the shaft, proceed with area B3.

**Creatures:** The presence of a dangerous undead amalgamation of bones known as a klacktel is the reason behind the sewer's unexpectedly clean nature. This tangle of hungry bones floats in the deep water to the west but bursts up to attack the PCs as soon as they enter the area. The klacktel mindlessly pursues them throughout the sewer—you may need to extend the hallways leading off-map as needed to continue a fight if the PCs try to flee. Only if the PCs flee up the shaft toward area B3 does the klacktel give up pursuit—otherwise, it fights until destroyed.

**KLACKTEL**

**CREATURE 20**

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**Initiative** Stealth +36

**Treasure:** When the klacktel is destroyed, its body melts, leaving a scattering of treasure to sink into the water. Two of these items, a set of *bracers of strength* and a high-grade adamantine warhammer, could be quite useful, but the remaining four are cursed as a side effect from being held within the klacktel's mass for too long. These four cursed treasures include a *chaplain's cudgel*, a *floating shield*, an *amplifying aeon stone*, and a *major charm of acid resistance*. All four of these items carry a 16th-level grave curse (*GM Core* 87) that afflicts a PC as soon as the item fuses with them (see *GM Core* 306). This grave curse causes a lesser death (*Monster Core* 185) to appear when the curse is triggered. In addition to potentially triggering the curse every night, the cursed character must succeed at a DC 15 flat check whenever they critically fail with any Strike (if they became cursed from the shield or weapon) or whenever a creature critically succeeds at a saving throw against an effect or spell they use (if they became cursed from the *aeon stone* or the charm). If they fail the flat check, a lesser death appears and attacks them on the spot for 1 round.

**Reward:** If the PCs destroy the klacktel, their upcoming escape from the Amaranthine Oubliette is easier, since they'll be able to use the underworks to cover some of that distance without fear of undead opposition. Grant the PCs 1 Edge Point that can be used when attempting to overcome the only obstacle in Phase 3.

### B3. Aelthian's Prison Moderate 18

This entire underground portion of the Amaranthine Oubliette is used to imprison souls, preventing them from reaching the afterlife or from being resurrected by their allies. Delivery of these souls is often done using *void shackles* (page 79) or via spells like *seize soul*, but once a soul is imprisoned here, it manifests as a phantasmal apparition held within individual cells that are more akin to museum displays. These souls have no agency of their own, and only when they're visited by those who demand answers do they gain any reprieve from their isolation. Generally, a soul held here remains imprisoned for centuries or longer before the term of their punishment expires and they're allowed to move on to the Boneyard—a process that involves an entire society of psychopomps known as the Amaranthine Observers, whose only purpose is to mediate and watch over this procedure.

Since the Python took over the role of Warden, though, the souls held here (including Aelthian's) have remained in perpetual limbo, hidden away from the Amaranthine Observers. These souls are subjected to torments daily, and when one reaches capacity

for endured agony after the course of centuries, the Python consumes it. This ongoing atrocity is perhaps the most closely guarded secret of the Amaranthine Oubliette, one the PCs might be able to end if they visit the Warden's Den (area C).

Once the PCs emerge from the underworks at the end of Phase 2 of the infiltration, they'll find themselves in a ten-foot-wide hallway. Doors appear in the southern wall every sixty feet, and traveling too far in either direction reveals the area to be a maze-like complex of isolated cells connected by these tunnels. Fortunately for the PCs, their work during Phase 2 led them practically to Aelthian's doorstep; it'll take him less than a minute to reach the entrance to area B3.

Aelthian's soul lies trapped within a cube of force energy such that he appears as a ghostly version of himself floating motionless in what looks like a glass coffin. An outer portion of his cell allows for visitors to speak to him or for the Python's agents to torment him, with two walls of black bars separating the left and right halves of this L-shaped cell. In order to free Aelthian, the PCs must overcome three barriers—the door into the cell, the black bars of solidified Void, and the force coffin itself.

The amarancite door is locked. It can be destroyed (Hardness 30, HP 120 [BT 60]) or Forced Open with a DC 48 Athletics check, but at the end of any round where an attempt to destroy it or Force it Open takes place, attempt a DC 11 flat check—on a failure, the PCs accrue 1 Awareness Point. Alternately, a PC who succeeds at five DC 38 Thievery checks can Pick the Lock, but each time they roll a critical failure, psychic energies infusing the area ripple outward, and the PCs accrue 1 Awareness Point.

**Hazard:** These two walls of black bars are made of pure Void energy. Each set of bars constitutes a separate identical hazard. The Python can cause these bars to vanish or reappear at a touch with an Interact action, but others must resort to other means to bypass them.

#### VOID BARS (2)

#### HAZARD 18

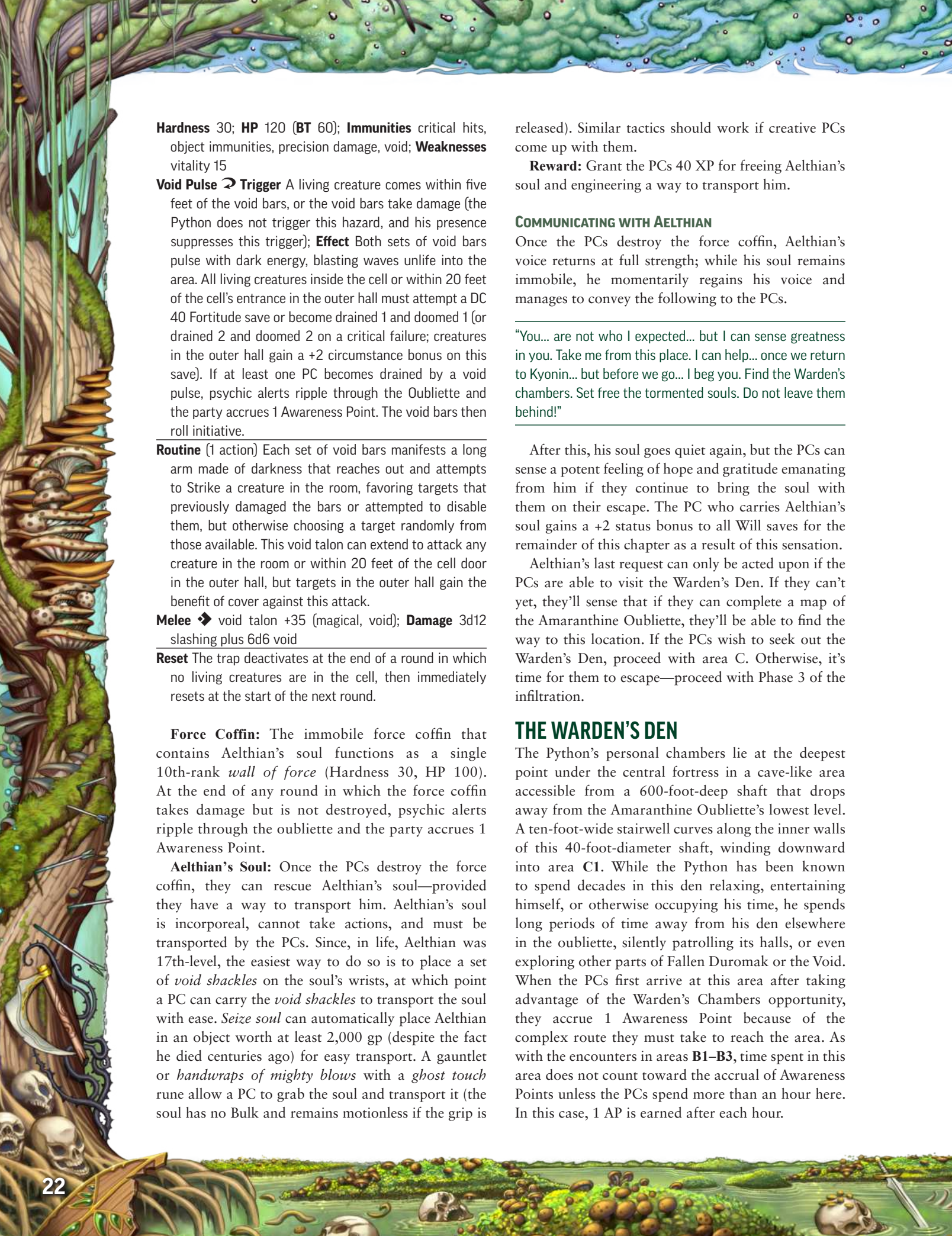
**RARE** **COMPLEX** **MAGICAL** **TRAP**

**Stealth** +35 (master) to recognize the bars aren't just a passive defense; noticing the bars themselves has a DC of 0


**Description** Bars made of pure Void energy block access to the far side of the cell.

**Disable** DC 45 Thievery (master) three times to deface the well-hidden focusing runes etched along the walls, or *dispel magic* (10th rank; counteract DC 38) to counteract the void bars

**AC** 42; **Fort** +33, **Ref** +27



**Hardness** 30; **HP** 120 (**BT** 60); **Immunities** critical hits, object immunities, precision damage, void; **Weaknesses** vitality 15

**Void Pulse**  **Trigger** A living creature comes within five feet of the void bars, or the void bars take damage (the Python does not trigger this hazard, and his presence suppresses this trigger); **Effect** Both sets of void bars pulse with dark energy, blasting waves unlife into the area. All living creatures inside the cell or within 20 feet of the cell's entrance in the outer hall must attempt a DC 40 Fortitude save or become drained 1 and doomed 1 (or drained 2 and doomed 2 on a critical failure; creatures in the outer hall gain a +2 circumstance bonus on this save). If at least one PC becomes drained by a void pulse, psychic alerts ripple through the Oubliette and the party accrues 1 Awareness Point. The void bars then roll initiative.

**Routine** (1 action) Each set of void bars manifests a long arm made of darkness that reaches out and attempts to Strike a creature in the room, favoring targets that previously damaged the bars or attempted to disable them, but otherwise choosing a target randomly from those available. This void talon can extend to attack any creature in the room or within 20 feet of the cell door in the outer hall, but targets in the outer hall gain the benefit of cover against this attack.

**Melee**  void talon +35 (magical, void); **Damage** 3d12 slashing plus 6d6 void

**Reset** The trap deactivates at the end of a round in which no living creatures are in the cell, then immediately resets at the start of the next round.

**Force Coffin:** The immobile force coffin that contains Aelthian's soul functions as a single 10th-rank *wall of force* (Hardness 30, HP 100). At the end of any round in which the force coffin takes damage but is not destroyed, psychic alerts ripple through the oubliette and the party accrues 1 Awareness Point.

**Aelthian's Soul:** Once the PCs destroy the force coffin, they can rescue Aelthian's soul—provided they have a way to transport him. Aelthian's soul is incorporeal, cannot take actions, and must be transported by the PCs. Since, in life, Aelthian was 17th-level, the easiest way to do so is to place a set of *void shackles* on the soul's wrists, at which point a PC can carry the *void shackles* to transport the soul with ease. *Seize soul* can automatically place Aelthian in an object worth at least 2,000 gp (despite the fact he died centuries ago) for easy transport. A gauntlet or *handwraps of mighty blows* with a *ghost touch* rune allow a PC to grab the soul and transport it (the soul has no Bulk and remains motionless if the grip is

released). Similar tactics should work if creative PCs come up with them.

**Reward:** Grant the PCs 40 XP for freeing Aelthian's soul and engineering a way to transport him.

### COMMUNICATING WITH AELTHIAN

Once the PCs destroy the force coffin, Aelthian's voice returns at full strength; while his soul remains immobile, he momentarily regains his voice and manages to convey the following to the PCs.

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"You... are not who I expected... but I can sense greatness in you. Take me from this place. I can help... once we return to Kyonin... but before we go... I beg you. Find the Warden's chambers. Set free the tormented souls. Do not leave them behind!"

---

After this, his soul goes quiet again, but the PCs can sense a potent feeling of hope and gratitude emanating from him if they continue to bring the soul with them on their escape. The PC who carries Aelthian's soul gains a +2 status bonus to all Will saves for the remainder of this chapter as a result of this sensation.

Aelthian's last request can only be acted upon if the PCs are able to visit the Warden's Den. If they can't yet, they'll sense that if they can complete a map of the Amaranthine Oubliette, they'll be able to find the way to this location. If the PCs wish to seek out the Warden's Den, proceed with area C. Otherwise, it's time for them to escape—proceed with Phase 3 of the infiltration.

## THE WARDEN'S DEN

The Python's personal chambers lie at the deepest point under the central fortress in a cave-like area accessible from a 600-foot-deep shaft that drops away from the Amaranthine Oubliette's lowest level. A ten-foot-wide stairwell curves along the inner walls of this 40-foot-diameter shaft, winding downward into area C1. While the Python has been known to spend decades in this den relaxing, entertaining himself, or otherwise occupying his time, he spends long periods of time away from his den elsewhere in the oubliette, silently patrolling its halls, or even exploring other parts of Fallen Duromak or the Void. When the PCs first arrive at this area after taking advantage of the Warden's Chambers opportunity, they accrue 1 Awareness Point because of the complex route they must take to reach the area. As with the encounters in areas B1–B3, time spent in this area does not count toward the accrual of Awareness Points unless the PCs spend more than an hour here. In this case, 1 AP is earned after each hour.

## C1. Audience Chamber

An immense black cushion, one large enough for a pair of elephants to lounge upon, lies on the floor of the northern half of this circular chamber. A flight of stone stairs leads up into the darkness above, while a pair of stone doors carved with an image of a violent hellscape stands to the west. A ten-foot-wide tunnel opening to the east opens into a dismal-looking cave.

This is the Python's personal audience chamber. When he hosts a business partner or meets with one of his underlings, he typically curls on his favorite cushion while they stand. Likewise, if one of the prison's guards requests to meet with him, they must wait here until he arrives and holds court. Visitors have risked starvation or death from thirst during such waits.

The image on the doors to the west can be recognized as a depiction of Avernus with a DC 30 Religion check to Recall Knowledge. A PC who critically succeeds also notes that the depiction was difficult to recognize because the landscape is many thousands of years out of date—from a time before Barbatos (Avernus's current archdevil) ruled that layer of Hell. The doors themselves open silently at the slightest touch.

**Treasure:** The cushion's size means that items regularly fall into its divots and become lost. Ten minutes spent Searching the cushion allows a PC to discover an 8th-rank *wand of create food*, something the Python might (or might not) use to taunt or reward a visitor who's waited to the point of starvation to meet with him.

## C2. The Python's Temple Low 18

A sprawling mass of what appears to be long-cooled lava spreads out over the western portion of this octagonal chamber, its twisting arms of black stone looking almost like frozen tentacles of mud. Two pairs of stone benches face the ancient lava flow, though thorns and spikes on the benches make sitting look quite uncomfortable. Partially obscured by the cooled lava flow is a ten-foot-diameter pavestone. A sigil is carved into this stone, its lines filled with red wax to give it the appearance of being bloodstained.

When the Python wishes to remember his time as an archdevil, he calls a congregation down to

worship him. During these services, he lounges on the ancient flow of lava, an uprising from Avernus itself, as he leads those he's invited to the dark mass in prayer. Occasionally, he gives long speeches or demonstrates his ability to torture creatures in this chamber.

The sigil on the pavestone hints at the Python's previous existence. A PC who succeeds at a DC 38 Religion check to Recall Knowledge while examining the pavestone recognizes that the sigil atop represents an ancient, pre-Barbatos Avernus, while a critical success allows them to identify the seal of Typhon, the archdevil who ruled Avernus eons ago before he was slain by the empyreal lord Ragathiel and then replaced by Barbatos.

**Creatures:** Since no devil would dare serve the Python today, and since the Python wouldn't risk inviting a potential traitor into his hidden realm, no diabolic guardian lurks within this temple—yet it is far from unprotected. A quartet of corrupted morrigna psychopomps, once agents of the Amaranthine Observers, now stand vigil here, two to either side of the paving stone in the form of humanoid arachnids—*anadis*. Armed with their bo staves and able to use their web wrappings attack in this form, the disguised psychopomps adopt a defensive stance upon seeing the PCs and speak in one shared voice: "You are not invited. You are not to see this. You are not to live!" before they attack.

The corrupted morrignas fight to the death, which is the only point at which their true nature becomes apparent. As they die, their forms shift back to those of psychopomps, and their bodies burst into swarms of spiders that consume their remains in a few horrific seconds before fading away into mist with the sound of a thousand tiny screams. A PC who witnesses this can attempt a DC 40 Religion check to Recall Knowledge to interpret this unusual death. If they succeed, they intuit that these psychopomps had turned away from service to the Boneyard, and upon their deaths, the quintessence that made them up shunted to the realm of Xibulba, a place ruled by *sahkils*.

### CORRUPTED MORRIGNAS (4)

### CREATURE 16

Monster Core 276

**Initiative** Perception +28



**WARDEN'S DEN**  
1 SQUARE = 5 FEET



**Treasure:** One shard of lava near the center of the mass flickers with faint radiance, obvious to anyone who Seeks or Searches in the room. This shard can be snapped off the lava with an Interact action—it functions as an *eternal eruption of Sakalayo*, except that it has the unholy trait.

**Reward:** The constant presence of these four corrupted members of the Amaranthine Observers in this temple is one of two things that has kept the other psychopomps from noticing the atrocities going on in the oubliette; the other is the soul storage in area C3.

**C3. Soul Storage** **Low 18**

A wall of black bars separates a side cavern here. Within the cavern, crystalline manacles hang from iron rings driven into the cave walls. A flickering shape dangles from each set of shackles.

**Creatures:** When a soul trapped in the Amaranthine Oubliette's suffering nears its peak, the Python has them transported here so he can personally condition their agonies over the last few years of their torment. Once they're ripe, he consumes them.

The five manacles that hang from the walls in this room are *void shackles*, yet they only function as long as they remain affixed to the walls here. Unlike typical *void shackles*, there is no level limit to the soul that can be held within them. The PCs can open these *void shackles* in the normal way (see page 79), but each soul has a different reaction to being freed. A DC 35 Perception check allows a PC to determine the basic shape of the trapped soul, while a critical success lets the PC determine the exact nature of the trapped soul.

**Angel:** The quintessence of a tabellia angel (*Monster Core 17*) sighs in relief and thanks as she is released. As this angel's quintessence rushes back to Heaven, it flows through the PCs, affecting them with the effects of a 9th rank *heal* cast as a 3-action spell.

**Devil:** The tortured quintessence of a phistophilus devil (*Monster Core 90*) who served the Python in a previous "life" is imprisoned here; this soul is the oldest of the five. The Python intends to devour it as the final soul before making his move back to Avernus. Upon releasing this soul, the devil's quintessence cackles furiously before vanishing back to Hell. As it leaves, it scars the oubliette's metaphysical nature, making its defenses less effective—the PCs earn 2 Edge Points they can use during any phase of the infiltration.

**Champion:** The PCs can find the soul of a long-dead champion of the empyreal lord Ragathiel—one who was there to witness Typhon's death. The second-oldest soul trapped here, he pauses before entering the River of Souls to regard the PCs, giving them a curt nod of thanks before fading. In his passing, he reveals to the PCs that the warden, the Python, is in fact Typhon.

**Banshee:** Unlike the other five, this elven prince exists now as a banshee. Once an agent of Kyonin in an era before Earthfall, the banshee immediately attacks upon being released.

**Heretic:** While not the oldest here, this soul is the next slated for consumption by the Python. Once a worshipper of Barbatos, this dwarven woman discovered the truth of Typhon's fate and traveled here, seeking to profess her support in returning him to power. Typhon accepted her offer by killing her. The heretic is enraged at this betrayal, and upon being released, her soul shrieks through the halls of the Amaranthine Oubliette for several minutes, distracting the guards and reducing the party's Awareness Points by 5.

six-inch-diameter holes eventually finds their way to a different spot on Avernus, with the Avernus side of these long thin portals being spread out so wide across that layer of Hell that it's all but impossible to notice from that side—akin to realizing a thousand grains of sand from the same handful were scattered one at a time across a thousand different shorelines.

Each each hole is fitted with a foot-long iron tube-like casing that can be withdrawn with an Interact action. Each of these tubes is a minor magical item that can be Activated to unfurl into an iron sheet on which are etched dense lines of Diabolic text. These are overwhelmingly detailed records of the Amaranthine Oubliette's operations under the Python's oversight for the past several thousands of years.

Sorting through these records would take many hours—much more than the PCs have time for

### BANSHEE

### CREATURE 17

Monster Core 37

Initiative Perception +32

**Hazard:** The bars that block entry into this area are identical to those that ward Aelthian's cell.

### VOID BARS

### HAZARD 18

Page 21

**Reward:** While the five souls imprisoned here aren't part of the magical facade that keeps the Amaranthine Observers from noticing what the Python has been up to, if all five are released, their passage through the River of Souls is enough to attract attention. Combined with the defeat of the corrupted psychopomps in area C2, this can have a significant effect on the oubliette—see the "An Atrocity Revealed" sidebar on page 26.

## C4. The Warden's Office

The far wall of the chamber is honeycombed, as if some burrowing creature had infested the area and transformed it into a tangled warren of tube-like tunnels. Fiery glow shimmers inside these holes, filling the area with a dry heat that carries the stink of brimstone.

The Python created this honeycomb of holes in the cave soon after he fled here. Each of these



Corrupted Morrigna



### AN ATROCITY REVEALED

If the PCs defeat the corrupted psychopomps in area **C2** and release the six souls in area **C3**, the psychopomps of the Amaranthine Observers realize something dire is afoot in the prison. The long-term ramifications of their renewed attention are explored starting on page 67 in “Beyond the Campaign,” but in the short term, the oubliette and the guards are put on edge. The PCs gain 5 Edge Points but can also choose to spend any number of these 5 points immediately to reduce their Awareness Point total by a like number of points. In addition, grant the PCs 80 XP for this accomplishment.

during their infiltration. An hour spent (and thus an Awareness Point accrued) Investigating the records allows a PC to attempt a DC 38 Religion or Society check to Recall Knowledge about the Amaranthine Oubliette or the Python with a +3 item bonus to the check, provided the PC can read Diabolic. What the PCs learn about these topics is left to you to decide.

A critical success made during these Investigations grants the PCs 1 Edge Point, and up to 4 Edge Points may be gathered here in this manner. Additionally, the first critical success also reveals an interesting ledger—a “list of unpaid favors” that includes an acknowledgement that “Furcas was granted the Avernus Claws upon promotion to his infernal duchy—return requested.” A DC 40 Religion check to Recall Knowledge identifies that this gift was given by the once-archdevil Typhon, who has since fallen and been replaced by Barbatos.

### C5. The Warden’s Stoop

The center of the room dips slightly down, giving the impression of a divot worn into the stone over the course of centuries by the weight of an elephantine-sized creature.

This chamber is the entrance to the Python’s extradimensional nest, a realm akin to that created by a *planar palace* spell, yet one that only the Python can grant access to. The indentation in the middle of the room is the entrance to this domain—a place he can enter by coiling in the middle of the room and concentrating on shifting into the palace as an Interact action with the concentrate trait. Details on this extradimensional place are beyond the scope of this adventure, but in any event, when the PCs reach this area, they find the chamber empty.

### Confronting the Python

The Python is a level 23 creature and, as such, beyond an Extreme 18 encounter. The party should not be forced to fight the Python in battle in this adventure; instead, use him as a looming threat or an unseen force that pursues the PCs during Phase 3 of the infiltration. If the PCs explore his den, they should worry about his potential return, but he should not do so.

That said, there are places and events in which the PCs might face the Python. In this case, refer to his NPC entry at the end of this adventure for details. If he does attack the PCs, he should aim to capture them rather than to slaughter them. If he succeeds, use the opportunity to develop a new infiltration of your own design in which the PCs engineer their escape.

### BACK TO GOLARION

Once the PCs escape the Amaranthine Prison with Aelthian’s soul, his voice comes to them all in a strong, clear-sounding communication. If the PCs are in Dimcrater, a faint, phantasmal image of his old home before it was destroyed seems to manifest around them, as if welcoming back its occupant after so many years. Aelthian’s soul is eager to move on to his long-delayed afterlife, but before he departs, he says the following.

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“Thank you, my saviors. I sense now that more time has passed than I expected, and it pains me to see Tanglebriar still holds sway. I am not long for this world, but as I depart, I have parting gifts for you: advice and knowledge about how to finish what I tried to begin so long ago. A way to fight back against Treerazer using my magic and the heroic legacy of those who came before you, anchored to today through your own heroic legacies. Look within yourselves; use what I’ve given you to save our world!”

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With that, Aelthian (and the phantom image of his manor) fade away. His soul departs for his afterlife, but in the PCs’ minds bloom new memories and sensations—Aelthian’s parting gift of research and knowledge he pursued before his death—along with an even more impressive boon: the merging of their own heroic legacies with those of their magic items.

**Reward:** For rescuing Aelthian’s soul and learning his secrets, grant the PCs 80 XP.

### Treerazer Revelations

Aelthian’s attempt to banish Treerazer was no idle stunt—even before he’d been contacted by Silisifex, he’d spent his time studying and observing and learning about Treerazer, Tanglebriar, and the Witchbole. His parting knowledge gives the PCs comprehensive knowledge of Treerazer’s abilities, as

detailed on pages 328–329 of *Monster Core*, as if each PC had achieved a critical success at Recalling Knowledge about the nascent demon lord. Each player can ask the GM a question about Treerazer's capabilities. You should answer each of these in detail so that the players have some solid information to keep in mind as they build toward a confrontation with Treerazer. Try to inform them about his regeneration; his immunities and weaknesses and resistances; all details about his aura of corruption, defoliation, and dispelling strike; information about his weapon, *Blackaxe*; as well as a list of his primal innate spells.

### Magical Revelations

As Aelthian's soul passes on, he imparts knowledge of two spells and a ritual that the PCs can make use of during the remainder of this adventure. A PC capable of casting divine or occult spells learns *dimensional excision* (page 78), while a PC who can cast primal spells learns *trim the blight* (page 78). A PC who casts arcane spells learns both. A spellcasting PC who prepares spells can now prepare these spells during their Daily Preparations. A spellcasting PC who can cast spontaneous spells can choose at this time to retrain and replace spells of equivalent levels if they wish to at no cost in time or effort. If they choose not to at this time, they can always choose to retrain knowledge of these spells normally later. All PCs, whether they're spellcasters or not, also learn the *purify Tanglebriar* ritual (page 78).

### Heroic Legacies

As Aelthian moves on, the PCs gain an even greater boon—not from the ancient wizard, but from the elven pantheon itself. Calistria is eager for the elves to taste vengeance against Treerazer, but she is not alone. Findeladlara approves of the party's efforts to protect the cities of Kyonin, and Ketephys is pleased by their toil against the corruption of the Fierani Forest. Yuelral, Aelthian's patron, is thankful the PCs have freed the wizard's soul, and while she's not technically a part of the pantheon, Desna has long stood against demonic corruption in all its forms. If the PCs revealed the oubliette's atrocities, Pharasma takes note as well. The demon lord Cyth-V'sug might even have an interest in the PCs prevailing against his spawn (although his influence at this point remains subtle and unnoticeable). And of course, the gods worshipped by the PCs themselves are there to support them.



The Python

Cosmic tradition (perhaps enhanced by Gorum's recent death sowing a bit of uncertainty) prevents the gods from taking direct action in mortal affairs, yet this does not prevent them from periodically rewarding mortals with boons and blessings. At this time, the gods decide that the PCs' heroic accomplishments warrant such divine rewards, and they grant an incredible boon to the party—they merge their burgeoning heroic legacies with that of ancient elven heroes past, and a magical item carried by each PC transforms into a potent artifact. Such a gift won't trigger divine allies of Treerazer to escalate their opposition to the party (whereas direct divine intervention surely would). Treerazer himself is in no position to react beyond how he does so in the following chapters.

In the previous adventure, six heroic treasures were made available to the PCs, but the expectation was that each PC only chooses one of them to bring with them on their adventures. If you allowed a PC to claim more than one, they must choose which of the heroic treasures they carry awakens—there's not enough legacy to go around to bolster more than one item per PC. Full details on these heroic artifacts begin on page 71 of this book.

### War Interlude 3: A Warning in the Lines

Run this War Interlude after the PCs return to Golarion but before they start the next chapter, possibly even presenting the interlude as a vision experienced during the return to Golarion. As Treerazer prepares the Witchhole for his surprise attack on Iadara, a surge of magic ripples through Kyonin's ley lines, though it goes unnoticed by many.

**Spend 0 Triumph Points:** The PCs' influence over Kyonin doesn't prepare the nation for what's to come, and none of its elves suspect that the strange magic comes from Tanglebriar. Each time the PCs spend a Triumph Point during the rest of Chapter 2, they must attempt a DC 11 flat check. On a failure, that Triumph Point is lost, and that War Interlude proceeds as if they spent 0 points.

**Spend 1 Triumph Point:** Elven spellcasters notice the surge of magic and correctly interpret what it suggests, as shocking and improbable as it may seem. Iadara is prepared for the siege, and Triumph Points may be spent without attempting flat checks in Chapter 2. The PCs earn 40 XP.



## Chapter 2: The Siege of Iadara

This adventure assumes that Queen Telandia knew of the PCs plans to infiltrate the Amaranthine Oubliette, and she's eager to hear news of their attempt. If the PCs lack the means to swiftly travel to Iadara, she'll help them if needed by casting *teleport* to reach them and return to Iadara.

Once the PCs arrive at Iadara, give them time to rest and recover from their infiltration. Soon thereafter, Queen Telandia invites them to give a report in the city palace; she greets them on a sprawling balcony that gives a commanding view of the city of Iadara below. She's eager to hear what the PCs learned in the Amaranthine Oubliette, but is distressed to discover Aelthian has languished so long. She is relieved to hear if the PCs rescued his soul (and even more impressed if the PCs alerted the psychopomps as to what the Python

has been up to) and astounded by the transformation of the legacy items she provided the PCs with.

Queen Telandia swiftly turns to the matter of the strange magic that's been rippling in Kyonin's ley lines. She asks the PCs what they think the magic might entail, but before they have a chance to answer, the truth becomes horrifically obvious.

### THE WITCHBOLE'S ARRIVAL

The sky darkens as if it had suddenly become overcast, yet a glance upwards confirms few clouds above. At least, at first. Wisps of foul-looking green vapor begin spreading across the sky, reaching out in slithering tendrils like flying serpents. A cloying stink, as if of rotting vegetation, washes over the city, and a deep rumbling sensation wells

up from the ground. Then, on the city's southern outskirts, a monstrosity slips through a rippling distortion in the air, and where none stood a moment before, now a towering, twisted, diseased tree looms above Iadara's skyline. The city's magical wards pulse and flicker, sending ripples of energy across the capital's buildings and streets and, for the moment, those wards appear to hold; the sky grows no darker, and the branches and roots of the immense tree stop just short of growing into the city outskirts. Still, the twisting roots curl and grind through the banks of the Endowhar river and the surrounding ground, digging a moat-like trench around it that swiftly fills with water that immediately grows polluted and poisonous-looking. It takes but a moment to recognize the storied shape for what it is—the Witchbole, Treerazer's polluted fortress, now stands before the elves of Kyonin!

The manifestation of the Witchbole is a shock, particularly if the PCs knew that the Spore Queen was working on giving the fortress this ability but that they were able to, they assumed, prevent her research from being completed. The sight of the Witchbole proves otherwise. Run War Interlude 4.

### War Interlude 4: Rise of the Witchbole

Tanglebriar's haze reaches out across the skyline above Iadara as the Witchbole manifests nearby!

**Spend 0 Triumph Points:** Iadara's citizens panic at the manifestation of the Witchbole, and a combination of riots and mayhem fill the city streets for several hours. By the time the citizens realize that there is no immediate attack on the city by Treerazer's hordes, much damage has been done, and the resources that Queen Telandia hoped to be able to supply the PCs with at the start of the siege are lessened significantly.

**Spend 1 Triumph Point:** While fear sweeps through the city, the PCs' presence in Iadara, combined with word they've spread about their recent triumphs, keeps the elves of Iadara from panicking. Instead of rioting, the citizens enact drills they've been practicing since the war began. The PCs earn 40 XP.

## THE SIEGE BEGINS

Once the Witchbole arrives, the queen's expression grows stoic. She watches for a moment, then speaks.

"We were expecting an attack. Iadara was always a target. His Witchbole now stands before us, but why does Treerazer not gloat atop his fortress's battlements in full view? The answer, I suspect, is thanks to you. Your actions against the Spore Queen may not have prevented this development, but I must assume that this overwhelming magical feat has taxed Treerazer significantly.

"In fact, Treerazer has done us a favor. We no longer need to fight through Tanglebriar to confront him at the heart of his empire. He's brought his heart to us, and while he catches his breath after this hopefully foolish gambit, you have a singular chance to strike!"

Queen Telandia warns the PCs an immediate attack on the Witchbole may be dangerous, but knows that sooner is better for striking against it. She informs the PCs that they should take time to prepare. With the immediate threat resolved via War Interlude 4, the PCs have time to rest, recover, and resupply. Alternately, they could perform the *purify Tanglebriar* ritual they just learned to further prepare themselves and protect Iadara.

### Siege Schedule

On the day the Witchbole appears, no attack on Iadara takes place—Treerazer spends that first day recovering from the ordeal of teleporting the Witchbole without the Spore Queen's secret weapon being fully functional and marshalling demons and blighted soldiers to begin the attacks. The following schedule lists the day-by-day effects the siege has on Kyonin, as well as which days additional War Interludes take place.

**Day 0:** The Witchbole manifests on Iadara's border. The PCs can prepare by performing *purify Tanglebriar* and making any last-minute adjustments to resources they can.

**Day 1:** War Interlude 5 occurs. The first attack on Iadara takes place. The queen gives the PCs a situation report.

**Day 2:** War Interludes 5 and 6 occur.

**Day 3:** War Interludes 5 and 7 occur.

**Day 4:** War Interludes 5 and 8 occur. Iadara's markets run dry; the PCs can't resupply from the city.

**Day 5:** War Interludes 5 and 9 occur. Treerazer orders several imvath demons to cast *nightmare* spells to attack the PCs with visions of their failures to save Kyonin the next time the PCs sleep.

**Day 6:** War Interludes 5 and 10 occur. Treerazer makes an unprecedented personal attack on the city and manages to capture Queen Telandia. If the PCs can defeat him and force the start of Chapter 3 before midnight, they can save her. Otherwise, she is slain and her soul consigned to the Outer Rifts in a horrific sacrifice by the Lord of the Blasted Tarn.

### DELAY DAYS

In *Whispers in the Dirt*, the PCs worked to secure the Encarthan Alliance between Kyonin and six other nations. Total up how many of these six others the PCs managed to secure a Mutual Aid Alliance with (Article 2 of the alliance); this is the number of allied

nations who can quickly send supplies to support Iadara during the siege. This grants the PCs a number of Torment Points equal to this total, but also grants the PCs an equal number of “delay days” to pad out the siege schedule.

After day 1, the PCs can choose to push back the next day’s events by expending a delay day resulting from Self Defense Agreements with other nations. No War Interludes occur on delay days. The PCs get to decide when and how often they wish to pad out this schedule with their free days.

At the end of the adventure, each unspent delay day grants the PCs an additional Triumph Point to their remaining total when determining the overall results of the Spore War.

### IADARA’S FALL

There are two ways that Iadara can fall. As War Interludes progress, Tanglebriar earns Siege Points whenever the PCs fail to spend a Triumph Point during that interlude; as soon as Tanglebriar reaches 10 Siege Points, Iadara falls. The city also falls automatically the day after Queen Telandia is sacrificed on Day 6. Treerazer, along with several powerful allies (no less than four vrolikai, six imvaths, and two terotricuses), seek out the PCs at this point if they remain in what was once Kyonin and attack them; wise PCs realize they’ve lost and flee the region. See “Beyond the Campaign” for further ramifications from Iadara’s fall.

### War Interlude 5: Street Skirmishes

Legions of demons, corrupted fey, monstrous fungal threats, and bloodthirsty cultists begin their attack on Iadara in this War Interlude. This interlude occurs on each day of the siege beyond the first that isn’t a bonus day (days in which alliances from abroad help to keep the city safe from these skirmishes).

**Spend 0 Triumph Points:** The skirmishers push further into the city and establish progressively deeper footholds into Iadara.

Tanglebriar gains 1 Siege Point, and the PCs lose 1 Torment Point.

**Spend 1 Triumph Point:** The skirmishers are repelled before they can further establish themselves in the city. The PCs earn 20 XP.

### War Interlude 6: Demons on the Roof!

Three vrolikai demons descend on Iadara and secure perches atop the three highest points of the city: one on the city palace, one on Iadara’s grand library, and one on the temple to the elven pantheon.

**Spend 0 Triumph Points:** The demons use their positions to observe the elven defense, and as fallbacks while they swoop down over and over to turn elves into ghouls with their death-stealing gaze. Tanglebriar gains 1 Siege Point.

**Spend 1 Triumph Point:** The vrolikais are ambushed on the rooftops by powerful spellcasters and archers and are slain. The PCs earn 20 XP.

**Special:** If the PCs helped the fey during the Moonpool Siege (War Interlude 11 in *The Secret of Deathstalk Tower*), their gift—several vials of magical water drawn from the Moonpool Causeways—is able to banish the three vrolikais swiftly. The PCs automatically triumph over this interlude without having to spend a Triumph Point, and they accrue 1 Torment Point in addition to 20 XP.

### War Interlude 7: Destructive Memories

This attack is not Treerazer’s first upon Iadara. Though it was thousands of years ago, Treerazer remembers the path he burned through the city and sends his army to raze this path anew.

**Spend 0 Triumph Points:** A platoon of brimoraks scorch a smoking swath through Iadara, and the stink of burnt wood and charred flesh hangs heavy over the city for the rest of the siege. Tanglebriar gains 1 Siege Point.

**Spend 1 Triumph Point:** Elven spellcasters are on hand to extinguish the flames with blasts of water, smothering rubble, and containing winds, causing the brimoraks to grow frustrated and



turn on themselves in a self-destructive spectacle. The PCs earn 20 XP.

### War Interlude 8: Fetid Roots

Now fully settled in position, the Witchbole sends its fungal roots out into the surrounding forest and into the understructure of Iadara.

**Spend 0 Triumph Points:** The roots corrupt from below, causing trees to wither and topple, or buildings to collapse in on themselves as their foundations crumble into festering sinkholes. Tanglebriar gains 1 Siege Point.

**Spend 1 Triumph Point:** Evacuation efforts relocate elves who would have otherwise been trapped in collapsing buildings, while elven foresters and ranger skirmishers prune back the growing roots before they can advance too far. The PCs earn 20 XP.

**Special:** If the PCs helped the arboreals during the Battle of the Century Root (War Interlude 5 in *The Secret of Deathstalk Tower*), the arboreals are present in the hinterlands to provide aid. The PCs automatically triumph over this interlude without having to spend a Triumph Point, and they accrue 1 Torment Point in addition to 20 XP.

### War Interlude 9: Breaking the Stone

If he can't claim the *Sovyrian Stone* as his own, Treerazer wants it destroyed entirely.

**Spend 0 Triumph Points:** A devastating horde of demons blasts through the elven defenses and reaches the *Sovyrian Stone*. They can't destroy it, but they do damage the structure surrounding it to cause it to collapse, burying the artifact under tons of rubble and taking hundreds of elven lives in the process. Tanglebriar gains 2 Siege Points.

**Spend 1 Triumph Point:** The demons get close to the *Sovyrian Stone*, but a group of lower-level heroes inspired by the PCs are there to stop them, defeating them after a harrowing fight. The PCs earn 20 XP.

**Special:** If Shalelu survived the events of *The Secret of Deathstalk Tower*, she and the Silverbranch Sentinels are the heroes who defeat the demons. The PCs automatically triumph over this interlude without having to spend a Triumph Point, and they accrue 1 Torment Point in addition to 20 XP.

### War Interlude 10: The Queen's Doom

Treerazer has fully recovered from the ordeal of teleporting the Witchbole, and on this day personally leads a charge personally into the city, stepping foot into Iadara for the first time in thousands of years.

**Spend 0 Triumph Points:** The battle is furious and bloody and, in the end, thousands of elves lie dead in

the streets. The Queen is captured and taken back to the Witchbole! Tanglebriar gains 3 Siege Points.

**Spend 1 Triumph Point:** The battle is furious and bloody, but the elven dead counts in the hundreds rather than the thousands. Treerazer is forced to retreat to the Witchbole, but he'll return soon to abduct the queen that very night, and no amount of Triumph Points can prevent this. Still, the PCs have bought themselves at least a few more precious hours to prevail. The PCs earn 20 XP.

## SITUATION REPORT

Early on the first true day of the siege, and just after the first War Interlude 5 is resolved, Queen Telandia is ready to give the PCs a situation report.

**Initial Observations:** With each day, the pollution seeping into the water from the Witchbole grows. Before long, the people of Iadara will have nothing to drink. More troubling, the haze that grows hourly above the city threatens to rain down toxic spores, but the city's wards hold for the moment, purifying these poisons before they reach the ground.


**Treerazer's Absence:** There has been no sign of Treerazer in person. This seems to confirm the queen's suspicion that the PCs' success in defeating the Spore Queen have forced Treerazer to launch this attack before he was ready.

**Teleportation Complications:** When the Witchbole appeared, teleportation magic faltered. This has made *aiudara* travel perilous. The queen has used the *Sovyrian Stone* to deactivate the *aiudara* network to prevent this corruption from reaching other portals, and she cautions the PCs about relying on teleportation effects.

**Counterintelligence:** False rumors, potent illusions, and other forms of trickery are afoot to make it appear that the PCs are out and about elsewhere in Iadara and the environs, giving them a bit of cover for their mission.

**Missing Scouts:** The queen notes that not all of those who she sent out to gather information have returned. The queen asks the PCs to, as they explore the Witchbole, keep an eye out for four high-ranking scouts who've gone missing (named Undriel, Vandaelon, Sussial, and Ellisiar). If they can be rescued—or, at the very least, their bodies recovered—what they learned and the morale boost for their return would be a significant boon.

**Siege Duration:** The queen knows that Iadara can withstand the siege for a week, but beyond that... prospects look grim. The queen notes that the more alliances the PCs were able to gather among the Encarthan nations, the better, as deploying aid from abroad will lengthen this timeline.



### TELEPORTATION DISRUPTION

The method by which Treerazer is attempting to usurp and corrupt the *aiudara* network from within Witchbole is unknown—the PCs will learn about it soon enough, but until this effect ends, the Witchbole attempts to counteract any teleportation effect into or out of Iadara and the vicinity, with a counteract rank of 10th and a +28 modifier to the roll.

### The Mission

Queen Telandia presents the PCs with their mission—they must invade the Witchbole and defeat Treerazer. The nascent demon lord doesn't need to be slain (she keeps her fears that he cannot be slain to herself), but if the PCs can disrupt enough of the Witchbole's internal workings and harry the fortress from within, they could not only break the siege but bring an end to the Spore War. None in Kyonin are as ready for this mission as the PCs, but the queen makes sure they know this will be a dangerous mission indeed—one she's ready to help with as best she can.

The queen informs the PCs that spies have isolated five targets of opportunity to seek out within the Witchbole: the source of the Witchbole's mobility, the source of the teleportation distortion, the source of the pollution surrounding the Witchbole, the location of its central workshop or laboratory where the Jeharlu spores were engineered, and the location of her missing scouts. She suggests pursuing that last one first, since rescued scouts may be able to provide directions to one of the other locations.

Once the PCs feel they've caused enough mayhem at the targets of opportunity, they should seek out the Witchbole's Sanctum and confront the nascent demon lord in person.

If the PCs triumphed over War Interlude 4, Queen Telandia presents them with several magical treasures to further aid them in this mission. This consists of a set of *true library robes* (*Treasure Vault 15*), a *crown of intellect*, a *necklace of allure*, and a +3 *major striking holy composite longbow*. If the PCs didn't triumph over War Interlude 4, she can only afford to give them two of these items; the others must go to support the troops defending the city. Finally, while she notes that she could use them in the days to come, she can loan the PCs her *wand of falling stars* and her *wand of quandary*. If the PCs choose to let her keep both wands, she nods in thanks and the PCs earn 1 Triumph Point.

## THE WITCHBOLE

The Witchbole has long been known as Treerazer's mobile fortress—a mobile monstrosity that resembles an immense, diseased tree far larger than any other in Tanglebriar. The Witchbole's creation was Treerazer's first triumph when he came to Golarion, after he slew, corrupted, and transformed the oldest and largest arboreal in the forest. Had the Spore Queen been able to complete her work, the Witchbole's power would have become infinitely greater, with the capacity to transport itself instantaneously via teleportation. Her defeat before she finished this work left Treerazer with a choice—start the process over (after finding a new high priest) or use what the Spore Queen had accomplished so far to launch the siege of Iadara. He chose the latter, but the act left both him and the Witchbole reeling. While the rest of Treerazer's army attacks the city and lays siege, he remains in the Witchbole's Inner Sanctum, helping it (and himself) to recover so he'll be able to deliver Kyonin's coup de grace personally.

### Witchbole Interior Features

The Witchbole's interior passages are a sprawling and tangled maze of chambers and tunnels that burrow through the tree's trunk, roots, and branches. This labyrinth of rooms and halls is much larger than what should be able to exist inside of a tree even the Witchbole's size (120 feet across at the roots and towering to a height of 350 feet), as a result of the reality warping nature this close to the seat of Treerazer's power. The interior—while it can simply be walked into through one of its entrances—is essentially its own demiplane. As a result, teleportation effects that cannot cross planar boundaries do not allow one to travel into or out of the Witchbole. Inside, the PCs are considered to not be on their home plane, while demons and all foes encountered within the Witchbole are.

The Witchbole's interior walls are equivalent to high-grade duskwood, with Hardness 20 and 80 HP (BT 40) for any one section, but damage done to the Witchbole automatically repairs itself at a rate of 30 HP per round as long as Treerazer lives. Intentionally damaging the Witchbole's walls, floors, and ceiling is sure to draw attention, and each time a section is destroyed, the PCs accrue 1 Awareness Point to their infiltration. Floors are slick and spongy, giving underfoot in the same way an old shack's rotten floorboards flex and squish, yet these floors can support weight as easily as solid stone. Ceiling heights are hard to judge through the tangled mess of hanging filth and fungal decay, but generally average at 20 feet in rooms and 10 feet in halls. The passages range from five feet to twenty feet in width.

There is no ambient illumination inside the Witchbole, with exceptions noted in the text.

Use the “Witchbole Chamber” map, or a similar map of your own design, for unexpected encounters within the Witchbole as you see fit.

## INFILTRATING THE WITCHBOLE

Before a day’s infiltration, each PC has time to pursue one preparation activity (*GM Core* 199), chosen from the following.

**Bribe Contact:** The PC bribes an established contact with a bribe worth at least 2,000 gp; DC 41 Deception or DC 44 Diplomacy. Edge points earned by bribing contacts can be used on any obstacle.

**Gain Contact:** The PC attempts to gain a contact among Treerazer’s army; DC 41 Intimidation or DC 44 Deception. Edge points used to gain contacts can be used on the Behind Enemy Lines obstacle.

**Gossip:** The PC seeks rumors about one of the Witchbole’s targets of opportunity; DC 41 Diplomacy to gain a +2 circumstance bonus on all checks made to Navigate the Witchbole when seeking that target, or DC 44 Diplomacy to seek information about Treerazer and to gain a +2 circumstance bonus on all checks made to Enter the Sanctum.

**Scout Location:** The PC moves among the enemy troops or watches them from afar; DC 39 Stealth or DC 41 Perception. Edge points used to scout location can be used on the Behind Enemy Lines or Navigate the Witchbole obstacles.

**Secure Disguises:** The PC attempts to secure cultist disguises; DC 39 Crafting, DC 41 Religion, or DC 44 Deception. Edge points earned by securing disguises can be used on the Enter the Sanctum obstacle or the Spotted by Guards complication.

## Obstacles

Moving from encounter to encounter in the Witchbole requires overcoming obstacles. A PC can always opt to use the Create False Trail opportunity instead of helping to overcome an obstacle.

Each infiltration round encompasses 1 hour.

### BEHIND ENEMY LINES

**Infiltration Points** 2 (group); **Overcome** DC 39 Stealth to sneak behind enemy lines, DC 41 Deception to act like you belong behind enemy lines, or DC 44 Perception to keep an eye out for chances to move forward between patrols.

The PCs creep through the army encampments and polluted environs that surround the Witchbole either to reach its entrance or to make their way back to safety. Once this obstacle is completed, proceed

with area **D1** (page 35) if the PCs were approaching the Witchbole, or end the day’s infiltration with the PCs back in Iadara if they are retreating.

**Critical Failure** Rather than accrue 2 Awareness Points, the PC only accrues 1 Awareness Point but accidentally exposes themselves to a potent source of toxicity (such as a fall into polluted waters, inhaling toxic gas, or stepping into a poisonous trap) and takes 9d6 poison damage (DC 37 basic Fortitude save).

### NAVIGATE THE WITCHBOLE

### OBSTACLE

**Infiltration Points** 2 or 4 (group; see below); **Overcome** DC 39 Occultism or Religion to understand the supernatural nature of the Witchbole’s interior and to use that knowledge to find your way, DC 41 Survival to apply classic methods of labyrinth navigation and to avoid backtracking, or DC 44 Perception to correctly interpret subtle contextual clues that lead toward your goal

The PCs make their way through the Witchbole’s twisted interiors toward a chosen location. If they have directions to the location (such as by learning them from a rescued scout in area **D2**), or have visited the location before, they need only 2 Infiltration Points to overcome this obstacle, otherwise they need 4 Infiltration Points to do so.

Alternately, once the PCs reach a numbered encounter area, they can return to that location via any



teleportation effect cast within the Witchbole that has a range of at least 1 mile (and isn't counteracted by the Witchbole, of course).

Once this obstacle is overcome, if the navigation goal was one of the targets of opportunity (areas **D2-D6**), proceed with that encounter. If the navigation goal was the Witchbole's Sanctum, proceed with the Enter the Sanctum obstacle. If the navigation goal was to return to the exit, proceed with the Behind Enemy Lines obstacle.

### ENTER THE SANCTUM

### OBSTACLE

**Infiltration Points** 2 (group); **Overcome** DC 39 Stealth to avoid notice by the increased presence of the guards, DC 41 Deception or Intimidation to bluff or bluster your way past the guards, or DC 44 Religion to appear to be devout worshippers of Treerazer and to utter the proper prayers needed to approach without being confronted. The PCs' approach to the Witchbole's sanctum becomes more complicated as the last several chambers have a much more robust guardian presence. Upon overcoming this obstacle, proceed with area **E1** (page 43).

### Awareness Point Tiers

Awareness Point tiers for this infiltration are as follows and take place the first time the PCs reach the indicated tier.

**5 Awareness Points:** The Spotted by Guards complication occurs.

**10 Awareness Points:** Suspicions are raised; increase the DCs for obstacles by 1.

**15 Awareness Points:** The Witchbole Defenses complication occurs.

**20 Awareness Points:** Suspicions grow even more intense; increase the DC for obstacles by a total of 2.

**25 Awareness Points:** The Spotted by Guards complication occurs again.

**30 Awareness Points:** Treerazer can no longer ignore the intruders and redoubles his efforts to hasten the siege of Iadara. The infiltration doesn't end, Awareness Points are no longer accrued—instead, each time the PCs would normally accrue an Awareness Point, they instead face the Witchbole Defenses complication and lose one Triumph Point.

### REDUCING AP

If the PCs retreat from the Witchbole and then return the next day to attempt a new infiltration, their starting AP remains unchanged from where it left off at the end of the previous infiltration.

Each full day that passes without any infiltration activities taking place, reduce the party's AP total by 2 because of the counter-intelligence steps Queen Telandia's agents take.

Each PC who spends the full day joining in these efforts (to the exclusion of other downtime activities) increases this AP reduction by 2.

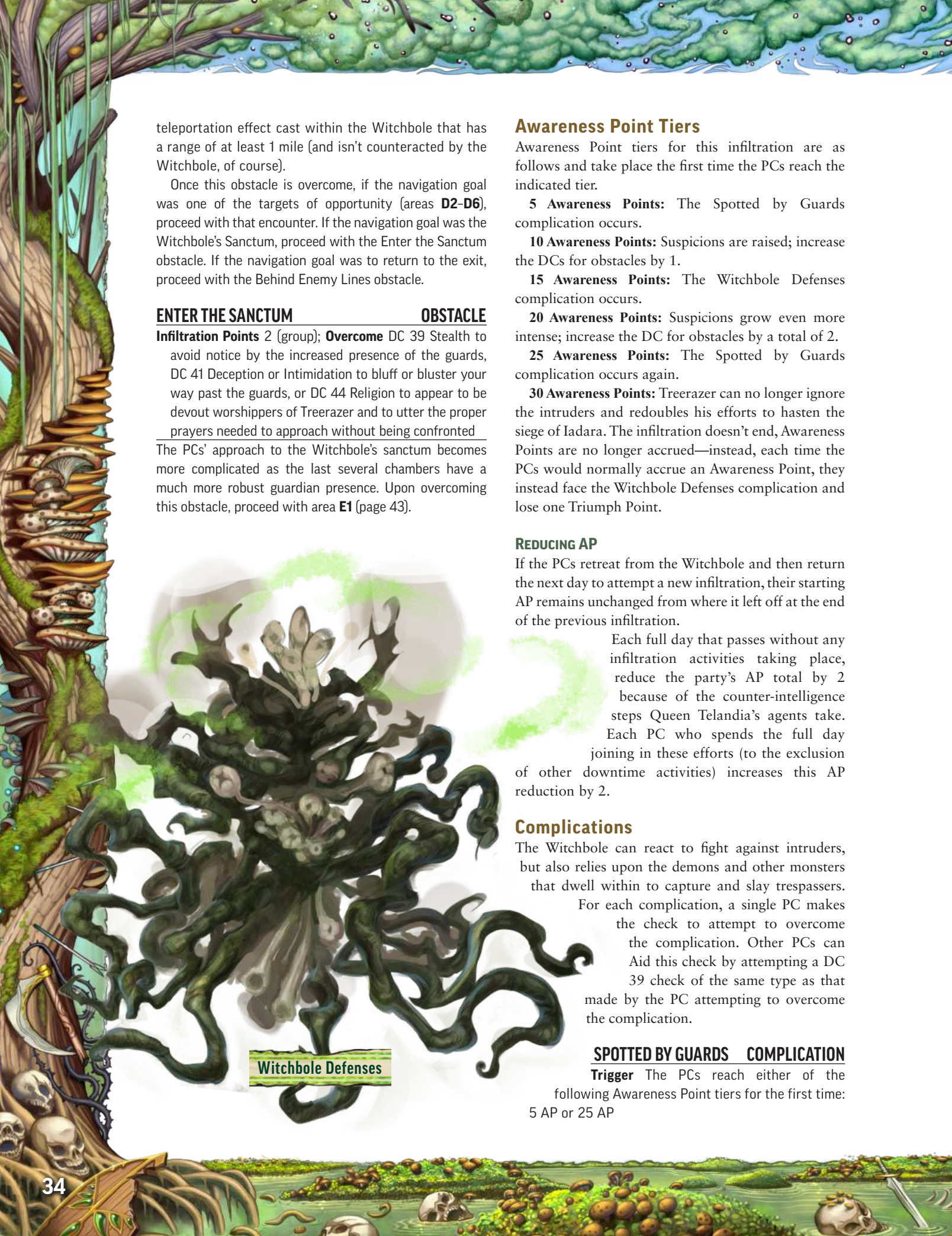
### Complications

The Witchbole can react to fight against intruders, but also relies upon the demons and other monsters that dwell within to capture and slay trespassers.

For each complication, a single PC makes the check to attempt to overcome the complication. Other PCs can Aid this check by attempting a DC 39 check of the same type as that made by the PC attempting to overcome the complication.

### SPOTTED BY GUARDS COMPLICATION

**Trigger** The PCs reach either of the following Awareness Point tiers for the first time: 5 AP or 25 AP



**Overcome** DC 39 Stealth to swiftly guide the party into a hiding spot, DC 41 Intimidation to step forward and threaten the guards into letting you pass, or DC 44 Perception to notice the approaching guards soon enough to guide the group to safety

A patrol of demons approaches the party's location. Swift action is needed to avoid a confrontation!

**Success** Your quick thinking lets the party avoid the guards entirely.

**Failure** You did your best, but the guards are still suspicious; they move on, but the party accrues 1 AP.

**Critical Failure** The guards realize you are intruders and attack. This should be a Low 19 threat encounter if the PCs triggered this at 5 AP (such as with 6 seraptis demons), or a Moderate 19 threat encounter if they did so at 25 AP (such as with a vansidieth demon leading 5 seraptis demons); the battle plays out on the Witchbole Interior map (or a similar map of your own design). If the PCs defeat the demons in 3 rounds or less, the party accrues 1 AP, otherwise the party accrues 2 AP.

**WITCHBOLE DEFENSES** **COMPLICATION**

**Trigger** The PCs reach 15 AP for the first time

**Overcome** DC 38 Nature to understand how best to move forward without attracting the defenses' attention, DC 40 Athletics to rip the sensory fungi free before the defenses can activate, or DC 43 Religion to quiet the defenses with prayers to those who oppose Treerazer

The Witchbole itself takes note of the party's trespass and extrudes a whipping tangle of thorny vines and bursts poison-filled puffballs into the PCs' midst. These defenses inflict slashing and poison damage, as determined by the result of the overcome attempt.

**Critical Success** You manage to avoid or destroy the defenses and they cause no damage.

**Success** The defenses cause 6d6 slashing and 6d6 poison damage (DC 39 basic Reflex save).

**Failure** The defenses cause 12d6 slashing and 12d6 poison damage (DC 41 basic Reflex save).

**Critical Failure** The defenses cause 12d6 slashing and 12d6 poison damage (DC 46 basic Reflex save) and the party accrues 1 AP.

**Opportunity**

When each infiltration round begins, remind the PCs that they can always choose to Create False Trails instead of working to overcome an obstacle.

**CREATE FALSE TRAIL** **OPPORTUNITY**

Rather than attempting to overcome an obstacle this round, the PC spends the round attempting to hide evidence of their passage through this section of the Witchbole. The PC attempts a DC 39 Survival check to try to obscure their

**ENTERING ENCOUNTERS**

Areas **D1-D6** have multiple entrances. While the PCs are free to enter area **D1** from any angle they wish (since it's located outside), the first time they enter areas **D2-D6**, you should pick which entrance they arrive via (since the Witchbole shifts things around, consider choosing the entrance that gives the PCs the least advantageous approach). If the PCs revisit an area later, they can choose which entrance they use to enter the area.

Maps for areas **D1-D6**, as well as a generic chamber in the Witchbole, appear on this adventure's inside front cover.

tracks, or a DC 41 Perception check to keep an eye out for enemies and to guide the other PCs in ways to avoid attracting attention.

**Critical Success** The false trail or observations are particularly helpful. No AP is accrued at the end of this infiltration round and reduce currently accrued AP by 1.

**Success** The false trail and observations are helpful; no AP is accrued at the end of this infiltration round.

**Critical Failure** The attempt backfires. The party accrues 1 AP immediately.

**D1. The Blasted Tarn** **Moderate 19**

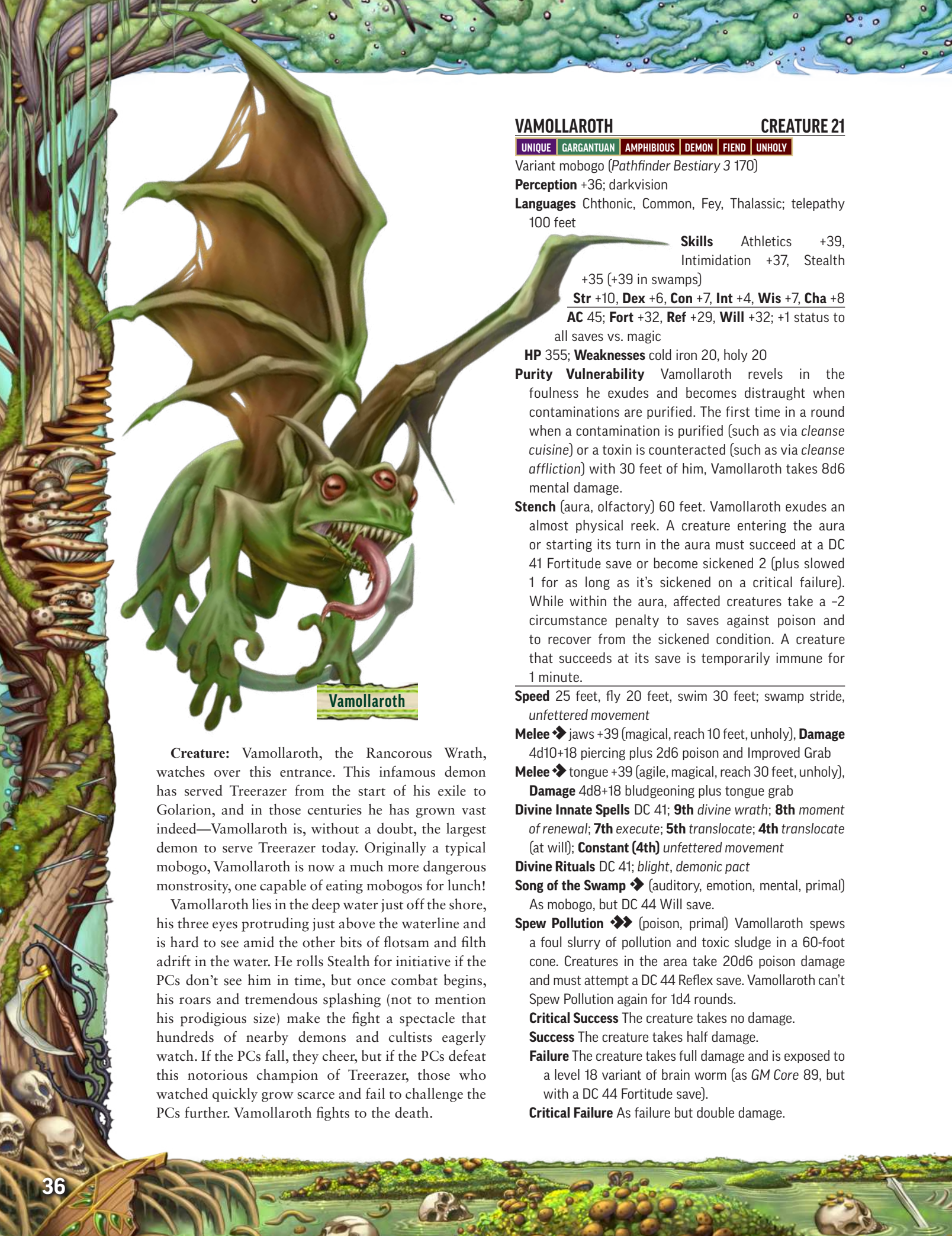
The Witchbole's roots sprawl through the waters of the Endowhar River, redirecting flow and causing minor flooding at the city's edges where the hideous tree fortress has manifested. Effluvium draining from countless boils and gashes along the trunk and barren branches above adds to this swamp-like morass, yet near the trunk itself, a soggy beach of mud and fungus leads up to a dark gap between the roots that appears to lead deeper within the Witchbole itself.

The flooding caused by Witchbole's destruction of the riverbanks combined with the fortress's constant drainage created a foul swamp around its base. This lake is a relatively faithful recreation of the waters that surrounded the Witchbole's favorite haunt deep in Tanglebriar—the Blasted Tarn.

The roots that extend over this water can be used as bridges, but their slick nature requires a DC 30 Acrobatics check to Balance on. The mud and slick mold growing on the shore makes it difficult terrain.

Those who reach the beckoning entrance at the base of the trunk can use it to enter the Witchbole, but this entrance is far from unguarded.





Vamollaroth

**Creature:** Vamollaroth, the Rancorous Wrath, watches over this entrance. This infamous demon has served Treerazer from the start of his exile to Golarion, and in those centuries he has grown vast indeed—Vamollaroth is, without a doubt, the largest demon to serve Treerazer today. Originally a typical mobogo, Vamollaroth is now a much more dangerous monstrosity, one capable of eating mobogos for lunch!

Vamollaroth lies in the deep water just off the shore, his three eyes protruding just above the waterline and is hard to see amid the other bits of flotsam and filth adrift in the water. He rolls Stealth for initiative if the PCs don't see him in time, but once combat begins, his roars and tremendous splashing (not to mention his prodigious size) make the fight a spectacle that hundreds of nearby demons and cultists eagerly watch. If the PCs fall, they cheer, but if the PCs defeat this notorious champion of Treerazer, those who watched quickly grow scarce and fail to challenge the PCs further. Vamollaroth fights to the death.

## VAMOLLAROTH

## CREATURE 21

UNIQUE GARGANTUAN AMPHIBIOUS DEMON FIEND UNHOLY

Variant mobogo (*Pathfinder Bestiary* 3 170)

**Perception** +36; darkvision

**Languages** Chthonic, Common, Fey, Thalassic; telepathy 100 feet

**Skills** Athletics +39, Intimidation +37, Stealth +35 (+39 in swamps)

**Str** +10, **Dex** +6, **Con** +7, **Int** +4, **Wis** +7, **Cha** +8

**AC** 45; **Fort** +32, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

**HP** 355; **Weaknesses** cold iron 20, holy 20

**Purity Vulnerability** Vamollaroth revels in the foulness he exudes and becomes distraught when contaminations are purified. The first time in a round when a contamination is purified (such as via *cleanse cuisine*) or a toxin is counteracted (such as via *cleanse affliction*) with 30 feet of him, Vamollaroth takes 8d6 mental damage.

**Stench** (aura, olfactory) 60 feet. Vamollaroth exudes an almost physical reek. A creature entering the aura or starting its turn in the aura must succeed at a DC 41 Fortitude save or become sickened 2 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against poison and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

**Speed** 25 feet, fly 20 feet, swim 30 feet; swamp stride, unfettered movement

**Melee** ✦ jaws +39 (magical, reach 10 feet, unholy), **Damage** 4d10+18 piercing plus 2d6 poison and Improved Grab

**Melee** ✦ tongue +39 (agile, magical, reach 30 feet, unholy), **Damage** 4d8+18 bludgeoning plus tongue grab

**Divine Innate Spells** DC 41; **9th** *divine wrath*; **8th** *moment of renewal*; **7th** *execute*; **5th** *translocate*; **4th** *translocate* (at will); **Constant (4th)** *unfettered movement*

**Divine Rituals** DC 41; *blight*, *demonic pact*

**Song of the Swamp** ✦ (auditory, emotion, mental, primal) As mobogo, but DC 44 Will save.

**Spew Pollution** ✦✦ (poison, primal) Vamollaroth spews a foul slurry of pollution and toxic sludge in a 60-foot cone. Creatures in the area take 20d6 poison damage and must attempt a DC 44 Reflex save. Vamollaroth can't Spew Pollution again for 1d4 rounds.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is exposed to a level 18 variant of brain worm (as *GM Core* 89, but with a DC 44 Fortitude save).

**Critical Failure** As failure but double damage.

**Swallow Whole** ◆ (attack) Huge, 4d10+9 bludgeoning, Rupture 60

**Swamp Stride** Vamollaroth ignores difficult terrain caused by swamp terrain features.

**Tongue Grab** As mobogo, but AC 43 and 30 slashing damage to sever.

**Tongue Reposition** ◆ As mobogo.

**Treasure:** The bulk of Vamollaroth's treasure still lies at the bottom of the actual Blasted Tarn far to the south in Tanglebriar, but a Search of his body reveals two items of note. A +3 *greater striking quickstrike returning orichalcum spear* is lodged in his back (a remnant that Vamollaroth has all but forgotten is still stuck in him after a fight against a particularly foolish elven adventurer years ago). This spear has a *dispelling sliver* talisman affixed to it.

## D2. Fang Fungus Prison

The walls of this chamber appear to be sculpted from dark brown wood, polished smooth in the places where it's not hosting growths of spiky fungal growths that look almost like large fangs protruding in all directions from the walls, floor, and ceiling. Four coffin-sized tangles of fang-like fungus protruding from the walls tightly clutch elven bodies—one of which is conscious and screaming in pain.

The fang-like fungus in this room is hazardous terrain; the first time each round a creature Strides or Climbs in here, they take 2d6 piercing damage.

**Creatures:** The four fungal cages in this room each contain one of the missing scouts. Each of these elves are 14th-level rangers or rogues—accomplished spies and agents of Kyonin who managed to sneak into the Witchbole, but quickly got in over their heads, were captured, and brought here for “digestion” by the Witchbole itself. **Vandaelon** (foolhardy male elf ranger 14, area **D2a**) is already dead on the first day of the siege, and his body is absorbed by the Witchbole at sunset on day 1 of the siege. **Undriel** (stoic male elf rogue 14, area **D2b**) is unconscious. He perishes at dawn on day 2 and is absorbed later that day at sunset. **Sussial** (humorless female elf ranger 14, area **D2c**) is unconscious. She perishes at dawn on day 3 and is absorbed later that day at sunset. **Ellisiar** (meticulous nonbinary elf rogue 14, area **D2d**) is the most recent victim, and as the only conscious scout here, they're the source of the pain-filled screams. They perish at dawn on day 4 and are absorbed later that day at sunset.

No statistics are provided for any of these scouts, as they are not in any condition to fight. Keep track of each elf that is fully absorbed by the Witchbole, as

this number will affect the situation in the Sanctum. If an elf is rescued, they're in no condition to provide much in the way of physical or magical help and will need weeks, perhaps even months, to recover from the trauma of their near-death experiences, but they can provide precise directions to a target of opportunity, reducing the number of Infiltration Points the PCs need to Navigate to that location. Ellisiar can guide the PCs toward area **D3**, Sussial toward area **D4**, Undriel toward area **D5**, and Vandaelon can guide the PCs toward area **D6** if he's restored to life. In addition, ensuring the scouts are rescued and brought back to safety in Iadara can help as detailed in Reward, next page.

**Hazard:** All four scouts have been engulfed by the eerie fang-like fungal growths on the walls, one each located at the locations marked via **A–D**. For every day the PCs delay entering this area beyond the first, one of these elves is completely absorbed by the fungus and is gone. On the day an elf is to be absorbed, even realizing there's a body encased in the fungal wall is difficult, requiring a PC to Seek or Search and then succeed at a DC 39 Perception check. Each of these four fungal cages functions similarly to a trap, but the PCs aren't the ones who face dire consequences if they fail at an attempt to rescue an elf.

### FANG FUNGUS CAGES (4)

HAZARD 19

RARE ENVIRONMENTAL FUNGUS

**Stealth** DC 47 (master) to realize the fungus will harm its prisoner if it is tampered with; noticing the fungus itself has a DC of 0

**Description** A mass of hundreds of long thin fang-shaped fungal growths protruding from the wall encase and pierce the flesh of an elven prisoner.

**Disable** DC 41 Nature three times to delicately cut the elf free without causing the fungus to react, or DC 47 Medicine two times to gently manipulate the fungus loose from where its tendrils have penetrated flesh, or DC 50 Athletics to swiftly wrench the elf free from the cage before the fungus can react

**AC** 40; **Fort** +29, **Ref** +35

**HP** 130 (BT 65); **Immunities** critical hits, object immunities, piercing damage, precision damage; **Weaknesses** slashing 15; **Resistances** bludgeoning 15

**Rasp Elf** ↻ **Trigger** A fungus cage takes damage, or any magical effect targets a caged elf; **Effect** The tendrils constricting and growing through an elf swiftly lash, constrict, and burrow deep. An unconscious elf is killed by this, while a conscious elf is rendered unconscious.

**Reset** A fang fungus cage resets instantly.

**Treasure:** Each of the elves was well equipped for a scouting mission—just not so much for an actual





infiltration of the Witchbole. When an elf is absorbed by a fungus cage, their gear clatters to the floor. Each ranger carries a +2 *greater striking longbow* and wears a suit of +2 *resilient studded leather armor*, while each rogue carries a +2 *greater striking rapier* and wears a suit of +2 *resilient leather armor*.

**Reward:** How the PCs handle the elves and their gear can bolster morale and earn Triumph Points. If the PCs make sure that a slain elf's gear is sent on to their next of kin (simply delivering the gear to the queen is enough to meet this qualification) and that all surviving elves retain their gear, they earn 1 Triumph Point. If the PCs manage to save all three surviving elves, they earn an additional 1 Triumph Point. And if they use resources to restore slain elves to life, they earn another 1 Triumph Point, for a potential reward of 3 Triumph Points if they ensure all three of these conditions are met. An elf that is absorbed by a fang fungus cage has no body remaining behind, so any method to restore them to life must be capable of doing so without an intact body—but resurrecting an elf in this manner does reduce the impact that absorbed elven spies have in the Sanctum as if that elf had never been absorbed.

Grant the PCs 20 XP for each elf that is rescued alive from a fang fungus cage.

### D3. The Witchbole's Heart **Severe 19**

The passageway ends, looking out over a fifty-foot-diameter spherical chamber. The walls are made up of a densely packed tangle of roots and branches that slowly flex, squeeze, and rub against each other, filling the room with the sound of trees creaking in a silent windstorm. At the center of the room floats a twenty-five-foot-diameter sphere of fungus-caked knotted wood, its tightly coiled roots and branches grinding and splintering even more violently and loudly than the chamber's outer walls.

A PC can move across the lower portion of this chamber, treating the area directly under the central floating sphere as difficult terrain. However, navigating the steeply curving walls requires the PC to Climb with a DC 30 Athletics check (the DC increases to DC 40 if one clammers on the upper half by clinging to overhead roots and branches). Flight is, overall, a better method of navigating this chamber.

Treerazer created the Witchbole from the corrupted remains and captured soul of the region's largest arboreal thousands of years ago. The twitching, grinding sphere of knotted wood in the middle of this chamber is a physical manifestation of that arboreal's corrupted soul, and if it continues to grind and rasp here, the Witchbole itself retains its mobility.

**Creatures:** Normally, this chamber and the approach to it are heavily guarded, but for now, Treerazer has redirected the guards here onto the field surrounding the Witchbole or up into its Sanctum. This gives the PCs an excellent opportunity to strike a blow against the fortress, yet the chamber hasn't been left without protection. A vansidieth demon stands atop the central sphere, attended by a group of five seraptis demons that cling to the walls of the room itself. Upon spotting intruders, the demons take to the air and attack. The vansidieth hangs back, using Leader of the Pack to give the seraptis demons more mobility and attack options, and then uses his spells, gaze, and battle roar at range. Once at least 3 seraptis demons are slain, the vansidieth swoops down to join the melee as well. All the demons fight to the death.

#### VANSIDIETH DEMON **CREATURE 18**

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**Initiative** Perception +32

#### SERAPTIS DEMONS (5) **CREATURE 15**

*Pathfinder Monster Core* 80

**Initiative** Perception +25

**Hazard:** As the PCs fight the demons, they'll also have to contend with the Witchbole's Heart as well. This corrupted arboreal soul lashes out at any intruders with its branches, but functions more as a hazard than a creature.

As soon as the Witchbole's Heart is destroyed or disabled, the long-trapped soul of the corrupted arboreal is set free from its prison. The heart explodes in a blast of spiritual energy that inflicts 20d6 spirit damage to all demons in the room (DC 40 basic Will save) but leaves other creatures unharmed.

#### WITCHBOLE'S HEART **HAZARD 19**

**UNIQUE** **COMPLEX** **MAGICAL** **TRAP** **UNHOLY**

**Stealth** +37 (legendary) to notice the sphere is hazardous; noticing the sphere itself has a DC of 0

**Description** A sphere of tangled branches and roots, encrusted with fungus and mold, suddenly animates and reaches out several claw-like limbs.

**Disable** DC 50 Nature to exorcise the corrupted spirit trapped within the Witchbole's Heart, or DC 47 Thievery three times to deactivate the hidden runes scribed in the sphere that allow the corrupted spirit to animate limbs (each one of these successful Thievery checks reduce the hazard's routine by 1 action)

**AC** 43; **Fort** +35, **Ref** +29

**Hardness** 32; **HP** 130 (BT 65); **Immunities** critical hits, object immunities, precision damage

**Soulshriek**  **Trigger** a non-demon creature ends their turn in area **D3**, or a demon in area **D3** issues a command to the Witchbole's Heart to awaken; **Effect** A distorted arboreal's face forms on the side of the Witchbole's Heart and issues a horrific shriek that sounds as if it were issued through an immense throat made of grinding wood. All non-demon creatures in area **D3** or within 30 feet of any entrance to area **D3** take 10d6 spirit damage (DC 41 basic Will save) as their own souls twist and writhe in pain. The trap then rolls initiative.

**Routine** (3 actions) The Witchbole's Heart forms several long, thin, spiky limbs tipped with poisonous talons. On each of its actions, it attempts to Strike one non-demon creature in reach of the central sphere. The Witchbole's Heart does can't attempt to Strike a single target more than once per round.

**Melee** claw +36 (magical, reach 30 feet, unholy), **Damage** 4d10+10 slashing plus 3d6 poison; no multiple attack penalty

**Reset** The Witchbole's Heart deactivates and resets automatically 1 minute after no targets remain.

**Reward:** If the Witchbole's Heart is destroyed or disabled, the Witchbole itself loses its mobility. This has very little impact on the PCs or the immediate situation, and in time Treerazer could bind fresh souls into the heart to restore the fortress's ability to move around, but in the short term, this triumph earns the PCs 2 Torment Points.

## D4. Rift Portals

## Moderate 19

The tunnel widens into an ovoid chamber with seven alcoves along its walls. In each, a vortex of gray mist churns in the air, creating a spiraling pattern whirling around a tiny, two-inch-wide dark hole in reality. A different rune is scratched into the back wall of each of the alcoves. Several bulges in the wooden floors, walls, and ceiling fifteen feet above give the impression of diseased welts. A single deformed mushroom grows in the center of the room. Thin, wispy lines of vapor stretch from pustules on the mushroom's cap to each of the seven alcoves and the rifts within.

Although Treerazer's exile to Golarion and the hatred his creator, Cyth-V'sug, has for him are well known, what's less known is that seven other demon lords have pledged subtle support to his plots. They allow him to maintain tiny portals to their demonic realms in the Outer Rifts so that he can have a constant influx of the fiendish energy he needs to

maintain Tanglebriar's corruption. In return, those seven demon lords enjoy a small but constant influx of corrupted energy siphoned out of the world as Tanglebriar continues to exist. Treerazer has also promised all seven of these demon lords greater rewards should he ever become a full demon lord, but the seven don't expect this to ever come to pass.

A PC can identify a demon lord's sigil with a successful DC 25 Religion check; a critical success allows that PC to deduce the specific ways in which that demon lord's associated rift functions, and grants that PC a +2 circumstance bonus to all attempts to disarm that rift portal (see Hazard, below). The demon lords associated with the rifts are Gogunta (**D4a**), Nurgal (**D4b**), Zevgavizeb (**D4c**), Abraxas (**D4d**), Shax (**D4e**), Angazhan (**D4f**), and Yhidothrus (**D4g**).

**Creatures:** While the bulging cysts on the floors, walls, and ceilings look unsettling, only four of them (located in each of the squares marked with an "x") are dangerous, for these cysts contain rift pulpers. The presence of these cleftwood fiends helps to maintain the seven micro-rifts located in this area, as it's the rift pulper's periodic gnawing of reality along the edges of each rift that keeps them open and functioning. Without this constant worrying, the rifts would heal naturally over the course of several months.

The rift pulpers have fed recently, but burst from their cysts as soon as any creature comes within ten feet of one of their locations; they ignore demons, but attack all other creatures on sight, fighting to the death and pursuing foes relentlessly if they attempt to escape.

## RIFT PULPERS (4)

## CREATURE 17

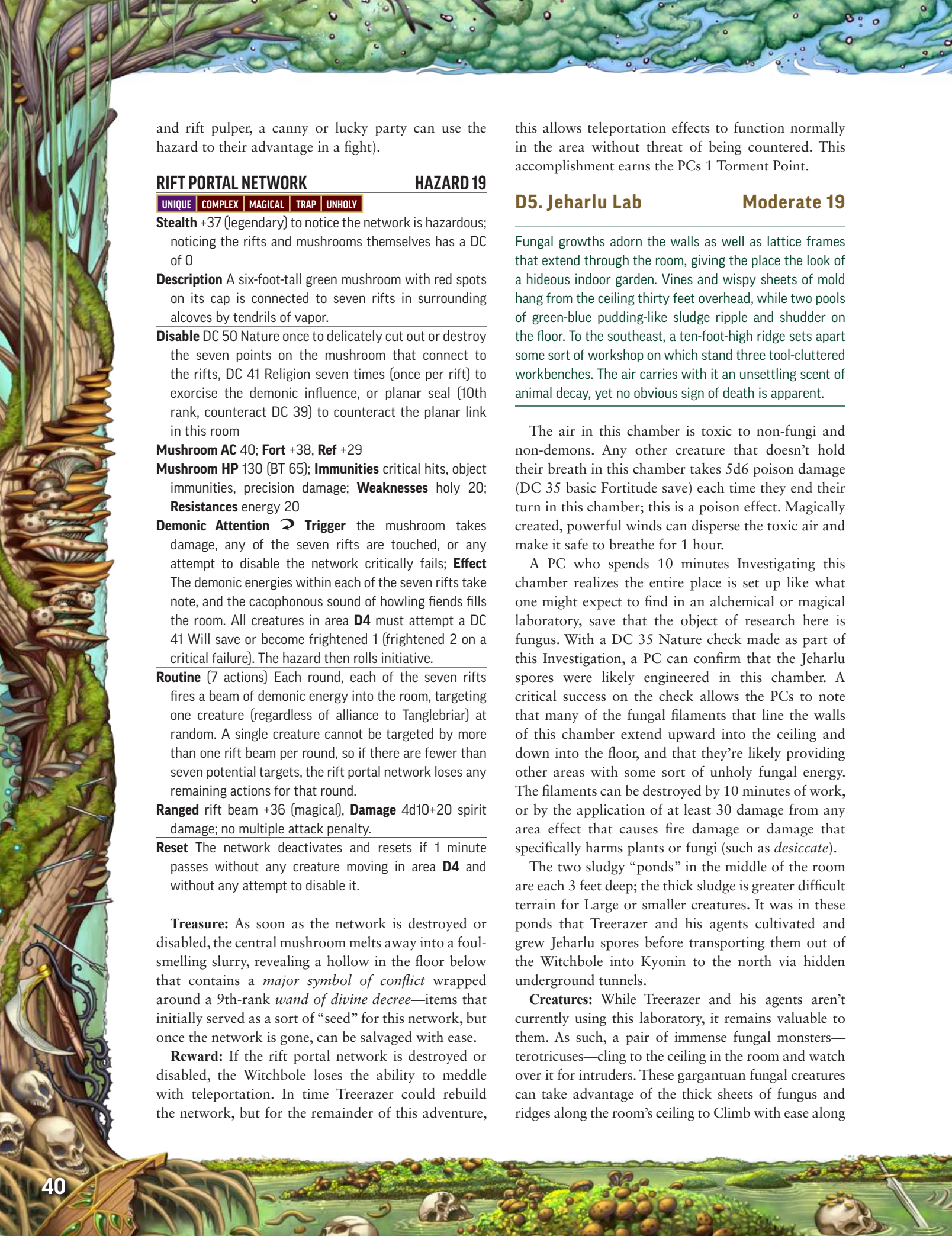
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**Initiative** Stealth +31

**Hazard:** The six-foot-tall mushroom in the middle of the room is the source of the teleportation disruption that currently surrounds the Witchbole. It and the seven rifts comprise a hazard that, if disabled or destroyed, will not only undermine Treerazer's resources in the Witchbole's inner sanctum (area **E6**), but will allow teleportation effects to function normally again. Note that the rift portals are relatively harmless unless attempts to destroy or disable them take place; if activated while the rift pulpers are still alive, this becomes a Severe 19 encounter (although since the rift portal won't differentiate between PC



Witchbole's Heart



and rift pulper, a canny or lucky party can use the hazard to their advantage in a fight).

## RIFT PORTAL NETWORK

## HAZARD 19

UNIQUE COMPLEX MAGICAL TRAP UNHOLY


**Stealth** +37 (legendary) to notice the network is hazardous; noticing the rifts and mushrooms themselves has a DC of 0

**Description** A six-foot-tall green mushroom with red spots on its cap is connected to seven rifts in surrounding alcoves by tendrils of vapor.

**Disable** DC 50 Nature once to delicately cut out or destroy the seven points on the mushroom that connect to the rifts, DC 41 Religion seven times (once per rift) to exorcise the demonic influence, or planar seal (10th rank, counteract DC 39) to counteract the planar link in this room

**Mushroom AC** 40; **Fort** +38, **Ref** +29

**Mushroom HP** 130 (BT 65); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** holy 20; **Resistances** energy 20

**Demonic Attention**  **Trigger** the mushroom takes damage, any of the seven rifts are touched, or any attempt to disable the network critically fails; **Effect** The demonic energies within each of the seven rifts take note, and the cacophonous sound of howling fiends fills the room. All creatures in area **D4** must attempt a DC 41 Will save or become frightened 1 (frightened 2 on a critical failure). The hazard then rolls initiative.

**Routine** (7 actions) Each round, each of the seven rifts fires a beam of demonic energy into the room, targeting one creature (regardless of alliance to Tanglebriar) at random. A single creature cannot be targeted by more than one rift beam per round, so if there are fewer than seven potential targets, the rift portal network loses any remaining actions for that round.

**Ranged** rift beam +36 (magical), **Damage** 4d10+20 spirit damage; no multiple attack penalty.

**Reset** The network deactivates and resets if 1 minute passes without any creature moving in area **D4** and without any attempt to disable it.

**Treasure:** As soon as the network is destroyed or disabled, the central mushroom melts away into a foul-smelling slurry, revealing a hollow in the floor below that contains a *major symbol of conflict* wrapped around a 9th-rank *wand of divine decree*—items that initially served as a sort of “seed” for this network, but once the network is gone, can be salvaged with ease.

**Reward:** If the rift portal network is destroyed or disabled, the Witchbole loses the ability to meddle with teleportation. In time Treerazer could rebuild the network, but for the remainder of this adventure,

this allows teleportation effects to function normally in the area without threat of being countered. This accomplishment earns the PCs 1 Torment Point.

## D5. Jeharlu Lab

## Moderate 19

Fungal growths adorn the walls as well as lattice frames that extend through the room, giving the place the look of a hideous indoor garden. Vines and wispy sheets of mold hang from the ceiling thirty feet overhead, while two pools of green-blue pudding-like sludge ripple and shudder on the floor. To the southeast, a ten-foot-high ridge sets apart some sort of workshop on which stand three tool-cluttered workbenches. The air carries with it an unsettling scent of animal decay, yet no obvious sign of death is apparent.

The air in this chamber is toxic to non-fungi and non-demons. Any other creature that doesn't hold their breath in this chamber takes 5d6 poison damage (DC 35 basic Fortitude save) each time they end their turn in this chamber; this is a poison effect. Magically created, powerful winds can disperse the toxic air and make it safe to breathe for 1 hour.

A PC who spends 10 minutes Investigating this chamber realizes the entire place is set up like what one might expect to find in an alchemical or magical laboratory, save that the object of research here is fungus. With a DC 35 Nature check made as part of this Investigation, a PC can confirm that the Jeharlu spores were likely engineered in this chamber. A critical success on the check allows the PCs to note that many of the fungal filaments that line the walls of this chamber extend upward into the ceiling and down into the floor, and that they're likely providing other areas with some sort of unholy fungal energy. The filaments can be destroyed by 10 minutes of work, or by the application of at least 30 damage from any area effect that causes fire damage or damage that specifically harms plants or fungi (such as *desiccate*).

The two sludgy “ponds” in the middle of the room are each 3 feet deep; the thick sludge is greater difficult terrain for Large or smaller creatures. It was in these ponds that Treerazer and his agents cultivated and grew Jeharlu spores before transporting them out of the Witchbole into Kyonin to the north via hidden underground tunnels.

**Creatures:** While Treerazer and his agents aren't currently using this laboratory, it remains valuable to them. As such, a pair of immense fungal monsters—terotricuses—cling to the ceiling in the room and watch over it for intruders. These gargantuan fungal creatures can take advantage of the thick sheets of fungus and ridges along the room's ceiling to Climb with ease along

the inverted surface, taking advantage of their melee reach and ranged attacks to fight anyone on the ground below. The terotricuses fight to the death.

## TEROTRICUSES (2)

## CREATURE 19

Pathfinder Monster Core 326

Initiative Perception +31

**Treasure:** Among the workbenches are a dozen books detailing fungi from the Outer Rifts and its properties. This collection of rare texts is 20 Bulk in all; a character who references them while Investigating for at least 10 minutes (and can speak Chthonian, the language in which the texts are all written) gains a +3 item bonus on any check made to Recall Knowledge about Jeharlu, Tanglebriar, Treerazer, fungus, or related topics. The collection is worth 13,000 gp.

Among the tools (which are mostly mundane in nature) are a few particularly valuable items, including a +3 major striking scythe, a pair of *spectacles of piercing sight* (*Treasure Vault* 147) used by cultivators here to peer into the obscured interior of Jeharlu spores as they grow to observe their development, a *wand of moment of renewal* (once used by workers here to continue to toil without stopping to sleep), and a small rack containing six vials of black lotus extract (leftover supplies used as reagents for the work here).

Finally, a strange spiky seedpod lies forgotten under the southeasternmost table in the upper area—a PC can discover the seedpod if they Seek in this spot or Search the room and succeed at a DC 39 Perception check. A DC 35 Nature check to Recall Knowledge identifies the pods as a uniquely corrupted arboreal seed worth 10,000 gp to certain collectors of strange paraphernalia, while a critical success is enough to recognize its actual worth—the seedpod functions as a planar key needed to cast *interplanar teleport* to travel to the Witchbole's interior.

**Reward:** If the PCs destroy the fungal growths, they disrupt the network of filaments that help to ensure the flow of the energy through the Witchbole. In time, Treerazer and his agents can repair this, but for the moment, such a step is akin to partially anesthetizing a creature; this grants the PCs 1 Torment Point.

## D6. The Fungal Forges

## Severe 19

No obvious exits apart from the entrance provide a way onward from this unpleasant chamber. The air is hazy with thick clouds of spores, and reeks of mold and decay. All available space on walls, floor, and ceiling twenty feet above are thick with sheets of fungus, some bristly and wiry, some slimy and slick, with all shades of color represented.

In each of the five fifteen-foot-diameter alcoves of this chamber grow a differently colored spherical mass—green, yellow, orange, black, and purple. Within each fungus' hollow interiors lie heaped several decaying bodies, mostly elves but other creatures are obvious among the tangled remains. Thick spore-steaming roots and tendrils extend from each, burrowing into the walls and floors or hanging in drooping coils from the ceiling.

The corruption and toxicity and pollution spread by the Witchbole manifests in five different categories, all five of which begin in this very chamber. Here, five fungal forges (the differently colored fungi in each alcove) convert the flesh and souls of sapient sacrifices into potent toxins and pollution.

The air in this chamber is dangerous to non-fungi and non-demons, similar to that of the Jeharlu lab, but the spores here are more insidious. Any other creature that ends their turn in this chamber takes 5d6 spirit damage (DC 35 basic Will save) each time they end their turn in this chamber as the fiendish spores corrupt and scour the very soul; this is an unholy effect. The spores in this room resist dispersal via winds, flames, or any other method—only by dismantling the five fungal forges can the room be made safe. Each fungal forge that is destroyed or disabled reduces the spirit damage caused by the spores by 1d6, removing the danger entirely if all five forges are dealt with.

**Creatures:** Before any significant attempt can be made to dismantle any of the forges, though, the guardians of this chamber must be defeated. Each of the forges is tended by an unsettling figure: what appears to be an elf clad in moldering wooden armor and armed with a long, twisted pitchfork-like tool. Each of these “elves” is in fact a debased vilderavn, and are among Tanglebriar's most insidious corrupted fey legends, known collectively as the Forgers of Tanglebriar.

These five vilderavns have one purpose—to attend to their matching fungal forge, to keep it in good repair, and to ensure that its fuel (the bodies of sacrificed elves and other enemies of Tanglebriar) burns evenly and completely. They speak with one voice and share one mind—they never exit this chamber but are prepared to defend it with their lives. Upon noticing the PCs, the Forgers invite them to turn their flesh and souls over to the pollution of their choice—they're more than willing to amicably discuss with each PC which type of pollution matches their temperament the best. At no time should the Forgers come across as anything other than awful monsters who expect the PCs to submit to become pollution fuel, and as soon as it becomes apparent that the PCs have no interest,

they attack. After all, a dead PC works just as well as fungus forge fuel as a live one, even if dead ones don't provide as many entertaining cries of pain.

### FORGER OF TANGLEBRIAR (5) CREATURE 16

RARE MEDIUM FEY FUNGUS

Variant vilderavns (*Pathfinder Monster Core* 340)

**Initiative** Perception +28

**Items** +2 greater resilient standard-grade duskwood full plate, +3 greater striking greater astral greater decaying trident

**Melee** ✦ astral decaying trident +34 (magical), **Damage** 3d8+16 piercing plus 1d6 spirit, 1d4 void, and bloodbird

**Feed the Forge** ✦✦ **Requirements** The Forger's last action was a successful Strike with their trident against a Medium or smaller creature; **Effect** The Forger attempts to Reposition the creature, which remains

impaled on the trident. The creature takes 3d8+16 piercing damage (DC 37 basic Fortitude save) regardless of the result of the Reposition attempt. If the creature is Repositioned into a space occupied by a fungal forge, that fungal forge is triggered and uses its Defile and Pollute reaction.

**Hazard:** The five fungal forges in here are all simple hazards and (barring a Forger using Feed the Forge) are unlikely to play a significant role in combat. When the remains of a sapient creature are placed in a fungal forge, the body begins to mold and decay swiftly as the forge consumes it, taking only 24 hours to fully reduce the remains down to nothing. As long as at least one Medium sapient creature is consumed by a forge each week, the Witchbole can continue to pollute its environs without pause. Each of the fungal forges generates a different type of pollution: the green forge pollutes water, the yellow forge pollutes food and plants, the orange forge pollutes soil, the black forge pollutes the air, and the purple forge pollutes thought. These forgers are the primary source of corruption that has spread throughout Tanglebriar.

### FUNGAL FORGES (5) HAZARD 19

RARE ENVIRONMENTAL FUNGUS UNHOLY

**Stealth** DC 10

**Description** A fifteen-foot diameter spherical fungus with a five-foot-diameter circular aperture facing into the room; inside the fungus lie partially decayed humanoid remains.

**Disable** DC

**AC** 40; **Fort** +35, **Ref** +29

**Hardness** 32; **HP** 130 (BT 65); **Immunities** critical hits, object immunities, precision damage

**Defile and Pollute** ↻ (primal, unholy, void) **Trigger** A sapient living creature enters or is placed inside the fungal forge, a fungal forge takes damage, or an attempt to disable a forge critically fails; **Effect** The fungal forge floods its interior with sickly green demonic energy that looks like a mix of fluid and fog. A creature within the fungal forge takes 5d8 variable damage and 5d8 void damage as their soul withers and their flesh decays, while a creature within 20 feet of the forge is exposed to vented unholy energy and only takes the void damage as their flesh rots—in either case, an affected creature must attempt a DC 41 Fortitude save. The type of non-void damage a fungal forge inflicts on those within varies. The green forge (D6a) deals cold damage, the yellow one (D6b) poison damage, the orange one (D6c) acid damage, the black one (D6d) electricity damage, and the purple one (D6e) mental damage. Demons and fungi are immune to this effect entirely.



Forger of Tanglebriar

**Critical Success** The creature is unaffected.  
**Success** The creature takes half damage.  
**Failure** The creature takes full damage. If the creature is inside the fungal forge, they also become enfeebled 1 and stupefied 1 with an unlimited duration.  
**Critical Failure** The creature takes double damage. If the creature is inside the fungal forge, they also become enfeebled 2 and stupefied 2 with an unlimited duration.

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**Reset** A fungal forge resets immediately at the start of every round, and immediately triggers again if there are still sapient creatures within it.

**Treasure:** While no bodies burned here have any gear (valuables are stripped from sacrificed victims before being sent here), the dank, putrid-smelling residue that remains within each forge can be harvested. A minute spent harvesting residue from a forge produces a single dose of tears of death poison, for five doses in all if all five forges are harvested.

**Reward:** Each fungal forge that is destroyed or disabled reduces the spirit damage caused by this room by 1d6. In time, Treerazer can repair and rebuild a disabled or destroyed forge, but he's unlikely to have the time to do so during the remainder of this Adventure Path. If all five forges remain inactive long enough, Tanglebriar will slowly but eventually fade and revert to the Fierani Forest, but this process, left to its own devices, will take centuries. See Beyond the Campaign for more information. In any event, if the PCs destroy or disable all five forges, they earn 1 Torment Point.

## WITCHBOLE'S SANCTUM

As well defended as the Witchbole is, its sanctum is the deadliest of all. This area surrounds the chamber in which Treerazer nests—a room that also allows him to control the Witchbole, direct Tanglebriar's expansion, commune with eldritch forces and entities, store his greatest treasures and, most recently, use what limited work the Spore Queen managed before she was defeated to enable the Witchbole's one-time teleportation to launch a surprise attack on Iadara. Since then, Treerazer has remained within the area's inner sanctum, recovering from the ordeal it took to force the teleportation while it was incomplete. He remains vulnerable here until the last day of the siege, when he can emerge again to take part in the final attack and abduction of Queen Telandia.

The PCs can reach the sanctum entrance (area E1) by overcoming the Enter the Sanctum obstacle, after clambering up a spiral staircase for a few hundred feet, but once they arrive here, play within this area resolves entirely in encounter mode.

Each of the following encounters ends with a "Threat Adjustment" paragraph—make sure to take note of the information there and to adjust encounter difficulty as advised!

### E1. Sanctum Entrance Extreme 19

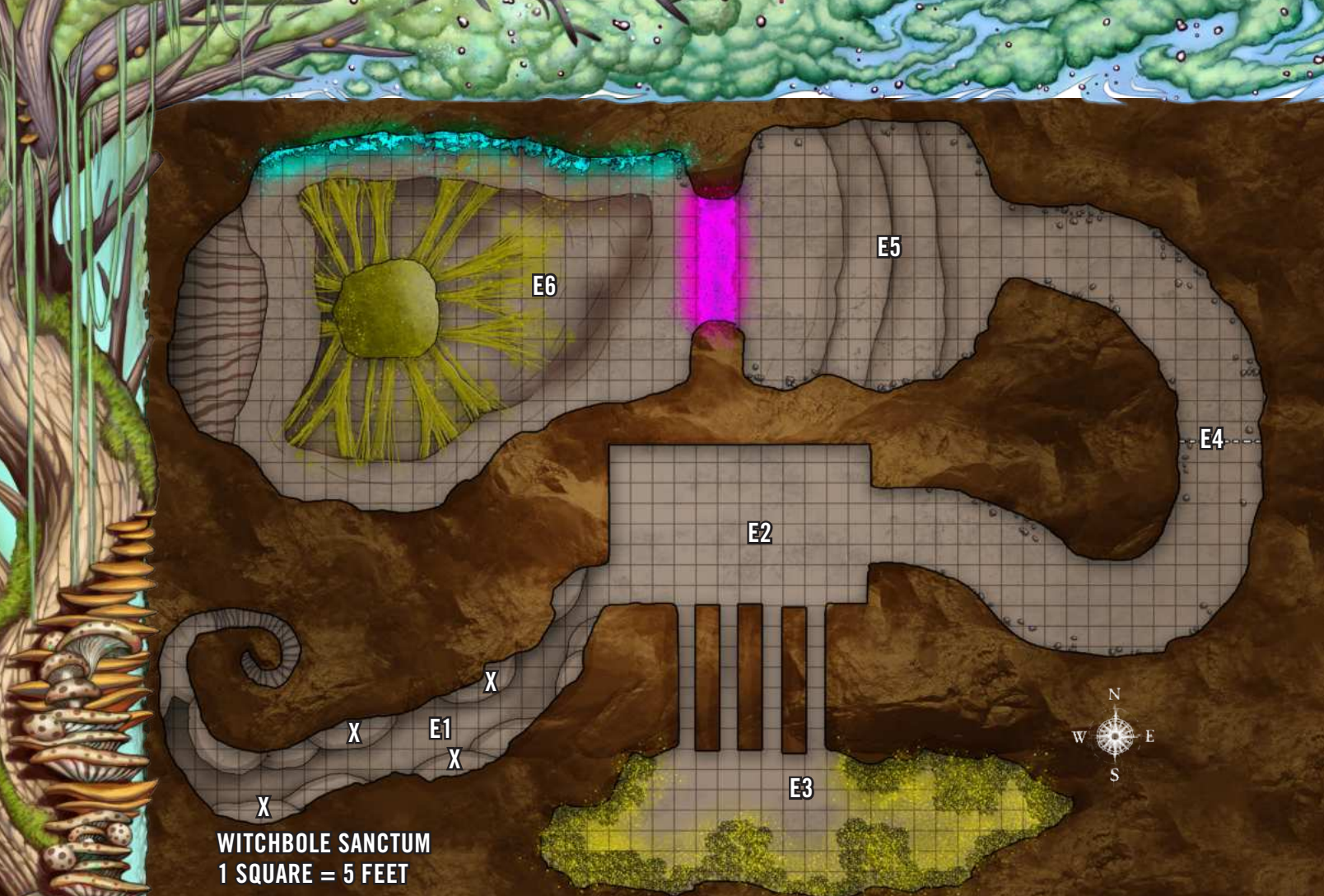
The winding spiral staircase finally ends, widening out into a curving chamber with a ceiling fifty feet above. Immense shelf fungi grow from the wooden walls to either side, providing slick-looking platforms that extend out over a lightless gulf that seems to drop away into nothing far below. The soft sound of creaking wood and the sweetly sick stink of decay fills the air, the latter obviously coming from the decaying corpses that lie sprawled here and there on shelves of fungus.

Flight is the safest route through this treacherous area, but leaping from one shelf fungi to the next works as well—each shelf fungi is quite stable, but the tops are sloped slightly and slick with foul-smelling oil. Characters must Balance with a DC 30 Acrobatics check to move across these fungi. A PC need only Leap between the fungi, as the gaps between them are never more than five feet, but landing on the slick shelf fungus requires an additional DC 30 Acrobatics check to balance there. Any critical failure while Balancing results in a creature slipping and then tumbling off the edge into the rift.

The rift below extends for many thousands of feet, and eventually transitions from the Witchbole into the skies above a nameless, unclaimed realm in the Outer Rifts, but a creature that falls isn't likely to make it all the way there, since after falling for 1d10 × 10 feet, the creature lands on a shelf fungus and takes the appropriate falling damage. It's a DC 30 Athletics check to Climb up the walls, using the slick but numerous shelf fungi has hand- and footholds.

**Creatures:** The corpses that lie sprawled on certain shelf fungi are the bodies of arboreals, giant owls, giant wasps, unicorns, and other Large creatures allied with Kyonin—creatures who were captured and brought here for sacrifice, but were too unwieldy to be used in the fungal forges and were disposed of by being unceremoniously tossed into the rift. The decaying bodies have attracted scavengers from the Outer Rifts, the most dangerous of which are known as riftweasels. Four of these creatures lie hidden in corpses (those marked with an x on the map), and roll Stealth for initiative, Bursting from the Dead and then relying upon flight to move through the area to attack the PCs. The riftweasels fight to the death until only one is left, at which point that lone survivor flees into





**WITCHBOLE SANCTUM**  
1 SQUARE = 5 FEET

the depths below and back to the Outer Rifts once reduced to fewer than 100 HP.

**RIFTWEASELS (4)** **CREATURE 19**

Page 87  
Initiative Stealth +36

**Threat Adjustment:** If the PCs destroyed or disabled the rift portal network in area D4, then the Outer Rifts below grow more distant. A pair of the riftweasels, sensing the change, abandoned this area as a result, leaving only two to be encountered here, reducing this to a Moderate 19 encounter.

**E2. Marshaling Chamber** **Severe 19**

The flat walls, floor and thirty-foot-high ceiling of this room stand out from organic, curving spaces found elsewhere within the Witchbole. To the south, a series of cubby-like holes in the wall lead into a larger area beyond, while to the east, an immense archway adorned with tooth-like fungal growths opens into a twenty-foot-wide curving tunnel. Something in the room smells hideously rank, a mix of flesh and fungal rot.

This sprawling chamber is used as a marshaling yard for Treerazer to issue orders to his generals, favored agents, and other high-ranking demons in his army. As he desires, Treerazer can cause all manner of furnishings to grow out of the floor, walls, and ceiling here to accommodate such moments, but in times like this when he's not present, the room feels strangely empty and plain.

The bore holes on the southern wall are five feet off the floor and perfectly circular in diameter—it's from these four holes that the reek of decay wafts, and a character who ends their turn next to one of these entrances must succeed at a DC 39 Fortitude save or become sickened 1 (or sickened 2 on a critical failure).

**Creatures:** Upon first investigating the holes leading south, the PCs may at first believe these tunnels only extend a few feet into the wall—this is because masses of horrific gelatinous fungi clog these tunnels to prevent easy access into the chamber beyond. As soon as any PC attempts to interact with the fungus clogging the way or attempts to enter one of these tunnels, after five feet the awfulness clogging each pipe suddenly surges outward like a blast of mucus from a set of four immense sinuses.

These four fungal abominations attack at once, fighting to the death and pursuing the PCs throughout the sanctum. Each of these abominations functions similar to a shoggoth but lacks that creature's Maddening Cacophony ability entirely; instead, they exude a toxic aura of spores.

## FUNGAL ABOMINATIONS (4) CREATURE 18

RARE HUGE ABERRATION AMPHIBIOUS FUNGUS

Variant shoggoth (*Pathfinder Bestiary* 293)

**Initiative** Perception +34

**Compression** A fungal abomination can fit through tight spaces as if it were a Medium creature. While squeezing, it can move at its full speed.

**Toxic Sporecloud** ☹️ (aura, incapacitation, poison) 10 feet.

**Trigger** The fungal takes any action on its turn; **Effect** The fungal abomination exudes a dangerous cloud of spores that fills a ten-foot emanation around it. Each successive round that a fungal abomination activates this spore cloud, the range of the aura extends by 10 feet, to a maximum distance of 60 feet after six rounds of activity. A creature in the aura or that ends their turn in the aura takes 8d6 poison damage and must attempt a DC 37 Fortitude save.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage and is off-guard until the end of their next turn.

**Failure** The creature takes full damage and is slowed 1 until the end of their next turn.

**Critical Failure** The creature takes double damage and is paralyzed until the end of their next turn.

**Threat Adjustment:** If the PCs destroyed the fungal growths in area D5, then the four fungal abominations here each have the weak creature adjustments (*Monster Core* page 7), reducing this to a Moderate 19 encounter.

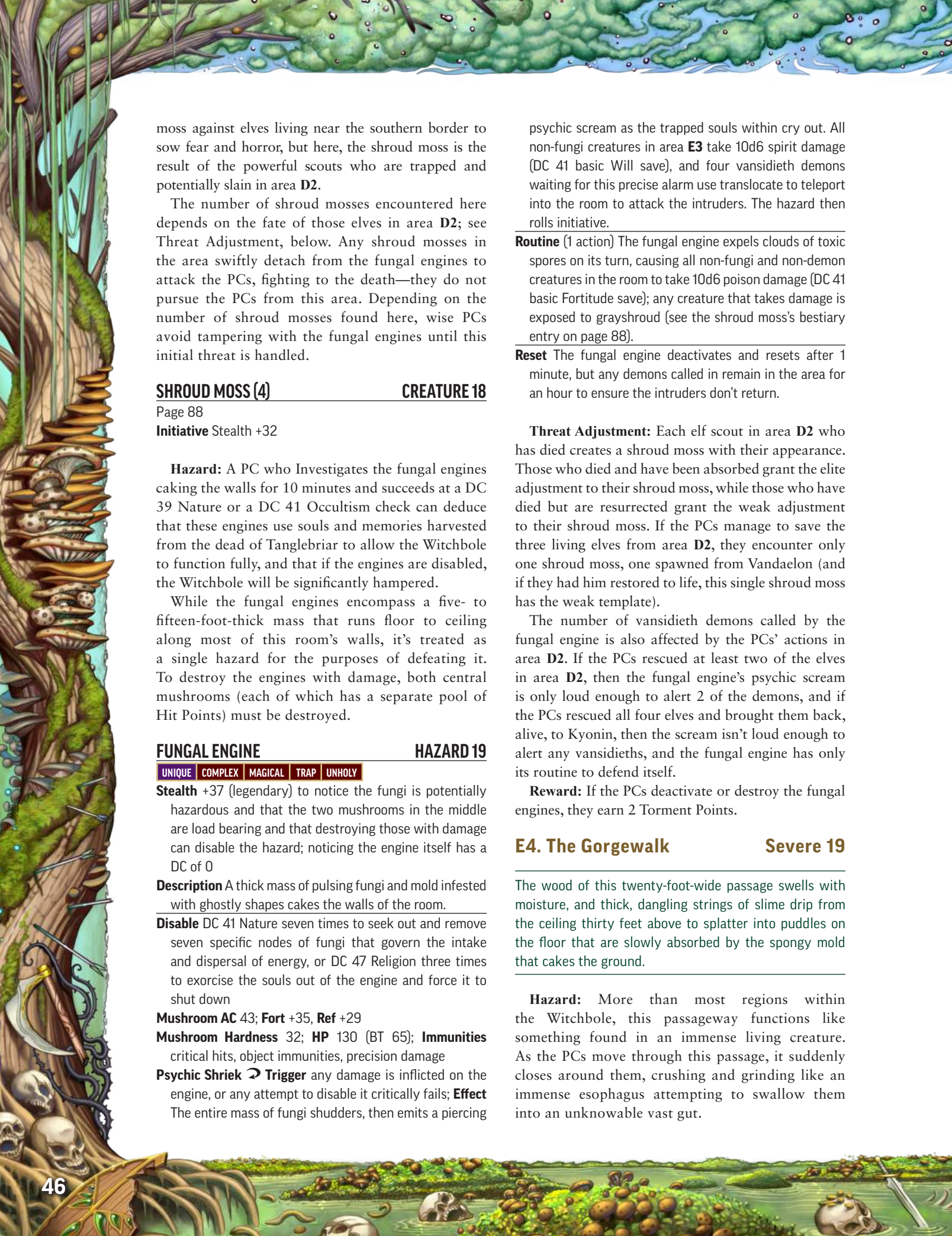
## E3. Soul Engines Extreme 19

The floor and thirty-foot-high ceiling of this oblong chamber are covered by a pulsing, writhing network of thin white filaments of mold. The walls are hidden entirely from view by thick, shuddering heaps of clinging fungus, dripping slime and gauzy shrouds of lacy film. Two larger spherical mushroom-like growths bulge from the southern wall. Writhing within this mass of fungi are half-glimpsed forms of screaming ghostly figures—some skeletal, some deep in the process of decay, and a few seeming to be fresh and only recently slain.

Sacrificed souls are what keeps the Witchbole going, be they victims captured and offered to Treerazer, or agents of the nascent demon lord who, willingly or not, offered their flesh and souls up to the tree for sustenance. The most powerful are placed in fang fungus cages, for these souls, once absorbed, can persist here for decades. Others, who are simply slain while within the Witchbole or whose remains are fed to the fortress' roots, fuel these fungal soul engines much less efficiently. To an extent, all who perish in Tanglebriar have some of their soul and flesh transported through the fungal network to feed the Witchbole, but only those who are fully absorbed in a fang fungus cage are in danger of being trapped here for centuries before the hollowed-out remnants of their soul drift on to the Boneyard, arriving there with nothing left but tatters worthy of serving as graveyard loam in that realm.

**Creatures:** A strange side-effect of this room are the strange gauzy shrouds that form over the fungal engines. Most of these shrouds are simply fungal matter but, now and then, particularly powerful souls infuse them and trigger the creation of a brand-new shroud moss. Over the years, Treerazer's agents have used shroud





moss against elves living near the southern border to sow fear and horror, but here, the shroud moss is the result of the powerful scouts who are trapped and potentially slain in area **D2**.

The number of shroud mosses encountered here depends on the fate of those elves in area **D2**; see Threat Adjustment, below. Any shroud mosses in the area swiftly detach from the fungal engines to attack the PCs, fighting to the death—they do not pursue the PCs from this area. Depending on the number of shroud mosses found here, wise PCs avoid tampering with the fungal engines until this initial threat is handled.

### SHROUD MOSS (4) CREATURE 18

Page 88

**Initiative** Stealth +32

**Hazard:** A PC who Investigates the fungal engines caking the walls for 10 minutes and succeeds at a DC 39 Nature or a DC 41 Occultism check can deduce that these engines use souls and memories harvested from the dead of Tanglebriar to allow the Witchbole to function fully, and that if the engines are disabled, the Witchbole will be significantly hampered.

While the fungal engines encompass a five- to fifteen-foot-thick mass that runs floor to ceiling along most of this room's walls, it's treated as a single hazard for the purposes of defeating it. To destroy the engines with damage, both central mushrooms (each of which has a separate pool of Hit Points) must be destroyed.

### FUNGAL ENGINE HAZARD 19

UNIQUE COMPLEX MAGICAL TRAP UNHOLY

**Stealth** +37 (legendary) to notice the fungi is potentially hazardous and that the two mushrooms in the middle are load bearing and that destroying those with damage can disable the hazard; noticing the engine itself has a DC of 0

**Description** A thick mass of pulsing fungi and mold infested with ghostly shapes cakes the walls of the room.

**Disable** DC 41 Nature seven times to seek out and remove seven specific nodes of fungi that govern the intake and dispersal of energy, or DC 47 Religion three times to exorcise the souls out of the engine and force it to shut down

**Mushroom AC** 43; **Fort** +35, **Ref** +29

**Mushroom Hardness** 32; **HP** 130 (BT 65); **Immunities** critical hits, object immunities, precision damage

**Psychic Shriek** **Trigger** any damage is inflicted on the engine, or any attempt to disable it critically fails; **Effect** The entire mass of fungi shudders, then emits a piercing

psychic scream as the trapped souls within cry out. All non-fungi creatures in area **E3** take 10d6 spirit damage (DC 41 basic Will save), and four vansidieth demons waiting for this precise alarm use translocate to teleport into the room to attack the intruders. The hazard then rolls initiative.

**Routine** (1 action) The fungal engine expels clouds of toxic spores on its turn, causing all non-fungi and non-demon creatures in the room to take 10d6 poison damage (DC 41 basic Fortitude save); any creature that takes damage is exposed to grayshroud (see the shroud moss's bestiary entry on page 88).

**Reset** The fungal engine deactivates and resets after 1 minute, but any demons called in remain in the area for an hour to ensure the intruders don't return.

**Threat Adjustment:** Each elf scout in area **D2** who has died creates a shroud moss with their appearance. Those who died and have been absorbed grant the elite adjustment to their shroud moss, while those who have died but are resurrected grant the weak adjustment to their shroud moss. If the PCs manage to save the three living elves from area **D2**, they encounter only one shroud moss, one spawned from Vandaelon (and if they had him restored to life, this single shroud moss has the weak template).

The number of vansidieth demons called by the fungal engine is also affected by the PCs' actions in area **D2**. If the PCs rescued at least two of the elves in area **D2**, then the fungal engine's psychic scream is only loud enough to alert 2 of the demons, and if the PCs rescued all four elves and brought them back, alive, to Kyonin, then the scream isn't loud enough to alert any vansidieths, and the fungal engine has only its routine to defend itself.

**Reward:** If the PCs deactivate or destroy the fungal engines, they earn 2 Torment Points.

### E4. The Gorgewalk Severe 19

The wood of this twenty-foot-wide passage swells with moisture, and thick, dangling strings of slime drip from the ceiling thirty feet above to splatter into puddles on the floor that are slowly absorbed by the spongy mold that cakes the ground.

**Hazard:** More than most regions within the Witchbole, this passageway functions like something found in an immense living creature. As the PCs move through this passage, it suddenly closes around them, crushing and grinding like an immense esophagus attempting to swallow them into an unknowable vast gut.

## GORGING PASSAGE

## HAZARD 22

UNIQUE COMPLEX TRAP

**Stealth** DC +38 (legendary) to notice that the wall undulates  
**Description** The passage closes around intruders. Cavities open in its soft wood and try to envelope anything within it.

**Disable** DC 50 Thievery (legendary) three times to scrape away hidden sensors on the floor and walls, or DC 55 Nature (legendary) to call upon lingering elements of primal energy in the Witchbole to render the trap inert

**Convulsive Gulp** **Trigger** A non-demon and non-fungus creature proceeds beyond the halfway point into the tunnel (indicated by the dotted line); **Effect** The passage constricts tightly down. All creatures in area **E4** take creatures take 4d10+26 bludgeoning damage (DC 45 basic Reflex save). The trap then rolls initiative.

**Routine** (2 actions) The trap's first action on its turn is to heave and jolt, causing the entire length of area **E4** to become difficult terrain until the start of the gorging passage's next turn. It then grinds at those within while simultaneously exuding acid from its walls. All creatures in area **E4** take 4d10 bludgeoning damage and 8d6 acid damage (DC 45 basic Reflex save).

**Reset** The trap deactivates as soon as a round begins with no living targets in area **E4**, and then resets at the start of the following round.

**Threat Adjustments:** If the PCs disabled or destroyed the Witchbole's heart in area **D3**, then this trap doesn't function at all and the party can navigate this tunnel safely.

## E5. The Curtain

## Extreme 19

An unsettling purple glow shines through this room from a shuddering wall of mauve and lavender fungus and mold growing along this cavernous chamber's west wall. The ceiling arches up to a height of nearly a hundred feet, while the floor rises in a set of three fifteen-foot-tall tiers—steps for a colossus. The rise of each of these steps is studded with spiky black encrustations, as are the walls.

The spikes along the walls and risers of this room look like they'd give ample handholds for climbing, but these spikes are slick and tend to shift, stab, and slice, as if each were an individually operated blade eager to cut and pierce flesh. A creature can Climb these walls with a successful DC 40 Athletics check but takes 4d6 piercing damage (DC 40 basic Fortitude save) each time they spend an action to do so.

**Creatures:** Serving as a combination of audience chamber and guard post, this room is currently watched over by several dangerous demons. A single

powerful shemhazian demon stands atop the highest tier in the room, just before the wall of purple fungus, while two imvath demons stand to the north and south on this upper tier near the walls. A total of six seraptis demons lurk on the next two tiers down, three per step. In all, this is an Extreme 19 encounter, but could grow even more dangerous if the PCs are foolish enough to trigger the room's glowing purple hazard.

The demons react swiftly with violence upon spotting the PCs. The seraptis demons move in to engage the PCs in melee while the imvaths hang back to use their magic at range from atop the highest tier. The imvaths do their best to avoid catching the seraptis demons in their area of effect spells, but don't concern themselves with seraptis safety too much—especially if it's obvious that the lesser demons are about to be defeated. As soon as half the seraptises are slain, one of the imvaths moves down to engage the PCs in melee; the other does the same as soon as the remaining seraptis demons are gone.

The elite shemhazian remains in its position before the fungal curtain throughout the fight, keeping its position and paralyzing gaze to vex any PCs who approach. It lashes out with its long-reaching melee strikes at any PC who comes close enough, but otherwise stays out of the fight at first. If the shemhazian is reduced to fewer than 250 Hit Points, though, its patience breaks and it abandons its post to thunder down the stairs to attack.

All of the demons here fight to the death.

### IMVATH DEMONS (2)

### CREATURE 19

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**Initiative** Perception +33

### ELITE SHEMHAZIAN DEMON

### CREATURE 17

*Pathfinder Monster Core* 81, 6

**Initiative** Perception +32

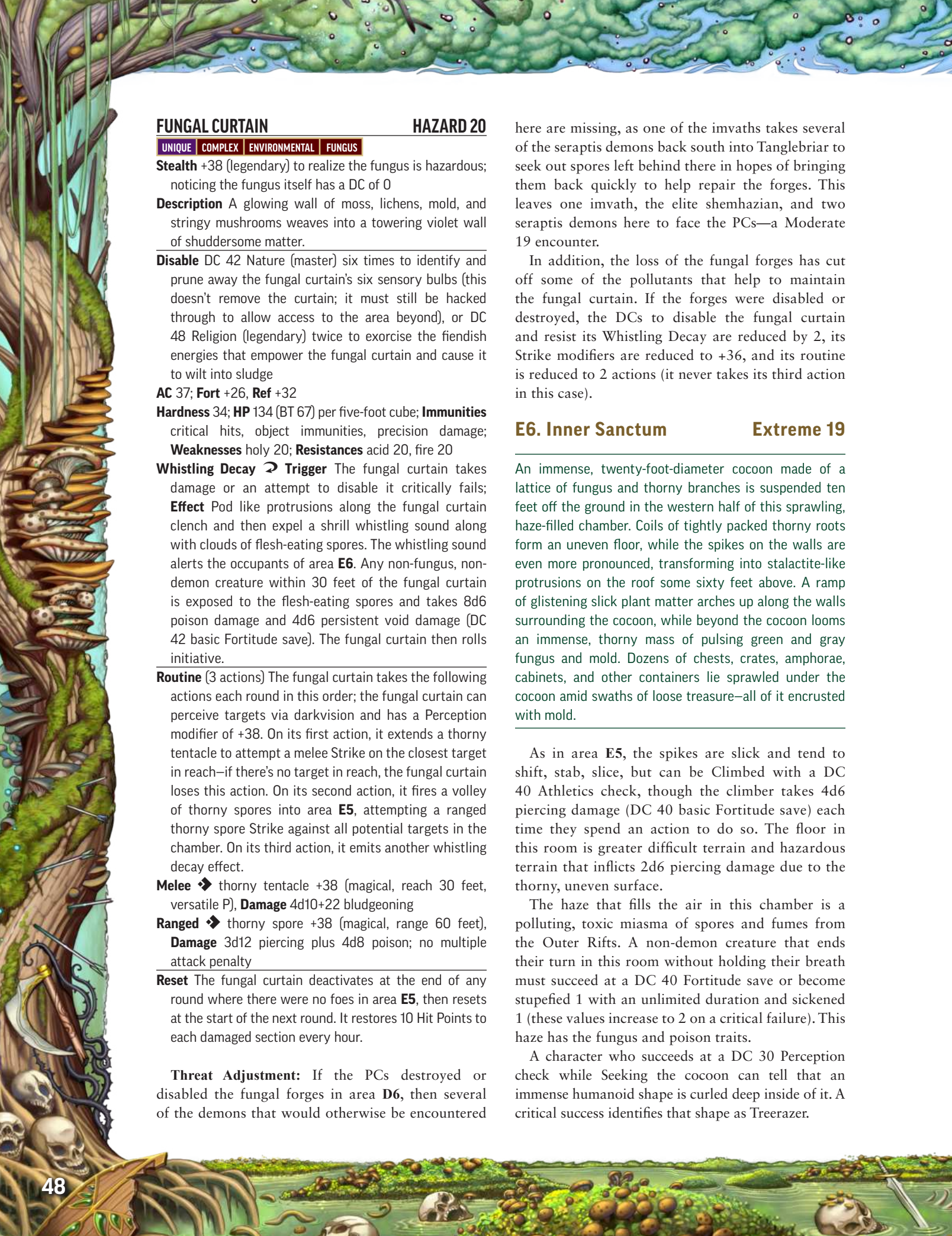
### SERAPTIS DEMONS (6)

### CREATURE 15

*Pathfinder Monster Core* 80

**Initiative** Perception +25

**Hazard:** This antechamber is sealed off from the inner sanctum (area **E6**) by a ten-foot-thick curtain of dangerous fungus—a final line of defense to protect the chamber in which Treerazer directly controls the Witchbole, keeps his treasure, and uses as a lair. The fungal curtain is a physical barrier as well as a hazard. To move through it, sections must be destroyed; reducing a section below its BT allows a creature to move through that square as if it were difficult terrain.



## FUNGAL CURTAIN

## HAZARD 20

UNIQUE COMPLEX ENVIRONMENTAL FUNGUS

**Stealth** +38 (legendary) to realize the fungus is hazardous; noticing the fungus itself has a DC of 0

**Description** A glowing wall of moss, lichens, mold, and stringy mushrooms weaves into a towering violet wall of shuddersome matter.

**Disable** DC 42 Nature (master) six times to identify and prune away the fungal curtain's six sensory bulbs (this doesn't remove the curtain; it must still be hacked through to allow access to the area beyond), or DC 48 Religion (legendary) twice to exorcise the fiendish energies that empower the fungal curtain and cause it to wilt into sludge

**AC** 37; **Fort** +26, **Ref** +32

**Hardness** 34; **HP** 134 (BT 67) per five-foot cube; **Immunities** critical hits, object immunities, precision damage;

**Weaknesses** holy 20; **Resistances** acid 20, fire 20

**Whistling Decay** **Trigger** The fungal curtain takes damage or an attempt to disable it critically fails; **Effect** Pod like protrusions along the fungal curtain clench and then expel a shrill whistling sound along with clouds of flesh-eating spores. The whistling sound alerts the occupants of area **E6**. Any non-fungus, non-demon creature within 30 feet of the fungal curtain is exposed to the flesh-eating spores and takes 8d6 poison damage and 4d6 persistent void damage (DC 42 basic Fortitude save). The fungal curtain then rolls initiative.

**Routine** (3 actions) The fungal curtain takes the following actions each round in this order; the fungal curtain can perceive targets via darkvision and has a Perception modifier of +38. On its first action, it extends a thorny tentacle to attempt a melee Strike on the closest target in reach—if there's no target in reach, the fungal curtain loses this action. On its second action, it fires a volley of thorny spores into area **E5**, attempting a ranged thorny spore Strike against all potential targets in the chamber. On its third action, it emits another whistling decay effect.

**Melee** **◆** thorny tentacle +38 (magical, reach 30 feet, versatile P), **Damage** 4d10+22 bludgeoning

**Ranged** **◆** thorny spore +38 (magical, range 60 feet), **Damage** 3d12 piercing plus 4d8 poison; no multiple attack penalty

**Reset** The fungal curtain deactivates at the end of any round where there were no foes in area **E5**, then resets at the start of the next round. It restores 10 Hit Points to each damaged section every hour.

**Threat Adjustment:** If the PCs destroyed or disabled the fungal forges in area **D6**, then several of the demons that would otherwise be encountered

here are missing, as one of the imvaths takes several of the seraptis demons back south into Tanglebriar to seek out spores left behind there in hopes of bringing them back quickly to help repair the forges. This leaves one imvath, the elite shemhazian, and two seraptis demons here to face the PCs—a Moderate 19 encounter.

In addition, the loss of the fungal forges has cut off some of the pollutants that help to maintain the fungal curtain. If the forges were disabled or destroyed, the DCs to disable the fungal curtain and resist its Whistling Decay are reduced by 2, its Strike modifiers are reduced to +36, and its routine is reduced to 2 actions (it never takes its third action in this case).

## E6. Inner Sanctum

## Extreme 19

An immense, twenty-foot-diameter cocoon made of a lattice of fungus and thorny branches is suspended ten feet off the ground in the western half of this sprawling, haze-filled chamber. Coils of tightly packed thorny roots form an uneven floor, while the spikes on the walls are even more pronounced, transforming into stalactite-like protrusions on the roof some sixty feet above. A ramp of glistening slick plant matter arches up along the walls surrounding the cocoon, while beyond the cocoon looms an immense, thorny mass of pulsing green and gray fungus and mold. Dozens of chests, crates, amphorae, cabinets, and other containers lie sprawled under the cocoon amid swaths of loose treasure—all of it encrusted with mold.

As in area **E5**, the spikes are slick and tend to shift, stab, slice, but can be Climbed with a DC 40 Athletics check, though the climber takes 4d6 piercing damage (DC 40 basic Fortitude save) each time they spend an action to do so. The floor in this room is greater difficult terrain and hazardous terrain that inflicts 2d6 piercing damage due to the thorny, uneven surface.

The haze that fills the air in this chamber is a polluting, toxic miasma of spores and fumes from the Outer Rifts. A non-demon creature that ends their turn in this room without holding their breath must succeed at a DC 40 Fortitude save or become stupefied 1 with an unlimited duration and sickened 1 (these values increase to 2 on a critical failure). This haze has the fungus and poison traits.

A character who succeeds at a DC 30 Perception check while Seeking the cocoon can tell that an immense humanoid shape is curled deep inside of it. A critical success identifies that shape as Treerazer.

It is indeed Treerazer within the cocoon—shrouded inside the Witchbole as he recovers from the toil of teleporting the fortress without the Spore Queen's completed work. Treerazer is aware of the PCs but can take no actions at this time. The cocoon's material is incredibly resilient (**Hardness** 50; **HP** 200 per five-foot square; **Immunities** acid, critical hits, object immunities, precision damage), but PCs who persist in attacking it and manage to destroy at least four five-foot-squares cause it to rip open and disgorge the Sporespawn of Treerazer early, potentially transforming this initial encounter into something beyond Extreme 19 in threat. It's more likely that the initial guardians of this chamber won't give the PCs a chance to act on this foolish decision, though.

**Creatures:** Treerazer's cocoon is attended by over a half-dozen powerful demons, all led by one of his favored agents—a fungal-corrupted vrolikai demon known as Ziberæ. Branches of black fungus grow from seeping wounds in her body, while thorny black vines twist around her horns. Her magical knives manifest as toxic shards of fungi rather than black flames, but the *apotheosis knife* she wields in one of her hands is even more dangerous. Ziberæ fancies herself as first choice for herald should Treerazer ascend fully to the role of demon lord and has experimented with rare demonic fungi to accelerate her transformation into a more fungal fiend so as to better serve her lord.

Ziberæ's goal is to protect Treerazer's cocoon. Knowing the Lord of the Blasted Tarn needs a few more precious days to rebuild his strength and to repair the damage done to the Witchbole after forcing its teleportation, she's gathered to her side a hand-selected group of demons to aid her in this task. They attack on sight, having little interest in conversation. Ziberæ uses her first action in a round to fly, so that her death-stealing gaze affects as many PCs as possible; if she doesn't have to do so, she uses that action instead to Consume Death on a spellcasting PC. With her other two actions, she casts one of her 10th level spells at range. She moves into melee with the PCs as soon as at least half her demonic allies have been slain, or if a PC forces a melee fight, at which point she attacks with Focused Apotheosis, following that—up if she can—with a Burrowing Splinter from her *apotheosis knife* (or a sting if she missed with her *apotheosis knife* during Focused Apotheosis or has already activated Burrowing Splinter). She casts regeneration on herself once she's reduced to fewer than 300 Hit Points, and fights to the death but does not pursue foes out of this chamber.

Her allied demons move to fight in melee, with the vandsieths using Leader of the Pack as needed to order a seraptis to attack a disadvantaged foe or to move to Ziberæ's defense. These demons do pursue foes from this chamber and fight to the death. If the PCs flee this encounter without killing Ziberæ, she's able to call in reinforcement demons after 10 minutes, replacing those slain in the previous encounter with fresh allies (to the limits allowed by this encounter's Threat Adjustments).

## ZIBERÆ CREATURE 20

UNIQUE LARGE DEMON FIEND FUNGUS UNHOLY

Variant female vrolikai demon (*Pathfinder Monster Core* 82)

**Initiative** Perception +34

**Item** *apotheosis knife*

**HP** 465; **Immunities** death effects, disease, poison;

**Weaknesses** cold iron 20, holy 20

**Melee** ♦ *apotheosis knife* +41 (agile, finesse, magical, versatile S, unholy), **Damage** 4d4+15 piercing plus 1d4 spirit and 1d6 persistent bleed

**Melee** ♦ *black spore knife* +40 (agile, magical, unholy), **Damage** 3d4+18 piercing plus 2d6 poison

**Black Spore Knives** ♦ (divine, unholy) Ziberæ manifests a sickle-shaped blade of what looks like seething black fungus in four of her hands (or three of them if she's wielding his *apotheosis knife* in one hand). These weapons function as +2 *greater striking daggers* that deal an additional 2d6 poison damage. On a critical hit, the additional poison damage inflicted by a black spore knife is persistent poison damage. They fade away into nothingness 1 minute after Ziberæ no longer carries them.

**Focused Apotheosis** ♦♦ As a vrolikai's Focused Flames ability, but Ziberæ can use her *apotheosis knife* in place of one of her black spore knives. When she does so, she attacks with her *apotheosis knife* Strike instead of a black spore knife Strike.

## VANSIDIETH DEMONS (2) CREATURE 18

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**Initiative** Perception +32

## SERAPTIS DEMONS (4) CREATURE 15

*Pathfinder Monster Core* 80

**Initiative** Perception +25

**Threat Adjustments:** Unlike areas E1–E5, this area's threat is modified by the number of targets of opportunity in areas D2–D6 the PCs have disabled rather than a single area. These modifications are cumulative.

- **1–2 Targets Disabled:** The floor's uneven and hazardous surface wither away, leaving the ground safe and easy to traverse.

- **3–4 Targets Disabled:** The pollution in the air wanes, and it's now a DC 30 Fortitude save to resist its effects. One vansidieth and one seraptis abandon their duties here, leaving Ziberae, a vansidieth, and 3 seraptises to guard the area, reducing this to a Severe 19 encounter.
- **5 Targets Disabled:** The pollution in the air vanishes entirely. Both vansidieths and two seraptises abandon their duties here, leaving Ziberae and 2 seraptises to guard the area, reducing this to a Moderate 19 encounter.

### TREERAZER'S WRATH

### SEVERE 19

**Creature:** As soon as Ziberae and her demons are destroyed, the PCs have 1 round to recover before a sudden thunderous blast roars through the room—Treerazer has decided to take matter into his own hands, after a fashion. By focusing his demonic will outward into the fungi of his cocoon and throughout the rest of the chamber, he causes a moldering duplicate of himself to rip free from the eastern face of his cocoon. This doesn't destroy the cocoon but makes it obvious that Treerazer himself is within if the PCs haven't yet noticed.

This is a sporespawn of Treerazer, a less potent but still quite deadly fungal "clone" of the nascent demon lord. The sporespawn is similar in appearance to Treerazer, save that its arms are lashing tentacles unable to wield weapons (*Blackaxe*, Treerazer's

favored armament, remains clutched within his cocoon for the moment). More importantly, the sporespawn is fully linked with Treerazer's mind, allowing the nascent demon lord to control it from within his cocoon as a sort of remote proxy. The sporespawn hisses as he manifests, commanding the PCs to surrender and submit to the Lord of the Blasted Tarn. The sporespawn doesn't actually expect the PCs to do so, and attacks regardless, taking full advantage of any foolish PC who laid down their arms.

The sporespawn favors melee in combat but uses *wall of thorns* to block off the exit to the room if he suspects the PCs might flee. The sporespawn fights to the death, but if the PCs do flee, it returns to the cocoon—after 10 minutes, Treerazer can manifest it again as needed at full health.

A fight against the sporespawn is a Severe 19 encounter and one that may test the PCs to their limits after the previous battle, but worse, if other foes in the Witchbole's Sanctum haven't been already slain, the battle grows even deadlier as it progresses. At the start of the second round, any demons still found in area E5 translocate into this room to join the fight. At the start of the fourth round, any surviving fungal abominations from area E2 arrive to join the fight. And at the start of the fifth round, any shroud mosses remaining in area E3 arrive as well.

### SPORESPAWN OF TREERAZER

### CREATURE 22

UNIQUE HUGE AMPHIBIOUS DEMON FIEND FUNGUS UNHOLY

Variant Treerazer (*Monster Core* 328)

**Perception** +36; darkvision, *truesight*

**Languages** Chthonian, Common, Elven, Fey, telepathy 300 feet

**Skills** Acrobatics +36, Arcana +35, Athletics +38, Intimidation +38, Nature +38, Occultism +35, Religion +38, Stealth +36

**Str** +10, **Dex** +8, **Con** +8, **Int** +7, **Wis** +8, **Cha** +8

**Site Bound** The sporespawn of Treerazer cannot leave the Witchbole's sanctum.

**AC** 48; **Fort** +38, **Ref** +38, **Will** +36; +1 status to all saves vs. magic

**HP** 432, regeneration 40 (deactivated by holy);

**Immunities** death effects, disease, mental, poison;

**Weaknesses** holy 20; **Resistances** acid 20, cold 15, fire 15, physical 20 (except cold iron)


**Aura of Spores** (aura, fungus, poison, primal) 60 feet. A faint, hazy green cloud surrounds the sporespawn of Treerazer, causing fungi to grow on plants in the area.




A living creature in the aura must succeed at a DC 42 Fortitude save or become sickened 1 (sickened 2 on a critical failure) from the sensation of these spores taking root on their bodies. A creature that's already sickened and fails their save against the aura of spores becomes slowed 1 for 1 round because of excessive fungal growth on their bodies.

**Reactive Strike**  (Monster Core 359)

**Speed** 60 feet, fly 60 feet, swim 40 feet; *unfettered movement*

**Melee**  fungal lash +40 (magical, reach 20 feet, unholy), **Damage** 4d10+18 bludgeoning plus 2d6 poison and corruption

**Melee**  jaws +40 (agile, magical, reach 15 feet, unholy), **Damage** 4d10+18 slashing

**Primal Innate Spells** DC 45, attack +37; **10th** *desiccate*, *wall of thorns*; **9th** *dispel magic* (at will); **6th** *tangling creepers* (at will); **3rd** *earthbind* (at will); **2nd** *telekinetic maneuver* (at will); **Cantrips (9th)** *telekinetic projectile*; **Constant (8th)** *truesight*, *unfettered movement*

**Threat Adjustments:** If the PCs have disabled at least three of the targets of opportunity in areas **D2–D6**, the sporespawn gains the weak creature adjustments (Monster Core 7). If the PCs have disabled all these targets, the sporespawn gains these adjustments and is slowed 1 for the first 3 rounds of combat.

## CONCLUDING THE CHAPTER

As soon as the PCs defeat the sporespawn, the entire Witchbole shudders and thrashes; every PC who's standing on the ground must succeed at a DC 40 Reflex save or be knocked prone. The cocoon rips open as *Blackaxe* carves through it, and a moment later Treerazer, dripping with slime and moldering fluids from within, begins to emerge from the cocoon, but his expression is not one of rage but of panic—his decision to attack the PCs with a sporespawn linked directly to his mind backfires spectacularly with the sporespawn's death. Not only does this send ripples of destruction through the Witchbole (ripples that are even more devastating with each target of opportunity the PCs have already disabled), but it results in the spontaneous creation of a shared mindscape—one in which both the PCs and Treerazer are thrown into. Before the PCs can act or Treerazer can fully emerge from the cocoon, a

blinding headache strikes all of them, and the world goes white, then fades to darkness. What feels like a moment later, the darkness lifts... Proceed with Chapter 3.

### UNUSED WAR INTERLUDES

When the PCs transition into Chapter 3, the Siege of Iadara is only a few minutes from being over. Regardless of how they've fared in this Adventure Path's climax, the elven capital at this point is saved. No more War Interludes occur, as the Spore War has essentially concluded even though the PCs face one final set of deadly challenges.

**Reward:** Each War Interlude that did not occur from War Interlude 6 on up to 10 earns the PCs 1 Torment Point and 20 XP (up to 5 Torment Points and 100 XP if all five of these War Interludes never took place) to reflect the fact that they struck quickly and saved much more of Iadara—a development that agonizes and frustrates Treerazer even as he's forced into parallel mindscapes with the PCs.



Sporespawn of Treerazer



## Chapter 3: Treerazer's Truths

When Treerazer's sporespawn is defeated, the powerful magic within the Witchbole, already made unstable by its teleportation with the Spore Queen's incomplete magic and the PCs' additional tampering, suddenly implodes. Yet the instant the Witchbole begins to collapse catastrophically on itself, time for the PCs and Treerazer comes to a halt as they are all hurled into a vast mindscape formed from the convergence of their powerful legacies and the Witchbole's collapse. This mindscape is called Hollerhock and is composed of fragments plucked from both Treerazer's and the PCs' memories.

During the bulk of this chapter, the PCs and Treerazer are trapped within Hollerhock and can only escape to Golarion once certain conditions are met. Until then, time stands still for the rest of reality while it seems to

flow normally for Treerazer and the PCs. At first, the PCs and Treerazer are not in identical mindscapes—they exist in one crafted from Treerazer's memories, while he exists in one forged from their own. As the PCs move through Hollerhock's realms and witness and experience key elements from Treerazer's past, so too does the demon lord witness and experience events from their own pasts. As he does so, the PCs' memories of previous triumphs and joys seem to twist and transform under the nascent demon lord's influence.

### THE EMPTY SANCTUM

When the PCs wake after the blinding headache and turmoil, they find themselves still in the same positions they were in area **E6**, yet the cocoon that once held



Treerazer has been blasted into fragments, and the exit to area E5 has been replaced by an arch made of mold, fungus, and mushrooms within which is a solid expanse of wood. Treerazer is nowhere to be seen, but the bodies of other demons (including their gear) and the vast swath of treasure in the western part of the room remain as they were. If the PCs wish to loot this treasure, proceed with “Looting the Inner Sanctum.” When they approach the archway or attempt to exit the area via any other means, proceed with “Exiting the Sanctum.”

Before any of this takes place, though, give the PCs time to level up to 20th level if they haven't already. If a PC's leveling requirements need access to Golarion, then consider allowing the mindscape the power to provide those elements to the PCs as needed.

### Looting the Inner Sanctum

The PCs have all the time they need to sort through the loot in the chamber, although they are unlikely to realize this. Any items left behind by the demons, including the apotheosis knife, can be looted normally, but the vast amount of wealth that Treerazer has gathered over the centuries is another story.

Even a few minutes looking through this overwhelming amount of treasure is enough to confirm that most of it consists of wealth looted from Kyonin, including a staggering amount of art objects and magical treasures. Most of it is encrusted with harmless but foul mold, but the collection remains as valuable as ever—Treerazer took pride in maintaining his staggering hoard of spoils.

The total value of this treasure is well into the millions of gp, more than enough to help fund Kyonin's reconstruction, efforts to purify Tanglebriar, and grant resources to the Encarthan Alliance as it prepares to defend against Tar-Baphon's plots. Before the PCs can return this wealth to the elves, however, they must escape Hollerhock and defeat Treerazer.

In the meantime, though, there's plenty of gear here for the PCs to seek out and bolster their resources with, but the choices aren't infinite, nor is all of the treasure magical (or, even if it is, not all of it is of much use to 20th level PCs). To model this, grant each PC a stipend of 120,000 gp that they can use to “purchase” any 20th-level or lower common items they wish from this sprawling pile of treasure (up to a limit of no more than 3 permanent items and 10 consumables per PC; unspent portions of this stipend are lost). Armor and weapon runes gained through this can automatically be transferred onto existing armor and weapons without the passage of time, but except for upgrading fundamental runes, existing

runes on armor or weapons can't be removed or replaced at this time. Work with each PC as needed to help them determine what items work best!

### Exiting the Sanctum

They may not realize it at first, but for the moment, the PCs (as well as Treerazer) are trapped between seconds and beyond the planes while in Hollerhock. Any attempt to exit the sanctum through teleportation effects or the like (or to leave by moving between any of the memories of Hollerhock, areas F1–F6) fail automatically without consuming the resources, uses, or spell slots expended on the attempt. A PC who tries and fails to escape can attempt a DC 40 Arcana, Nature, Occultism, or Religion check to Recall Knowledge to realize that they're not longer in the Witchbole or even on Golarion, and that they have instead become trapped in some sort of mindscape demiplane. A PC who critically succeeds understands that the archway on the east wall of the room can provide an exit, as can simply approaching the archway.

Once a PC ventures within five feet of the fungal arch where the exit to area E5 once stood, the solid wood within the arch shimmers and transforms, revealing an eerie and unsettling fungal landscape. A split second later, the view shifts, transitioning from one scene to another: a bleak tarn in a swampy mountain valley; an elegant cathedral inside which floats an immense green crystal; a sprawling elven tower in an idyllic forest clearing surrounded by the corruption of Tanglebriar; a cavern filled with a mound of fungus and lit by unsettling magenta light; and finally, to the plaza at the center of a ruined lodge. The image then cycles back to the fungal landscape.

Each of these six locations represents a key moment in Treerazer's past—memories made real for the PCs to enter, explore, and potentially undermine. The six memories are represented by areas F1–F6, and a PC who observes a location can attempt to identify it by succeeding at the checks listed at the start of each of those encounters. If they attempt to do so simply by observing the area through the portal, the DC for successful identification increases by 5.

A PC who studies the portal itself can attempt a DC 35 check to Identify Magic. On a success, they realize that the portal leads to different individual mindscapes and learn the method by which they can travel to them. If the PC critically succeeds, they also intuit that by visiting them, they might be able to create a path back to Golarion and escape this strange reality.

To enter one of these six mindscapes, every PC must simultaneously touch the portal and concentrate on one of the six locations. This instantly transports them

to that location's starting point, as detailed in areas **F1–F6**. The PCs can enter any one of the six memories, pursuing them in any order. Maps for these areas appear on the inside back cover of this adventure.

### LEAVING A MEMORY

Immediately upon entering a memory, each PC instinctively knows that they can exit it whenever they wish simply by moving away from the location for 1 minute. If the area includes a map, the PC must spend that minute moving beyond the map's borders (no additional dangers face them during this minute of travel). After spending a minute leaving the area, the PC reappears in a space adjacent to the portal back in the mindscape version of the Witchbole's inner sanctum (area **E6**). The PCs also immediately understand that once they exit a memory for any reason, that memory vanishes for them, and they cannot return to it.

### TREERAZER'S RETALIATIONS

Once every PC exits a memory, it collapses, and the PCs experience an unsettling fluctuation in their own memories as Treerazer's meddling in a parallel set of mindscape memories potentially causes them to endure some unexpected horrors. The flavor of this meddling varies—each area includes a “Treerazer's Retaliation” entry describing how Treerazer attempts to manipulate their memories.

At this time, the party can elect to spend a Torment Point to negate those effects for the entire group, representing how their successes thus far have prevented Treerazer from fully taking advantage of his time spent within their memories. They still understand what Treerazer tried to do to their memories, but are otherwise unaffected by his attempts to meddle. If they don't spend a Torment Point, each PC must attempt a DC 40 Will save with the following results.

**Critical Success** The PC is unaffected, and their bolstered sense of self grants them a +4 untyped bonus on their next saving throw against Treerazer's Retaliation.

**Success** The PC is unaffected.

**Failure** The PC's memories are altered so that they remember things differently and more horribly. This doesn't change the actual events in the past, and in time the PC can “relearn” the actual memories, but they still become stupefied 1 for an unlimited duration. If they were already stupefied by a failed save against a retaliation, their stupefied condition value increases by 1, to a maximum of stupefied 6.

**Critical Failure** As failure, but the altered memories also affect all those who know the PCs, including much of Kyonin. This unsettling development costs the party 1 Triumph Point as faith in the heroes falters.

## HOLLERHOCK

## MINDSCAPE

FINITE TIMELESS

Hollerhock consists of two parallel sets of six finite demiplanes, all linked to parallel “hubs” that are identical to the Witchbole's inner sanctum. The PCs occupy one set of these mindscapes, while Treerazer occupies the other. Events that take place in one set are felt as changes to the memories of those in the other set of mindscapes, but neither group can directly confront the other as they move from memory to memory.

Within Hollerhock, time passes for the PCs and Treerazer normally. The effects of poison, disease, healing, and the like are not diminished in Hollerhock, but creatures within Hollerhock don't feel hunger or thirst or the effects of aging. Time does not pass at all outside of Hollerhock while the PCs and Treerazer remain within the mindscape, and when they emerge, the effects of hunger, thirst, and aging do not occur retroactively—it's as if the PCs and Treerazer emerge in the ruins of Iadara an instant after the events at the end of Chapter 2.

A PC can spend 10 minutes Investigating within Hollerhock to learn the above information as it pertains to them with a DC 40 check to Identify Magic.

### F1. Cyth-V'sug's Presence Moderate 20

A PC can deduce that this mindscape is within the Outer Rifts realm of Jeharlu, the domain of the demon



lord Cyth-V'sug, with a successful DC 20 Outer Rifts Lore or DC 25 Religion check to Recall Knowledge.

As the PCs manifest in this memory, their senses are suddenly overwhelmed by the chaos of a hideously violent conflict between two shapes struggling in a fungal forest. The smaller of these shapes is recognizably Treerazer, while the larger is an immense draconic creature whom they can recognize as Cyth-V'sug (demon lord of disease, fungus, and parasites) with a DC 25 Religion check to Recall Knowledge. The fight takes place around an immense, diseased tree that's nearly a thousand feet high—feel free to describe as much or as little of this epic fight as you wish, but until Cyth-V'sug strikes his final blow (one that shatters the tree and blasts Treerazer out of the Outer Rifts and exiles him to Golarion), they can take no actions. Once this occurs, the PCs sense the sudden passage of time, and as they regain agency, they can see the cratered battlefield where the epic confrontation they just witnessed took place long ago.

A ragged pit is torn into the landscape of an awful fungus realm of diseased vegetation and glistening mold. The sky above is an unpleasant haze of spores, while below, jagged cliffs drop a hundred feet into a deep pit filled with ash and dried fungi. A ninety-foot-tall dead tree stands in the center below, its highest branches arching upward as if in a failed attempt to reach the crater's rim. An almost overwhelming sense of oppression fills the region, as if an event of great fury took place here in the past and continues to affect the minds of those who visit to this day.

This crater is the location on Jeharlu where, eons ago, Treerazer made his final foolish bid to usurp control of the realm from his father, Cyth-V'sug, only to be defeated, cast out of the Outer Rifts, and exiled to Golarion. When the PCs enter this memory, they manifest near area **F1a** and immediately take note of the oppressive emotional weight that suffuses their environment as well as the foul smell of the air itself. Each PC must attempt a DC 38 Fortitude save to avoid becoming sickened 1 (or sickened 2 on a critical failure) from the foul smell, and a DC 40 Will save to avoid becoming frightened 1 (or frightened 2 on a critical failure) as the unexplained fear of being killed by their own parent weighs down on them.

A DC 30 Athletics check allows someone to Climb up or down the sheer cliff walls of this pit.

A map of this area appears on the inside back cover of this book.

**Creatures:** After witnessing Treerazer's memories of his failed coup and exile, this memory moves forward

in time to the current era, where the battlefield has become the home of a quartet of thulgant qliploth. They dwell on the shattered remnants of the vast tree, eagerly chewing on its demon-infused bark, though not quickly enough to keep up with the not-quite-dead tree's ability to regrow. The four creatures hiss and shriek as soon as they notice the PCs, detaching from the tree and flying up to attack; they fight to the death.

## THULGANTS (4)


## CREATURE 18

*Pathfinder Monster Core 283*

**Initiative** Perception +30

**Memories of Failure:** Once the four thulgants are defeated, the PCs are free to explore the area. As soon as a PC enters the hollow area within the tree (area **F1b**), all the PCs feel a new set of intrusive emotions—





shame and regret at not being strong enough to take control of a realm ruled by their father. The first time a PC ends their turn inside of area **F1b**, they must attempt a DC 40 Will save with the following results.

**Critical Success** The PC is not only unaffected by the memories, but is also bolstered by the realization that Kyonin's nemesis failed so utterly once before. Treerazer now takes a -1 penalty to all saving throws against emotion effects created by that PC, and his Will DC is lowered by 1 when that PC uses any emotion effect against him.

**Success** As critical success, but only on the first time the PC attempts to affect Treerazer with an emotion effect.

**Failure** The PC is stupefied 1 by the feelings of shame and failure for as long as they remain in this memory.

**Critical Failure** The PC is stupefied 1 with an unlimited duration.

**A Demon Lord's Attention:** Cyth-V'sug watches over this memory from afar in much the same way one might read another's thoughts, and the presence of the PCs in this memory draws his attention before long. Time Cyth-V'sug's arrival for maximum dramatic effect at some point after the PCs defeat the thulgants but before they leave the memory.

Cyth-V'sug can't fully appear here in physical form and can't directly harm the PCs, but the sudden manifestation of the immense demon through the spore clouds as he slithers down into the crater to peer at the PCs is still unnerving. Any attempt to attack Cyth-V'sug is ineffective, and the demon lord merely chuckles at these reactions before speaking to the PCs telepathically in a slushy, gurgling voice that manifests in each of their native tongues.

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"Ah, so here are those who vex my wayward spawn. Such a delight to witness mortals capable of doing what nations before them could not. I wonder... do you seek to kill him? This remnant of my sheddings who now calls himself by the ridiculous name of Treerazer?"

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Give the PCs time to answer as they wish; Cyth-V'sug chuckles in delight at responses filled with anger and bravado and hisses in disappointment at anyone who replies with fear or a simpering tremor in their voice. After they reply, the demon lord rumbles a bit, then informs the PCs that, as a reward for their tenacity and to aid them in this shared desire to see Treerazer suffer, he will deign to answer up to four questions they pose him to the best of his ability.

Use this opportunity to fill in any bits of lore the PCs may be eager to learn or to explain plot points whose

solutions have eluded them so far. Each time a PC asks their question, they can attempt a DC 38 Deception, DC 40 Intimidation, or DC 42 Diplomacy check (as determined by you, based on the PC's attitude) to earn Victory Points. As the final question is answered, Cyth-V'sug might offer a final bit of advice or help.

Potential answers to some likely questions are as follows

**"Why should I trust what a demon has to say?"**

Cyth-V'sug chortles at any such query, replying, "I'm offering you free advice, not proposing a lasting alliance. This is not a marriage offer, mortal. I exiled the one you know as Treerazer long ago when he became too annoying to endure. That he landed in your backyard is ill fortune for you, but of little concern to me. But suit yourself. You aren't interested in my answers, but perhaps your friends are less close-minded when it comes to working together against a common nuisance?"

**"What can you tell me about Treerazer?"** "What can I say about my least favorite spawn? He was a disappointment to me from the start and a liability near the end. A demon lord is immortal, but not invulnerable... and his antics had reached a point where he had to be dealt with. He's not half as smart as he thinks he is, and his pride and obsessions have put him in danger, but don't underestimate him. I suspect that even as you meddle in his memories, he'll be doing the same in yours; just remember that, for all his cruelty, he was first and foremost a failure, and he remains so to this day." (With this information, Cyth-V'sug gives the party a +2 circumstance bonus on saving throws to resist the effects of Treerazer's Retaliation at the end of this and all future memories in Hollerhock.)

**"Why haven't you acted against Treerazer before?"**

"No need. He's beyond my concern on your speck of dirt in the Universe. If he dares return here, I'll crush him again, but until then, what trouble he gets up to is irrelevant to me..." Cyth-V'sug pauses to chuckle a bit here. "Except, I suppose, as periodic idle amusements, such as our current conversation."

**"Do you know where Treerazer is now?"** "He's trapped in your memories, as much as you are trapped in his. Each one you visit will give him one of your own to meddle in, but each one you visit could give you further insight in how to defeat him. Once you leave this ephemeral realm and return to your world, he will as well, so I suggest you be well-prepared for a fight!"

**"Can you help us directly against him?"** "Can I? Yes. Will I? No. This is your fight, not mine. I'll watch from afar and be amused, and then move on to more pressing matters once you or he are finally dead."

**“What was Treerazer called before you exiled him?”**

Cyth-V’sug pauses here, then says, “Let me consider the wisdom of telling you that for the moment. Ask another question instead.” Grant this PC a new question—they can either keep the result of their skill check to earn Victory Points or roll again, but if they roll again, the result of this second check becomes their actual result.

Once the PCs ask their four questions, total up their Victory Points. If they’ve earned 3 (or just 1 but also asked what Treerazer’s name was before his exile), Cyth-V’sug tells them that, long ago, the one they know today as Treerazer was known as Shugmundisug. This is not his true name, but its use against Treerazer in the final battle to come can give the PCs an advantage, for the last one to speak this name aloud to him was his father, Cyth-V’sug, on the advent of his failed coup. The demon lord’s presence fades moments thereafter, and the PCs are now free to exit the memory.

**Treerazer’s Retaliation:** As the PCs exit this memory, they each suddenly recall a moment in their lives when they were shamed or humiliated by a person in a position of authority over them, be it a parent, a political leader, a military commander, or an employer. On a failure, that PC’s memories of this event shift to a much more violent end than they actually did.

**F2. Rise of the Witchbole Severe 20**

A PC who succeeds at a DC 35 Swamp Lore or a DC 40 Survival check to Recall Knowledge recognizes that this mindscape memory depicts an area deep in southern Kyonin, in a valley bordered by the Five Kings Mountains, and that it is set in a time soon after Treerazer began to corrupt the place into Tanglebriar.

The dark waters of a swampy tarn nestled in a mountain valley ripple, as if from the writhing of unseen creatures swimming just out of sight. A stone pavilion sits on a sandy shore nearby, its open side facing the tarn. A pair of twenty-foot-high deadfalls of ruined trees lie to either side of the pavilion, while beyond, the swampy land transitions into a tangled, thorny forest.

The PCs appear on the shore of the tarn in area **F2a**. Before they can take any actions, they behold Treerazer performing a vile ceremony in the pavilion as he cracks open a thrashing arboreal atop an altar (area **F2d**). Blood flows from the screaming arboreal down to the tarn’s edge, at which point the PCs realize that the “deadfalls” of trees to either side are in fact violently pruned limbs (area **F2b**), or roots (area **F2c**) ripped from a single enormous arboreal—the same diminished arboreal who even now is being sacrificed

on the altar. As the sacrifice is completed, the soul of the savaged arboreal is drawn up from its roots and branches and remaining heart to manifest into the image of the Witchbole. Treerazer flies up to perch atop the Witchbole, which thunders off into the forest, causing the vegetation to sicken and grow corrupt. An instant later, this vision of the Witchbole’s creation fades.

A map of this area appears on the inside back cover of this book.

**Creatures:** Blood still drains down from the central altar, but as soon as the PCs approach within fifteen feet of it, a sudden, thunderous sound erupts from the twin deadfalls. A pair of horrific corruptions known as second spawns assemble from these cast-off parts, each then lumbering forward to attack the PCs. Distorted fragments of the arboreal whose body and soul were used to seed the creation of the Witchbole, these second spawns fight to the death, but if the PCs disabled the Witchbole’s Heart in area **D3**, one of the second spawns collapses back into ruins at the start of its turn as the PCs feel the memories of the grateful arboreal stepping in to aid them from beyond the grave. This changes the encounter to a Low 20 threat.

**SECOND SPAWNS (2)**

**CREATURE 21**

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**Initiative** Perception +36

**Bleeding Altar:** Once the PCs are free to explore the area, there’s little of note to discover in either deadfall, but the altar itself still shimmers and glows with demonic power, and the rivulet of blood-like sap continues to flow from it. As the PCs approach the altar, though, the blood stops flowing and a shimmering form manifests within the pavilion: a memory of the spirit of the one whose body and soul would spend the centuries to follow as the Witchbole. The spirit is twisted in agony, but the PCs can attempt to soothe it by offering prayers or helping it to focus on the natural world’s enduring purity. Doing so requires a DC 38 Forest Lore check, a DC 40 Nature check, or a DC 42 Religion check. These checks earn Victory Points; each PC can attempt a check once, to a maximum of 4 checks overall.

If the PCs earn at least 2 Victory Points, they bring peace to the spirit’s memories, allowing them to call upon the spirit as the Witchbole collapses at the end of the adventure. Its efforts hamper Treerazer further in the final battle.

**Treerazer’s Retaliation:** As the PCs exit this memory, they each suddenly recall a moment in their lives when they attempted to build something important to them—an item, a home, a relationship, or a family. On a failed



save, that PC's memories shift so that they recall this attempt failing horribly.

### F3. Return of the Elves

A PC recognizes that this mindscape memory is taking place within the palace of Iadara, in the chamber of the *Sovyrian Stone*, if they succeed at a DC 25 Iadara Lore or a DC 30 Society check to Recall Knowledge.

No windows or obvious exits appear in the walls of this vast, pristine, cathedral-like space. Pillars rise up to support a roof above that has been painted to resemble the night sky, with a vast green planet at the center directly above an immense green crystal that floats idly in the air.

Unlike the previous two memories, the PCs remain in a somewhat passive role this time, watching as one wall of

the cathedral crumbles away as Treerazer hacks through it with *Blackaxe*. He steps over stones dissolving from acid to approach the *Sovyrian Stone*, then reaches one arm out to attempt to corrupt its magic for his own use.

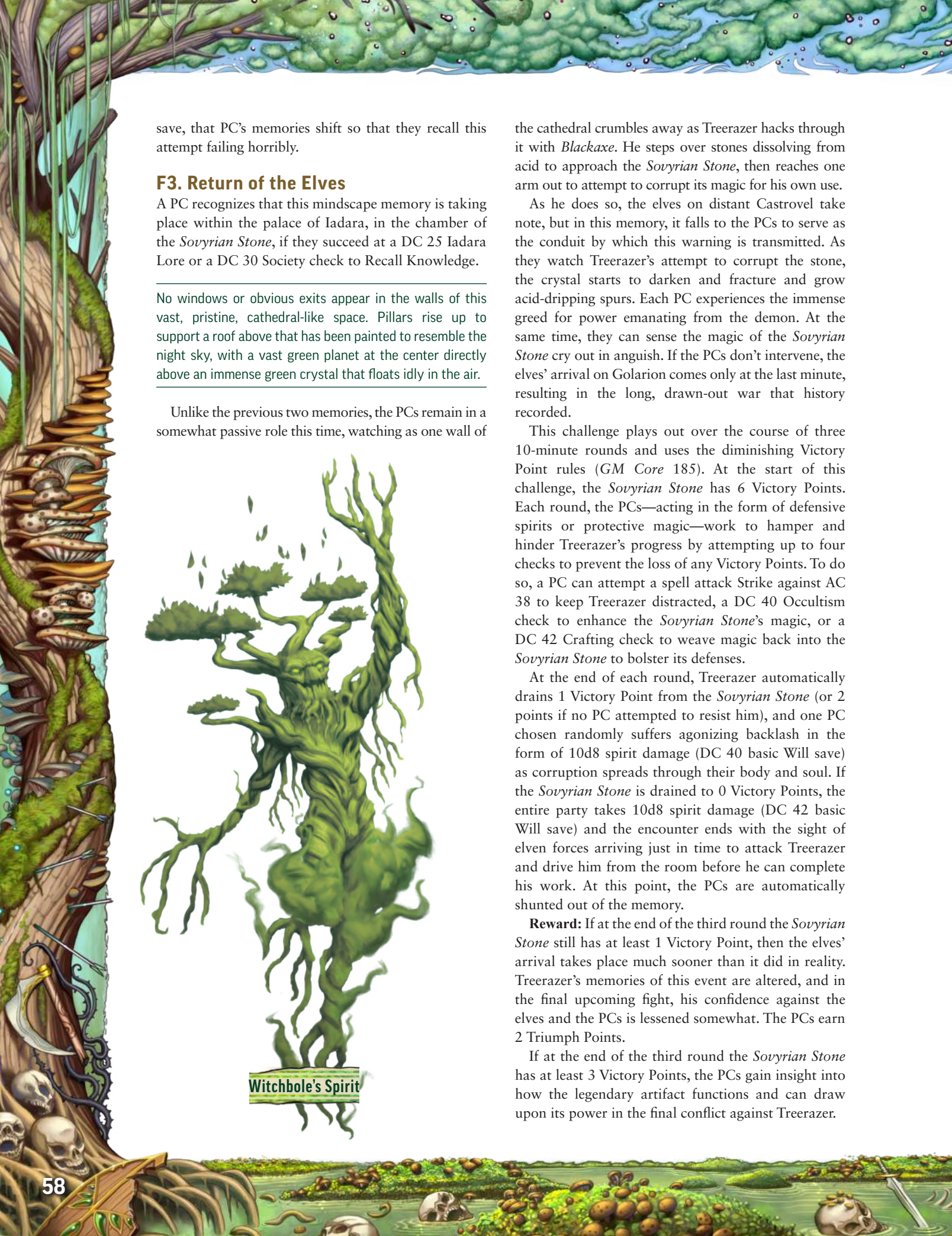
As he does so, the elves on distant Castrovel take note, but in this memory, it falls to the PCs to serve as the conduit by which this warning is transmitted. As they watch Treerazer's attempt to corrupt the stone, the crystal starts to darken and fracture and grow acid-dripping spurs. Each PC experiences the immense greed for power emanating from the demon. At the same time, they can sense the magic of the *Sovyrian Stone* cry out in anguish. If the PCs don't intervene, the elves' arrival on Golarion comes only at the last minute, resulting in the long, drawn-out war that history recorded.

This challenge plays out over the course of three 10-minute rounds and uses the diminishing Victory Point rules (*GM Core* 185). At the start of this challenge, the *Sovyrian Stone* has 6 Victory Points. Each round, the PCs—acting in the form of defensive spirits or protective magic—work to hamper and hinder Treerazer's progress by attempting up to four checks to prevent the loss of any Victory Points. To do so, a PC can attempt a spell attack Strike against AC 38 to keep Treerazer distracted, a DC 40 Occultism check to enhance the *Sovyrian Stone's* magic, or a DC 42 Crafting check to weave magic back into the *Sovyrian Stone* to bolster its defenses.

At the end of each round, Treerazer automatically drains 1 Victory Point from the *Sovyrian Stone* (or 2 points if no PC attempted to resist him), and one PC chosen randomly suffers agonizing backlash in the form of 10d8 spirit damage (DC 40 basic Will save) as corruption spreads through their body and soul. If the *Sovyrian Stone* is drained to 0 Victory Points, the entire party takes 10d8 spirit damage (DC 42 basic Will save) and the encounter ends with the sight of elven forces arriving just in time to attack Treerazer and drive him from the room before he can complete his work. At this point, the PCs are automatically shunted out of the memory.

**Reward:** If at the end of the third round the *Sovyrian Stone* still has at least 1 Victory Point, then the elves' arrival takes place much sooner than it did in reality. Treerazer's memories of this event are altered, and in the final upcoming fight, his confidence against the elves and the PCs is lessened somewhat. The PCs earn 2 Triumph Points.

If at the end of the third round the *Sovyrian Stone* has at least 3 Victory Points, the PCs gain insight into how the legendary artifact functions and can draw upon its power in the final conflict against Treerazer.



Regardless, this encounter ends, and the PCs are automatically returned to the Inner Sanctum hub.

**Treerazer's Retaliation:** As the PCs exit this memory, they each suddenly recall a moment in their lives when they came to someone else's aid. On a failed save, that PC's memories shift so that they recall arriving tragically too late to provide the aid so desperately needed.

#### F4. A Desperate Gambit

A PC who succeeds at a DC 25 Academia Lore check or a DC 30 Arcana check to Recall Knowledge realizes that this mindscape memory is concerned with Arabrecht, home of the elven wizard Aelthian, in a time before it was destroyed and transformed into Dimcrater.



Sovyrian Stone

A sprawling elven structure featuring nine glittering spires that stand in defiance of gravity on elegant, thin pillars shines dully under sunlight filtering through foul green clouds above. The ground immediately around the tower complex is idyllic and green, with wildflowers and lush grasses and undergrowth, but this nearly two-hundred-foot diameter clearing is surrounded by the twisted, thorny corruption of Tanglebriar.

As in area F3, the PCs are largely immobile observers in this memory. Soon after they arrive, an elven man steps out onto an upper balcony of the tower—one the PCs can immediately recognize as Aelthian if they rescued his soul from the Amaranthine Oublette, or with a DC 30 Arcana or Society check to Recall Knowledge if they haven't. Aelthian is in the middle of performing a complex ritual, his arms weaving through the air and his voice chanting as magical energy swirls about his home. Suddenly, a shadow falls over the scene as Treerazer swoops down from the foul clouds above. The ritual magic latches onto him as he lands at the clearing's edge. The magic looks for a moment as if it's about to bind him tightly, then turns from green to gray as it begins to creep back toward Aelthian and his home.

At this point, the PCs sense that they are a part of this magic and must work to bolster its power to try to banish Treerazer. This challenge plays out over the course of three 1-minute rounds as the PCs attempt checks to accrue Victory Points. Each round, up to four PCs can attempt a DC 38 Arcana check to bolster the magic energy, a weapon Strike against AC 40 to keep Treerazer distracted, or a DC 42 Athletics check to force the magic to grip Treerazer more tightly. At

the end of each round, the growing backlash caused by Treerazer's efforts to fight back against Aelthian's attempt to banish him causes void energy to build up within the PCs, forcing each PC to make a DC 38 Fortitude save to avoid becoming drained 1 (or drained 2 on a critical failure). If a PC is already drained by this backlash, the value of their drained condition increases by 1 on a failed save (or by 2 on a critical failure) to a maximum of 4.

At the end of the final round, the structure explodes in a blast of flames that instantly turn black and reverse course, imploding down into a sphere of darkness, leaving behind the region the PCs visited earlier—Dimcrater. Treerazer staggers back, wounded and exhausted but still very much alive and present in the world, and the PCs are automatically shunted back into the Inner Sanctum hub.

**Reward:** If the PCs achieve at least 5 Victory Points, they don't prevent this memory from playing out as it does in its explosive climax, but they do feel a sudden sense of gratitude for what help they provided as Aelthian's soul is blasted into the Amaranthine Oublette. This builds upon their existing bond with the long-dead elf and with the links they have to their heroic artifacts, allowing the PCs to call upon the spirits of ancient elven heroes in the final battle against Treerazer.

**Treerazer's Retaliation:** As the PCs exit this memory, they each remember a powerful enemy they've faced before, with the memories focusing on that enemy's defeat. On a failed save, that PC's memories shift so that they didn't defeat their enemy at all, and that the enemy lived on to torment them much more.

#### F5. Hideous Harvest Moderate 20

A PC can recognize that this mindscape memory is set within the Darklands with a DC 20 Underground Lore or a DC 25 Nature check to Recall Knowledge. On a critical success, they realize this cavern exists in Nar-Voth (the uppermost region of the Darklands) somewhere below Tanglebriar.

A long underground passage winds down a flight of giant-sized natural steps on one face of this large cavern. An immense garden of fungi, in which tower ten mushrooms ranging from ten to thirty feet in height, grows in the center of this room. Moldy filaments stretch out in all directions to ten alcoves filled with glowing magenta mist, with pulsations of this odd colored energy rippling along the tendrils to shimmer up into linked mushrooms in the



central field. The ceiling looms far out of sight, but several streams of green and gray spores trickle down from the darkness above in misty trails.

This chamber is presented on the map for area **F5** (presented on the inside back cover of this book). Here, located in the upper reaches of the Darklands somewhere below Tanglebriar, is where Treerazer, the Spore Queen, and devoted fungal cultivators like Lukarazyll helped to grow the first Jeharlu spores for deployment throughout Kyonin. As the PCs set foot into this chamber, they witness shimmering forms of these three, as well as other ghostly demonic memories working to build these devastating spores. As one is completed, blooming from one of the ten mushrooms, the spore is guided along the roots through one of the ten alcoves into the magenta mists—and into an underground fungal network that allowed for the transport of these spores to numerous sites throughout Kyonin.

When the PCs first arrive in this area, they're immaterial observers watching these various Jeharlu spores as they're cultivated and shipped off, almost as if in a time-lapse format. During this period, each PC can attempt a check to observe and understand the nature of how this process worked, and more importantly, how these fungal energies might be taken advantage of. The party can attempt a DC 38 Herbalism Lore check, DC 40 Nature check, or DC 42 Perception check to accrue Victory Points—the party can make four such attempts before the “time-lapse” ends and they settle into solid bodies within the cavern.

**Creature:** When the PCs fully manifest in the cavern after their time-lapse vision ends, they are immediately beset with the overwhelming conviction that they are being watched. A thunderous roar echoes down from the darkness above, as the source of the Jeharlu spores descends to the chamber below. This immense tripod-like fungal fiend is a spawn of Jeharlu, the generator of the original spores and now the chamber's guardian, eager to attack and defeat the perceived intruders.

The spawn of Jeharlu maintains a height of 20 feet above the ground so that its aura and tentacles can affect and attack targets on the ground below, using area effect primal spells like massacre or toxic cloud as the opportunities present themselves. When the spawn is defeated, its body drops to the ground with a crash, then swiftly decays away into a black stain on the ground. The fungi in the chamber decays as well, as do the glowing magenta mists in the nearby alcoves. The cavern becomes empty and sterile,

leaving the PCs with no option but to move on to the next memory.

## SPAWN OF JE HARLU

## CREATURE 22

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**Initiative** Perception +40

**Reward:** If the PCs manage to achieve at least 2 Victory Points while observing and studying the cultivation of Jeharlu spores, then as they defeat the spawn of Jeharlu, they'll automatically set up a destructive magical feedback that resonates through the collapsing Witchbole, which will reduce Treerazer's HP at the start of the final battle.

**Treerazer's Retaliation:** As the PCs exit this memory, they each remember a time when they helped to orchestrate an improvement to society, such as helping to protect a merchant caravan, saving a town from an environmental disaster, or simply creating some form of entertainment to bring joy. On a failed save, that PC's memories of their attempt shift, and they recall their attempt ending in mockery, reputational disaster, and shame.

## F6. Unholy Offering

The PCs automatically recognize this location as the plaza at the center of Elkhaven Lodge, a location they visited in the previous adventure. (Any PC who wasn't present at that time can instead recognize this location with a DC 35 Forest Lore or a DC 40 Survival check to Recall Knowledge.)

A circular platform, surrounded by four stone steps, rises from the surrounding ruins. A central stone altar sits at the center of the platform, its sides adorned with carvings of elk-headed hunters. Nearby looms a large stone building, its portico supported by six stone pillars that extend over the southern portion of the stone platform.

You can use the map of Elkhaven Lodge if you wish for this encounter, but no combat takes place here—as in areas **F3–F4**, the challenge the PCs face here is more abstracted. Many creatures devoted to Treerazer—demons and spore scouts and root rotters and more—gather in a crowd around the plaza. Feel free to specifically call out types of villains the PCs faced in previous encounters of this Adventure Path that they might have notable memories of as being present here. At the center, the Spore Queen looms over the altar, atop which lies the bound form of the elven Worldwound hero, Aravashnial.

The PCs are stuck within the surrounding crowd, as if they were observers among the demonic cultists

and monsters, yet not entirely helpless to interfere with the unholy sacrifice the Spore Queen is about to perform. The sacrifice ritual they're watching takes 3 minutes to resolve, during which the PCs have 3 one-minute rounds to subtly influence the ritual's progress. Each round, a PC can attempt a DC 38 Religion check to mentally offer counteractive prayers to offset the ritual's magic, a DC 40 Performance check to disrupt and distract the crowd's zeal by placing distracting memories into their minds, or a DC 42 Intimidation check to focus on the Spore Queen and fill her minds with religious doubt and worry. These checks accrue Victory Points.

At the end of the 3 minutes, regardless of how many Victory Points they earn, the Spore Queen finishes the ritual and sacrifices Aravashnial, capturing his soul through magic for use as a potent component in her work to grant the Witchbole the ability to teleport with ease.

**Reward:** If at the end of the third round the PCs have accrued 4 or fewer Victory Points, they're overcome with a sense of despair as they feel Aravashnial's anguish. If they've earned 5 or more Victory Points, they instead manage to set his soul free, ruining the ritual and causing the surrounding cultists to fall upon themselves in a frenzy of self-destruction as Aravashnial's soul rises from his body to thank the PCs for preventing his capture. Of course, this false memory doesn't change what really happened at Elkhaven Lodge, but it does strengthen the PCs' spiritual bond with the spirits of all those who perished in Kyonin during the Spore War, including Aravashnial himself. In the final battle against Treerazer, they can call upon these spirits of the dead to aid them.

**Treerazer's Retaliation:** As the PCs exit this memory, they recall a point where a loved one, close friend, or important ally perished. On a failed save, that PC's memory of the event grows horrific as they become convinced that their own actions or errors are what resulted in this tragic death.

### Returning to Golarion

Once the PCs experience at least one memory, they know that there are others they can step into. As soon as the party completes all six memories (successfully or otherwise) they automatically return to Golarion. Each PC experiences a mental lurch akin to the sensation of awaking at the end of a nightmare a split second before one dies violently in their sleep. In this sudden transition, the PCs are restored as if they had a full night's rest and had the chance to perform their daily preparations—all of which takes place in a

heartbeat. Each player should be given time to prepare new spells or make new choices as they normally do when they make their daily preparations.

Once this is done, the PCs appear at the edge of Iadara, facing south toward a section of the city that's been ruined by fighting, while above them, looming over them all, stands the Witchbole. Just as the PCs realize they're standing side-by-side with several of their allies, including Queen Telandia, the Witchbole begins to self-destruct in a violent combination of implosions, sprays of toxic spores, razor-sharp splinters, and immense falling limbs the size of small trees. This almost overwhelming devastation continues throughout the remainder of this last encounter—one in which Treerazer appears, just as the PCs have done, at the opposite end of the battleground.

The time has finally come for the party to meet a nation's nightmare in the flesh!



Aravashnial's Soul

## THE BATTLE FOR IADARA

In this, the climactic battle of the Spore War, the PCs face off against Treerazer, the Lord of the Blasted Tarn. Even at 20th level, a fight against Treerazer alone is beyond an Extreme threat encounter, and Treerazer is hardly alone—he is accompanied by the bulk of his demonic army. Fortunately for the PCs, they stand with the elven army and their allies gathered throughout the Adventure Path. In the fight, these armies clash in the background, and at the end of each round, the PCs can spend Triumph Points to skew the results of the battle and potentially earn advantages in their personal fight against Treerazer.

But even before the battle begins, take some time to prepare and adjust Treerazer's stats by working

through the following checklist of potential successes the PCs may have accumulated during this adventure. Each one of these they succeed at progressively weakens their foe so that even before the battle begins, his effective power could be significantly reduced from that of a level 25 creature.

Use the map of the Iadara Battleground provided on the inside back cover of this book for this final battle.

### Adjusting Treerazer

Treerazer's stats are presented on pages 328–329 of *Monster Core*, but unless the PCs completely failed at all of their attempts to soften him up, they won't actually be fighting this level 25 version of him. Before initiative is rolled, go through the following list of potential adjustments to his stats, making notes on his stat block as directed to determine his actual stats in this final climactic encounter. Taken as a whole, these adjustments debilitate Treerazer a bit more than would be the case if you simply applied the weak creature adjustments to his stats; they potentially reduce this battle to somewhere between a Severe 20 and Extreme 20 threat encounter.

These adjustments can take a bit of time to note, so consider making them during play during earlier encounters as the PCs achieve these goals. That way, by the time you get to this final battle, you'll be ready to go!

### **TREERAZER**    **CREATURE 25**

*Monster Core* 328

**Initiative** Perception +46

#### **UTTER TREERAZER'S NAME**

If the PCs learned Treerazer's name from Cyth-V'sug during memory **F1**, a PC can address him by that name, Shugmundisug, as a free action when they roll initiative. Doing so undermines Treerazer's self-confidence and forces him to consider the possibility that the PCs have allied with Cyth-V'sug. Decrease all his saving throw modifiers, Perception check modifiers, and skill check modifiers by 3.

#### **VOKE THE WITCHBOLE'S SPIRIT**

If the PCs brought peace to the arboreal who was used to create the Witchbole during memory **F2**, then the PCs gain a +4 circumstance bonus to all saving throws against Witchbole Collapse effects. Conversely, Treerazer takes a –4 circumstance penalty to his



Treerazer

saving throws against the same effects as the spirit directs those effects away from the PCs and toward Treerazer.

### CALL UPON THE SOVYRIAN STONE

If the PCs gained insight into the function of the *Sovyrian Stone* during memory **F3**, they can draw upon the artifact's power to gain protection from Treerazer's magic. This reduces the DC of his primal innate spells and his Defoliation ability to DC 46, the DC of his aura of corruption to DC 43, and his spell attack modifier to +38.

### CALL UPON THE ANCIENTS

If the PCs bolstered their bond with the legacies of ancient elven heroes in memory **F4**, those spirits manifest around them as bodyguards. The spirit each PC gains as a protector matches the hero associated with the heroic artifact they wield, or is Aelthian or another legendary elven hero if that PC doesn't have one of those artifacts. This spirit blocks damage inflicted on the PCs, effectively giving each PC resistance 5 to all damage caused by Treerazer. This resistance stacks with any other form of resistance to damage the PC might possess.

### SPORE FEEDBACK

If the PCs managed to understand the nature of the Jeharlu spores and then defeated the spawn of Jeharlu during memory **F5**, Treerazer cries out in pain at the start of the battle as devastating feedback rips through the fungal network he helped create under Tanglebriar. This immediately reduces his maximum (and thus starting) Hit Points to 500 and reduces his regeneration rate to 30.

### RECRUIT THE RECENT DEAD

If the PCs managed to strengthen their bond with the souls of all elves who perished during the Spore War during the events of memory **F6**, those spirits rise to join them in battle. These phantom soldiers do no damage to Treerazer, but they do distract him enough to impact his combat prowess. Reduce his AC to 51, his *Blackaxe* Strike modifier to +44, and his jaws Strike modifier to +42.

### Running the Battle

Once you've adjusted Treerazer's stats, it's time to roll initiative. Unless the PCs request she abstain from the battle, Queen Telandia fights at their side—other allies the PCs have made during the adventure fight demons and cultists and other monsters all around them, but their presence doesn't directly impact this fight. Queen

### SPENDING TORMENT POINTS

The number of Torment Points the PCs have accrued over the course of this adventure will vary, but they can be spent at any point during this final battle with Treerazer to create one of the following effects (representing moments where the torments they've inflicted on the nascent demon lord ripple to the surface and hamper his actions in different ways). You can spend any number of Torment Points per round, up to the limits imposed by the option in question.

Torment Points left unspent at the end of this battle convert on a 1 for 1 basis into Triumph Points.

**Adjust Die Roll:** Spend 3 Torment Points to adjust one of Treerazer's check results for any Strike, saving throw, Perception, or skill check down by one degree of success. You can only do this once per die roll.

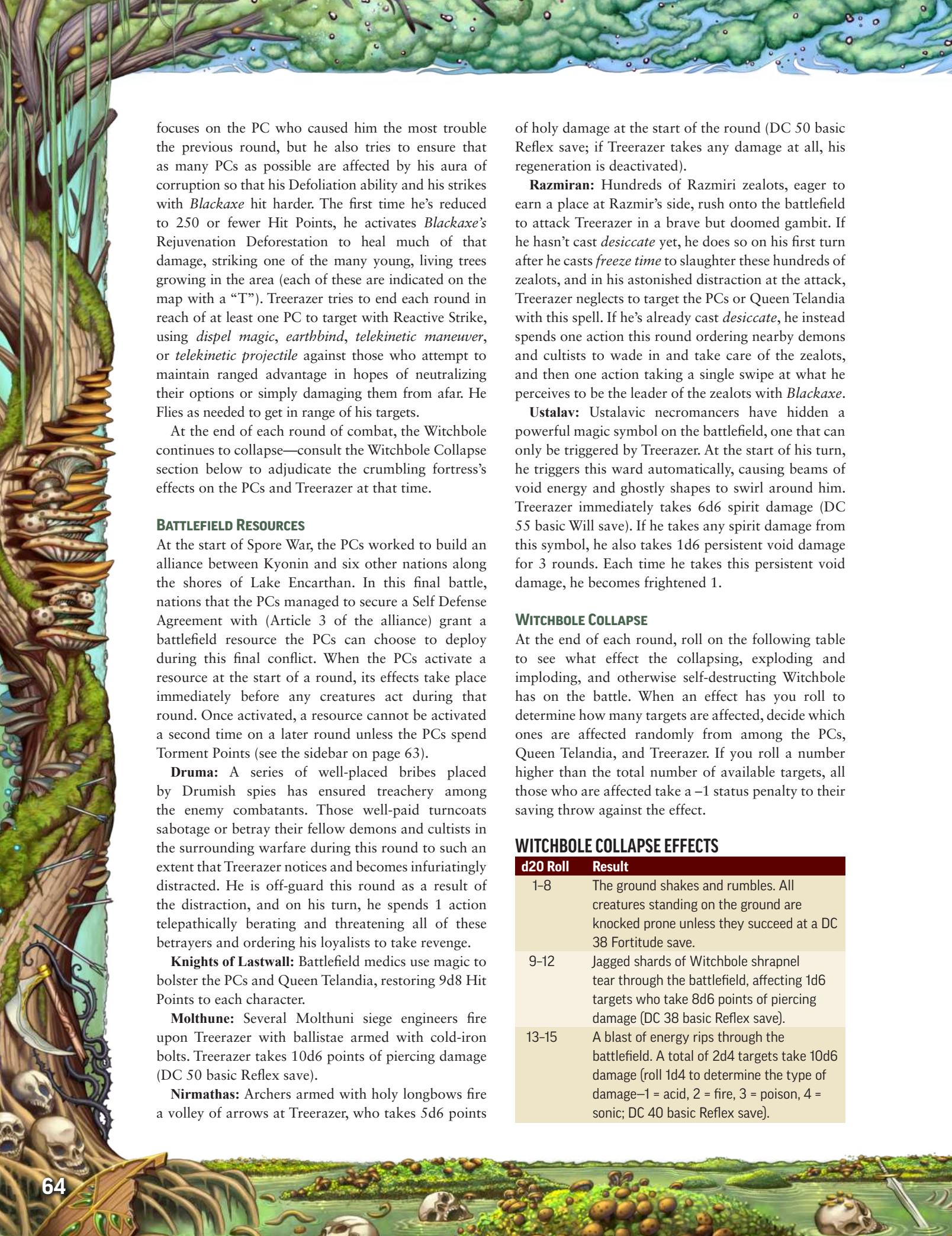
**Force Reroll:** Spend 1 Torment Point to make Treerazer reroll a Strike, saving throw, Perception check, or skill check. Treerazer takes the result of the new roll. You can do this as many times as you wish, forcing Treerazer to keep rerolling (at a cost of 1 point per additional roll) until you arrive at a result you want him to take.

**Recharge Resource:** Spend 2 Torment Points to recharge the use of a Battle Resource. You can do this once per round and can never recharge a specific Battle Resource more than once.

Telandia uses her actions during the battle to support the PCs but won't hesitate to use magic or the *Viridian Crown* against Treerazer as the opportunity arises.

At the start of each round of combat, the PCs can deploy a Battlefield Resource, calling upon one of the allies they've gathered to their side via the Encarthan Alliance. Once deployed, these resources' effects persist for the duration of the round but then cease (although each can be "recharged" once by spending 2 Torment Points—see the sidebar above).

After deploying a Battlefield Resource, play the events of that round out normally. On the first round of combat, Treerazer casts *freeze time*. He uses his three sets of 3 actions granted by this spell to cast *tangling creepers* to catch PCs in the area of effect, then to place a *wall of thorns* somewhere on the battlefield to disrupt PC mobility, and then spends 3 actions moving into an advantageous position near the PCs so he'll be able to use Reactive Strike. During the combat, Treerazer



focuses on the PC who caused him the most trouble the previous round, but he also tries to ensure that as many PCs as possible are affected by his aura of corruption so that his Defoliation ability and his strikes with *Blackaxe* hit harder. The first time he's reduced to 250 or fewer Hit Points, he activates *Blackaxe's* Rejuvenation Deforestation to heal much of that damage, striking one of the many young, living trees growing in the area (each of these are indicated on the map with a "T"). Treerazer tries to end each round in reach of at least one PC to target with Reactive Strike, using *dispel magic*, *earthbind*, *telekinetic maneuver*, or *telekinetic projectile* against those who attempt to maintain ranged advantage in hopes of neutralizing their options or simply damaging them from afar. He Flies as needed to get in range of his targets.

At the end of each round of combat, the Witchbole continues to collapse—consult the Witchbole Collapse section below to adjudicate the crumbling fortress's effects on the PCs and Treerazer at that time.

### BATTLEFIELD RESOURCES

At the start of Spore War, the PCs worked to build an alliance between Kyonin and six other nations along the shores of Lake Encarthan. In this final battle, nations that the PCs managed to secure a Self Defense Agreement with (Article 3 of the alliance) grant a battlefield resource the PCs can choose to deploy during this final conflict. When the PCs activate a resource at the start of a round, its effects take place immediately before any creatures act during that round. Once activated, a resource cannot be activated a second time on a later round unless the PCs spend Torment Points (see the sidebar on page 63).

**Druma:** A series of well-placed bribes placed by Drumish spies has ensured treachery among the enemy combatants. Those well-paid turncoats sabotage or betray their fellow demons and cultists in the surrounding warfare during this round to such an extent that Treerazer notices and becomes infuriatingly distracted. He is off-guard this round as a result of the distraction, and on his turn, he spends 1 action telepathically berating and threatening all of these betrayers and ordering his loyalists to take revenge.

**Knights of Lastwall:** Battlefield medics use magic to bolster the PCs and Queen Telandia, restoring 9d8 Hit Points to each character.

**Molthune:** Several Molthuni siege engineers fire upon Treerazer with ballistae armed with cold-iron bolts. Treerazer takes 10d6 points of piercing damage (DC 50 basic Reflex save).

**Nirmathas:** Archers armed with holy longbows fire a volley of arrows at Treerazer, who takes 5d6 points

of holy damage at the start of the round (DC 50 basic Reflex save; if Treerazer takes any damage at all, his regeneration is deactivated).

**Razmiran:** Hundreds of Razmiri zealots, eager to earn a place at Razmir's side, rush onto the battlefield to attack Treerazer in a brave but doomed gambit. If he hasn't cast *desiccate* yet, he does so on his first turn after he casts *freeze time* to slaughter these hundreds of zealots, and in his astonished distraction at the attack, Treerazer neglects to target the PCs or Queen Telandia with this spell. If he's already cast *desiccate*, he instead spends one action this round ordering nearby demons and cultists to wade in and take care of the zealots, and then one action taking a single swipe at what he perceives to be the leader of the zealots with *Blackaxe*.

**Ustalav:** Ustalavic necromancers have hidden a powerful magic symbol on the battlefield, one that can only be triggered by Treerazer. At the start of his turn, he triggers this ward automatically, causing beams of void energy and ghostly shapes to swirl around him. Treerazer immediately takes 6d6 spirit damage (DC 55 basic Will save). If he takes any spirit damage from this symbol, he also takes 1d6 persistent void damage for 3 rounds. Each time he takes this persistent void damage, he becomes frightened 1.

### WITCHBOLE COLLAPSE

At the end of each round, roll on the following table to see what effect the collapsing, exploding and imploding, and otherwise self-destructing Witchbole has on the battle. When an effect has you roll to determine how many targets are affected, decide which ones are affected randomly from among the PCs, Queen Telandia, and Treerazer. If you roll a number higher than the total number of available targets, all those who are affected take a -1 status penalty to their saving throw against the effect.

### WITCHBOLE COLLAPSE EFFECTS

d20 Roll	Result
1-8	The ground shakes and rumbles. All creatures standing on the ground are knocked prone unless they succeed at a DC 38 Fortitude save.
9-12	Jagged shards of Witchbole shrapnel tear through the battlefield, affecting 1d6 targets who take 8d6 points of piercing damage (DC 38 basic Reflex save).
13-15	A blast of energy rips through the battlefield. A total of 2d4 targets take 10d6 damage (roll 1d4 to determine the type of damage—1 = acid, 2 = fire, 3 = poison, 4 = sonic; DC 40 basic Reflex save).

- 16-18 A wave of anguish washes over the battlefield. All creatures take 6d10 points of spirit damage (DC 40 basic Will save).
- 19-20 Roll 2d8 twice on this table—both effects occur one after the other.

## CONCLUDING THE ADVENTURE

The final battle in this adventure is truly a “winner takes all.” If the PCs fail, Treerazer slaughters them—or, best-case scenario, one or more PCs escape and are powerless to watch as the corruption of Kyonin proceeds at a gut-wrenching pace.

Hopefully Treerazer is slain. As the death blow is dealt to the nascent demon lord, he shrieks in rage, frustration, pain, and humiliation. His weapon, *Blackaxe*, topples from his grip to embed in the ground (from where even removing it can be an entire new adventure), and the demon himself swiftly begins to decay as fungal parasites and corruption burst from within his body. A moment later, the towering creature explodes in a riot of acid, poisonous vapors, blasts of demonic flesh, and decaying fungi. All that remains where one of the most dangerous villains of the Inner Sea once stood is a blasted patch on the ground where no plant will ever grow again.

News of Treerazer’s death spreads swiftly through the ranks of the armies, as does the even more visible collapse of the ruined Witchbole. Once Treerazer dies, the Witchbole finishes its self-destruction, crumbling into a mountain of unholy wood and horror. This immense mound remains on Iadara’s border and initially becomes a haven for demons, cultists, and monsters seeking escape. The interior, now no longer its own demiplane, becomes a small and dangerous dungeon complex that might attract adventurers for many months or even years to come. The creatures within it are kept temporarily safe and sheltered by the Witchbole’s lingering wards, but this does not last forever.

The treasure Treerazer gathered and hoarded in the Witchbole’s inner sanctum does not remain in the collapsed fortress. Instead, it rains down along the edge of Iadara, and the task of redistributing the wealth becomes an unexpected but welcome pursuit in the weeks and months following the Spore War.

The PCs themselves, though, have more than earned a time for rest. They and their allies are invited by Queen Telandia to stay in the sprawling guest wings of Iadara’s palace as long as they wish and are granted free use of the *aiudara* network to travel elsewhere on Golarion or even to Castrolvel as they desire. Yet as the glory of this triumph slowly fades, new conflicts loom on the horizon. As

Tanglebriar’s corruption is slowly purified, the elves of Kyonin can finally extend aid to the other nations of the Inner Sea. At first, the fear of Tar-Baphon’s imminent return weighs heavily on the minds of all those in the Encarthan Alliance, but many will soon learn that an entirely different war—one that’s been simmering for over a century—is about to rip the region apart.

## Victory!

At the end of this campaign, compare the number of Triumph Points the PCs have remaining to the following chart to determine just how successful—or pyrrhic—the elven victory over Treerazer and Tanglebriar was.

If Queen Telandia died during the fight against Treerazer but the PCs use their own resources to bring her back to life, adjust their accumulated Triumph Points down by 5. If she died and the PCs don’t bring her back to life, the victory conditions are one category worse than their actual Triumph Point total would suggest, as the loss of a beloved ruler hits the elven nation hard.

**5 or fewer Triumph Points:** The nation survives, but just barely. Many died, and much of Iadara now lies in ruins. The funds recovered from the Witchbole are funneled toward its reconstruction, and even they aren’t enough. For at least the next hundred years, much of Kyonin will remain a slowly recovering, post-apocalyptic wasteland. The PCs are remembered as desperate heroes who did their best, but very few who fought at their sides still live to celebrate them.

**6–20 Triumph Points:** Kyonin survives the war relatively intact. Resources gathered from the Witchbole are more than enough to reconstruct and repair its cities. Statues are built in the PCs’ honor. The process of reclaiming Tanglebriar will take time—likely decades—but the corrupted land will finally be restored well within a human’s lifespan.

**21 or more Triumph Points:** It could have been so much worse! As reconstruction begins, the elves of Kyonin are aided by their allies, and the lasting damage done by the war is quickly repaired. Many who were thought slain are rescued, having gone into hiding during the battles, and more families enjoy tearful reunions than morose funerals without bodies to bury. The reclamation of Tanglebriar goes swiftly, and Kyonin’s power increases—the elven nation emerges as one of the most powerful and well-defended realms in the Inner Sea, and they’re ready to lend that power and support to all their neighbors in the times to come. The PCs are hailed as heroes not only in Kyonin, but throughout the Encarthan region and beyond.



# Beyond the Campaign

Kyonin has lived under the threat of demonic invasion since the elves returned to the region over two thousand years ago, and it will take some time to fully recover from that lingering fear. With Treerazer defeated, Kyonin finally has a chance to grow on the Inner Sea's political stage and regain the power and influence it once wielded pre-Earthfall. No longer must the elves to keep one eye turned south at all times. No longer must they ceaselessly guard their cities against demonic influences. It could be the beginning of a new age of prosperity for Kyonin, yet there remains plenty of opportunity for adventure and danger—both within the elven nation and beyond.

## RECOVERING FROM WAR

The state of Kyonin at the Spore War's conclusion depends on how many Triumph Points the PCs retained at the end of the Adventure Path. Regardless of that, three key elements will play an important role in the region's immediate future.

### Cleansing Tanglebriar

Now that Treerazer is slain and the Witchbole is no more, Tanglebriar is no longer actively expanding, but the region's two thousand years of corruption will take even longer to heal itself due to the invasive, supernatural elements involved. Fortunately, the PCs should have discovered a key element to reclaiming Tanglebriar: the *purify Tanglebriar* ritual.

The PCs need not be the only ones to cast this ritual, but its high level does limit those who can potentially serve as its primary casters. And even if the PCs play a part in leading this cleansing, each successful casting of the ritual only clears a one-mile radius area. Before this Adventure Path began, Tanglebriar covered well over 5,000 square miles, and likely expanded during the war (the lower the party's final Triumph Point score, the further the expansions). The cost of the ritual, difficulty casting it, and shortage of those capable of leading limit how quickly Tanglebriar can be cleansed, but using this ritual will still result in the Fierani Forest reclaiming the land much more quickly than if it were left to nature to do alone.

The good news is that now that Treerazer is dead, the cost of this ritual diminishes by a factor—instead

of requiring 2,000 gp in rare incense and offerings per attempt, it now requires only 200 gp. On a success, the area remains purified for a month, but edges still exposed to Tanglebriar will slowly be reclaimed after that point. A critical success prevents this re-corruption from happening at all—such an area remains purified forever (or at least until a new source of blight corrupts it).

It's easiest to assume that purification rituals are performed often, but even at a rate of four successful rituals a day, it'll take well over a year to cleanse Tanglebriar. The exact time it will take to purify the region is left for you to determine, but extending that time to two or three, even five years, wouldn't be unusual—especially since demons, cultists, and other monsters who remain in the blighted lands will become ever more desperate and dangerous, requiring the constant presence of heroes to aid in the reclamation efforts.

### Distributing The Wealth

During the two-thousand years of Treerazer's depredations, he's added an overwhelming amount of elven treasure to his hoard. Its recovery is an incredible boon to Kyonin, and the government uses this influx of wealth to pay for war recovery efforts, the cost of performing *purify Tanglebriar* rituals, bolstering their own defenses and those of their allies, and so on. The PCs need not be involved directly in this effort, but new adventurers might be hired by the government to deliver specific recovered treasures to elven families who now live far away or to help in researching where mysterious heirlooms should be delivered. Further complicating this is the fact that a small portion of these treasures have become cursed during their time in the Witchbole, and the effects this cursed treasure might have once redistributed around the world could trigger any number of new adventures.

If your group is eager to play a new campaign starting with 1st-level PCs, consider having these characters come from Kyonin or otherwise have ties to elven heritages; you can give them a carry-over reward from their previous PCs' triumphs by having their new PCs receive recovered heirlooms thought lost to their families—giving the new PCs a small boost at the start



of their adventuring careers. These heirlooms should be no stronger than 2 levels above the PCs' levels, so significant treasures but not things that will completely disrupt your storyline. This might be an excellent place to introduce relics (*GM Core* 308) into the campaign as well.

### The Encarthan Alliance

At the end of the Spore War, the exact standing of the Encarthan Alliance will vary from group to group, but for the purposes of the ongoing story of the Inner Sea region and the Lost Omens campaign setting, we'll be assuming that the heroes of the Spore War managed to secure an alliance with five of the six nations involved. Only Molthune is left out, as the concessions toward Nirmathas are simply too much for the nation accept. Even if your group managed to secure alliances with all six nations, consider having Molthune renege on their promises in the months following the Spore War as they revert to their antagonistic nature as a result of influence both worldly and supernatural.

### BACK TO THE VOID

During this final adventure's first chapter, the PCs spent much of their time on a desperate rescue mission in the inhospitable plane of the Void. While this adventure assumes the PCs were successful in rescuing Aelthian's soul from the Amaranthine Oubliette, the nature of that prison may vex or distress the PCs, just as it surely will numerous NPCs who learn about the obscure dungeon's existence.

### Contract with an Archdevil

One of the most shocking revelations the PCs might discover is the truth of the Amaranthine Oubliette's warden. The Python's true nature—a reincarnation of the slain archdevil Typhon—is one of Hell's best-kept secrets; one other archdevils might be surprised to learn. (Asmodeus likely knows, but spreading this truth hasn't been something that fits into his plans.)

As the Python, Typhon isn't ready for the Great Beyond to discover he survived. The time isn't yet right for him to make his violent bid at taking over Avernus and reclaiming his position as one of Hell's archdevils. If the PCs learn this truth, he's eager to have them to sign contracts in which they'll promise to keep this secret in return for allowing them to leave with Aelthian's soul.

Agreeing to sign such a contract allows the PCs to safely rescue the soul they seek and won't have any immediate repercussions on their fate during the Spore War Adventure Path, but what of beyond that? Finding a way to escape from the contract or even returning

to the Amaranthine Oubliette to confront the Python/Typhon in battle is certainly an option now that the PCs are 20th level.

If the PCs do break their contract and spread word of Typhon's survival, or if they avoid or escape him entirely without ever being given the option to sign a contract and spread the word, the speed at which Hell reacts is left for you to determine. Archdevils might disregard these "ridiculous rumors" and take their time following up, or they might move swiftly to investigate. Barbatos in particular, as the current ruler of Avernus, might seek to confront and slay Typhon before he can regain his lost mythic power.

Regardless of when or how such a confrontation takes place, be it the PCs' return to the Oubliette or an invasion from Hell itself, they find the prison in a state of chaos, with its prisoners freed and running the show and no sign of the Python. As soon as word spread, Typhon realized the danger he was in and abandoned his home, gathering up his resources and few remaining allies to find a new place to hide. Robbed of his original source of power, the reincarnated archdevil will need to find another source of mythic strength, and when he returns to the world from beyond the Void, the presence of so many warshards of Gorum sprinkled across the Universe catches his attention. How long it takes the Python to gather up enough warshards on distant worlds or Golarion itself to become fully reborn, and whether he seeks out the PCs and their allies for revenge, is up to you.

### Rescue from the Void

Even if the PCs don't learn the Python's true name, their discovery of so many souls being imprisoned in the Amaranthine Oubliette may sit unwell in their minds. Certainly many of those imprisoned therein are true criminals, and the many worlds of the Universe are a safer place with these villains behind bars, but there are just as certainly others like Aelthian who are imprisoned unjustly. Beyond that, the mere fact that so many souls are held here, outside of the cycle of life and death, enrages the church of Pharamasma and her psychopomps.

Missions into the Amaranthine Oubliette to free those unjustly imprisoned could fuel any number of adventures. Alternately, the damage the PCs did on their rescue mission could have inadvertently released long-imprisoned villains that future adventurers will need to face. A full-scale invasion of the Amaranthine Oubliette could be the basis of a sprawling high-level dungeon crawl.

If the full scope of the atrocity (see the sidebar on page 26 of the adventure) are revealed through the PCs' actions, the psychopomps themselves act against

the Amaranthine Oublette. They may recruit powerful PCs to their aid, promising the return of lost loved ones from death or even extending the PCs' lifetimes for their aid in undoing a greater disruption to the cycle of souls.

## DEMONIC REMNANTS

As the elves work to reclaim Tanglebriar, holdouts of demonic monsters, Treerazer cultists, and other corruptions call for more adventurers to come to the nation's aid. These opportunities to help reclaim Tanglebriar could certainly produce adventure seeds for any level of play, but two significant elements are hooks appropriate for significantly high-level PCs.

### Handling Blackaxe

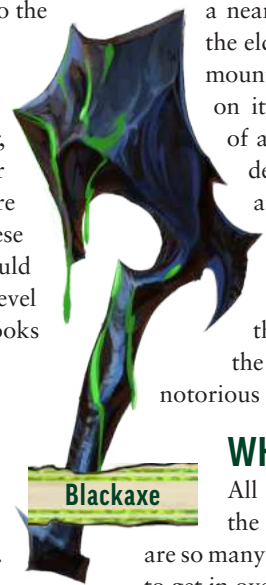
Treerazer's favorite weapon is a powerful artifact known as *Blackaxe*. When he's slain, *Blackaxe* slips from his grip to embed itself in the ground at the edge of the city of Iadara. Much like the stories of proverbial swords in stones, the axe remains embedded where it fell, resisting most attempts to extract it and potentially harming or corrupting those who dared try. The area around the fallen weapon blackens and decays, forming a sort of miniature Tanglebriar that stabilizes after spreading to a radius of 120 feet. The elves quickly erect a containing structure around *Blackaxe* and the corrupted area, and over the course of months or perhaps years, the evil artifact is sheltered and studied.

A method by which *Blackaxe* can be destroyed is presented on page 329 of *Monster Core*, but before this method can be pursued, a solution to safely extract *Blackaxe* from the ground must be discovered. You could create a method of your own devising to be the true way to destroy this evil artifact. Left untended, its presence continues to inspire subversive demonic worship and destructive secret societies in Iadara, as these groups seek methods to "rescue" the axe, either for their own use or through a desire to resurrect Treerazer. Any or all of these plots could form the basis of an entire new campaign.

### Treerazer's Body

When Treerazer is slain, his body does not simply crumble to the ground. Instead, he bursts into a violent explosion of rot, acid, and demonic energy, leaving behind a blasted stain on the ground. In the months or years to follow, an unsettling number of rumors arise—discoveries of vile relics throughout the Inner Sea region. Much as with the death of Gorum and the spread of *warshards*, Treerazer's death has

a similar but more localized effect. What strange powers might a clan of lowly goblins discover after finding a disembodied green talon at the bottom of a nearby swamp? Who can say what influence the eldritch heart-like organ resting on a distant mountain peak might have on those who dwell on its lower slopes? Perhaps most disturbing of all are the rumors that Treerazer's broken, decapitated head survived the explosion—and that the demonic relic has come to rest in a place where it can potentially do the most damage—on the shores of the Isle of Terror. What horrific necromancy might the Whispering Tyrant perform once he has the head of another of the Inner Sea's most notorious villains as his trophy?



## WHAT IF TREERAZER WINS?

All of the above assumes developments after the PCs manage to defeat Treerazer, but there are so many chances for a group of heroes in Spore War to get in over their head. Whether defeated early on in the adventure, slain by Treerazer in the final fight, or as a result of being trapped in the Amaranthine Oublette long enough to miss the end of the war entirely, it's possible that at your table, Treerazer wins.

In this case, you have a choice. You can rule that future campaigns simply take place in a Golarion that's "reset" to the status-quo or perhaps takes place in an alternate timeline where a different group of PCs succeeded in defeating the Lord of the Blasted Tarn, but before you make that choice, consider continuing with this disaster as a new part of your iteration of Golarion.

If Treerazer wins the Spore War and the PCs fall to his fangs and blade, Kyonin is doomed. Whether or not Queen Telandia survives, the elves flee the nation, mostly spreading into the River Kingdoms or fleeing to other elven lands throughout the world. Tanglebriar quickly spreads to engulf all of what was once Kyonin before stopping. For a time, Treerazer is content to rule over this expanded kingdom, but eventually his influence begins to spread as he manages to fully corrupt the *aiudara* network. New blights bloom throughout Golarion and Castrovel as Tanglebriar extends its reach into other lands, at which point a new army must rise to face this even greater threat. Left to his devices, it will only be a matter of time before Treerazer transforms two entire planets into a Jeharlu of his own and "rides" them back into the Outer Rifts to once again challenge his father, Cyth-V'sug. But this time, armed with two worlds of minions, Cyth-V'sug may meet his match!





# Heroic Legacies

Not all artifacts are created whole-cloth by gods and mythic artisans. Some of them grow into their roles after spending centuries as powerful (but non-artifact) magic items forged, wielded, and made famous by legendary heroes. When these items are handed down after their original wielder has passed on, remnants of that heroic past can build within them. As memories, stories, and myths spread about those who once bore these powerful objects, the items themselves absorb some of that storied legacy. For these rare items, ascension to the status of artifact might be but a new hero away.

In “The Secret of Deathstalk Tower,” the PCs were gifted several heroic treasures of Kyonin, rewards granted to them by Queen Telandia in thanks for their recent heroics, but also to ensure these legendary items helped turn the tide of the conflict in Kyonin’s favor. These treasures were all on the cusp of becoming heroic artifacts, and at the end of this adventure’s first chapter, the PCs’ own legacies, combined with boons from the gods, are enough to elevate the items across that legendary threshold of power.

## PERSONALIZING THE ARTIFACTS

Artifact versions of the *Anima Robe*, *Fiendbreaker*, the *Guiding Star Orb*, *Slithermau’s Bane*, *Soulcutter*, and *Wintershot* are presented at the end of this article, but the process of transforming these items into artifacts comes with a bit of personalization. After all, it’s as much the PCs’ legacy as the ancient heroes’ that influences the transformation.

Each PC should bond with one heroic artifact. If none of these artifacts appeal to a player, or if an artifact’s story appeals to a PC but doesn’t provide game mechanics they can use effectively, consider adjusting the item as needed.

Since these heroic artifacts will be significant elements for the PCs, you should share the rules and options for each potential artifact with the players

beforehand, so they can choose the item and set of options that best fit their characters and play styles.

## Edicts and Anathema

All six artifacts are focused on Kyonin’s safety and protection. They impart the following edicts and anathema on the wielder. If they’re violated, the artifact reverts to its non-artifact form until the wielder atones, either through the use of the *atone* ritual (*Player Core* 390), or through a short side quest or influence encounter of your own design.

**Edicts** kill Treerazer, protect elven lives, push back Tanglebriar’s boundaries  
**Anathema** aid Treerazer, willingly betray Kyonin

## Shared Features

Every one of these heroic artifacts has the unique, apex, artifact, and invested traits. It gains these traits if it doesn’t have them already. Each artifact’s specific powers are detailed on the following four pages, but when they first become artifacts, each player must make several choices to personalize the artifact to their character’s needs and desires.

Note that normally staves and weapons don’t need to be invested, but *Fiendbreaker*, *Soulcutter*, and *Wintershot* are exceptions to this rule. They provide their constant benefits as long as the item remains invested and is carried or stowed by a character; they need not be held in a hand or wielded as a weapon in combat in order to grant these benefits. If you drop an invested staff or weapon, are disarmed of it, or otherwise release it from being held or stowed, you continue to benefit from its invested qualities until the end of your next turn—if you reclaim the staff or weapon before the end of your next turn, then your investment continues uninterrupted. If you fail to reclaim the item by this point, it’s no longer invested until you repeat the process by Interacting with the item, taking the normal steps to invest the item.



Anima Robe

### CHOOSE APEX ATTRIBUTE

Each heroic artifact is a powerful apex item, but the apex bonuses granted by these artifacts are more powerful than most. As with all apex items, a PC can only benefit from one apex item at a time.

When your character creates the artifact, choose one attribute modifier. When you invest the artifact, you either increase that attribute modifier by 2 or increase it to +5, whichever would give you a higher value. Once you make this selection, you can't change it later.

### CHOOSE HEROIC SKILL

Each heroic artifact also bolsters one skill of your choice. When your character creates the artifact, choose one of the three skills listed for the artifact. As long as the artifact is invested by you, it grants you a +4 item bonus to checks with that skill.

### HEROIC RECOVERY

Finally, each heroic artifact has 1 Recovery Point; this point replenishes once per day when its invested partner does their daily preparations. When the artifact's partner's dying value would reach an amount sufficient to kill them (usually 4), the artifact spends its Recovery Point, and the partner instead increases their doomed value by 1 and stabilizes at 0 Hit Points.

## HEROIC ARTIFACTS

When these items become artifacts, their heroic legacies grant the items a modicum of intelligence and awareness. Each of these artifacts can communicate telepathically with their invested PC (speaking in the PC's native tongue), and they all have agency over their own magic. They can even deny the artifact's power to a PC as needed (see Edicts and Anathemas above). As intelligent items, each artifact can use 3 actions per turn, acting on their partner's turn; these actions don't count toward their partner's actions. They also have a reaction if any of their activations requires one.

### ANIMA ROBE

ITEM 20

UNIQUE APEX ARTIFACT ILLUSION INTELLIGENT INVESTED MAGICAL

Usage worn garment; Bulk L

Perception +33; precise low-light vision and hearing within 30 feet

Communication telepathy (partner only)

Skills Deception +35, Occultism +34, Performance +35

Int +6, Wis +5, Cha +7

Will +33

The artistic echo of the Ekujae hero Iyalirrin animates the *Anima Robe's* stitching to display embroidered reactions

to situations experienced by the wearer. The *Anima Robe's* telepathic voice is filled with confidence (almost to the point of cockiness) and is supportive, often encouraging his partner to take risky or showy actions yet never to the extent that would put them in significant harm's way.

The *Anima Robe* grants a +3 item bonus to Diplomacy checks made to Make an Impression and to all Performance checks, and you gain resistance 15 to mental damage.

**Activate-Billowing Distraction** ◆◆ (concentrate) **Effect**  
The *Anima Robe* billows as if in a blustery wind and attempts to Feint a creature you're adjacent to.

**Activate-Who Am I?** ◆◆ (concentrate) **Effect**  
The robe's hood rises up over your head, casting a 4th-rank *illusory disguise* to your specifications.

**Activate-Who Are We?** ◆◆ (concentrate) **Frequency** once per hour; **Effect** The robe's hem swishes, casting a 7th-rank *illusory disguise* to your specifications.

**Activate-Who Are They?** ◆◆ (concentrate) **Frequency** once per hour; **Effect** An image of a creature shows up in the robe's stitching, then appears to come to life; the robe casts an 8th-rank *illusory creature* to your specifications. The robe can use an action to Sustain this activation for up to 1 minute.

### FIENDBREAKER

ITEM 20

UNIQUE APEX ARTIFACT INTELLIGENT INVESTED MAGICAL STAFF

Usage held in 1 hand; Bulk 1

Perception +35; precise low-light vision and hearing within 30 feet

Communication telepathy (partner only)

Skills Demon Lore +33, Diplomacy +34, Religion +35

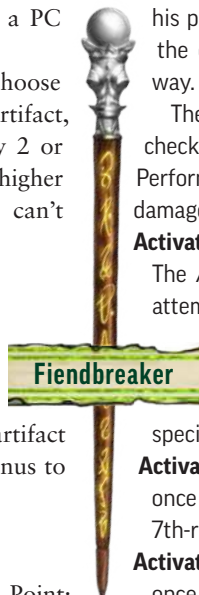
Int +5, Wis +7, Cha +6

Will +35

The stately echo of Jininsiel, the woman who guided her people through the Darklands to escape the devastation of Earthfall, causes *Fiendbreaker* to softly shimmer with a silvery radiance equivalent to that of candlelight. *Fiendbreaker* can activate or deactivate this radiance as a free action once per round on her partner's turn. *Fiendbreaker's* telepathic voice is calm and soothing, seeking to support her partner's decisions with compliments or warnings against overconfidence as needed.

*Fiendbreaker* functions as a +3 major striking holy high-grade cold iron staff. While wielding the staff, you gain a +3 circumstance bonus to checks to Recall Knowledge about any sort of fiend.

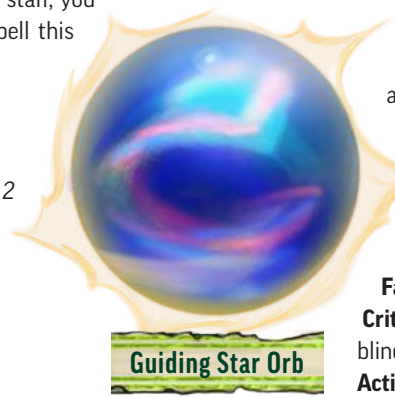
**Activate** Cast a Spell; **Frequency** once per round; **Effect**  
You expend a number of charges from the staff to cast a spell from her list. *Fiendbreaker* can use this activation



only if you're holding the staff and only if you haven't used *Fiendbreaker* to Cast a Spell this round. Likewise, if *Fiendbreaker* Casts a Spell from the staff, you can't activate the staff to Cast a Spell this round.

- **Cantrip** *divine lance*
- **1st** *sanctuary*
- **2nd** *see the unseen*
- **3rd** *anointed ground* (Player Core 2 240), *holy light*
- **4th** *clear mind, planar tether*
- **5th** *banishment, divine wrath*
- **6th** *holy light, spirit blast*
- **7th** *divine decree, planar seal*
- **8th** *divine wrath, holy light*
- **9th** *banishment, divine decree*

**Activate—Restore Mind**  $\blacklozenge\blacklozenge$  (concentrate) **Frequency** once per hour; **Effect** *Fiendbreaker* attempts to counteract an ongoing mental affect you're suffering from, with a counteract rank of 9th and a +25 modifier to the roll (or a +30 modifier if the source of the mental effect on you was created by a fiend).



Guiding Star Orb

**GUIDING STAR ORB** **ITEM 20**

UNIQUE APEX ARTIFACT INTELLIGENT INVESTED MAGICAL

**Usage** worn; **Bulk** L  
**Perception** +33; precise low-light vision and hearing within 30 feet  
**Communication** telepathy (partner only)  
**Skills** Arcana +35, Architecture Lore +35, Society +35  
**Int** +7, **Wis** +5, **Cha** +6  
**Will** +33

The stoic echo of Candlaron the Sculptor, architect of the *aiudara* network, infuses the *Guiding Star Orb*. As long as you have him invested, the *Guiding Star Orb* orbits your body instead of needing to be held in one hand. You can stow the *Guiding Star Orb* with an Interact action, and he can be snatched out of the air with a successful Disarm action against you. When stowed, the *Guiding Star Orb* remains invested, but if he's removed from you via Disarm, your investment ends if you don't reclaim him by the end of your next turn. The *Guiding Star Orb*'s voice is scholarly and precise, speaking telepathically with clearly enunciated but often complex words, and he assumes you're educated enough to keep up with his academic dialogue.

As long as you have the *Guiding Star Orb* invested, teleportation effects created by you or the *Guiding Star Orb* aren't affected by the Witchbole's meddling with teleportation effects, and they can't be counteracted by the Witchbole.

**Activate—Blinding Spark**  $\blacklozenge\blacklozenge$  (concentrate, incapacitation, light, visual) **Effect** The *Guiding Star Orb* creates a beam of bright light and fires it at a creature within 30 feet. That creature must attempt a DC 43 Fortitude save, after which that creature is temporarily immune to Blinding Spark for 24 hours.

**Critical Success** The target is unaffected.

**Success** The target is dazzled for 1 round.

**Failure** The target is blinded for 1 round.

**Critical Failure** The target is permanently blinded.

**Activate—Embed Location**  $\blacklozenge\blacklozenge$  (concentrate)

**Effect** By focusing, the *Guiding Star Orb* embeds your current location within. Thereafter, anyone who touches the *Guiding Star Orb* while casting a spell with the teleportation trait to travel to this location arrives precisely, without any inaccuracy at all. The *Guiding Star Orb* can have up to three locations embedded at a time; if this activity is used a fourth time, the new location replaces the oldest stored one.

**Activate—Momentary Aiudara** 10 minutes (concentrate)

**Frequency** once per day; **Effect** A shimmering magical archway appears next to you as the *Guiding Star Orb* casts a 9th-rank *teleport* to your specifications. If you're teleporting to an *aiudara* you've visited before, you and the targets appear precisely at that location. If you're teleporting to Lotusgate in Kyonin, this effect functions as *interplanar teleport* if you aren't on the same plane as Kyonin.



Slithermaw's Bane

**SLITHERMAW'S BANE** **ITEM 20**

UNIQUE APEX ARTIFACT INTELLIGENT INVESTED MAGICAL

**Usage** worn armor; **Bulk** L  
**Perception** +34; precise low-light vision and hearing within 30 feet  
**Communication** telepathy (partner only)  
**Skills** Intimidation +35, Society +33, Warfare Lore +33  
**Int** +5, **Wis** +6, **Cha** +7  
**Will** +34

The heroism of Kyloss Syndar, founder of Greengold and slayer of the demonic hydra Slithermaw, imprinted this suit of armor with a gleaming, prismatic sheen that sparkles under bright light. The telepathic voice of *Slithermaw's Bane* is boisterous and grandiose, encouraging his partner to take up leadership roles while also providing advice to maintain loyalty and strengthen bonds of friendship.

*Slithermaw's Bane* is a suit of +3 *major resilient greater fortification high-grade elven chain* that grants his wearer

poison resistance 15, and the item bonus his *resilient* rune grants to saving throws versus poison increases by 1 to +4.

**Activate—Calistria's Sting** ☞ (concentrate, poison)

**Frequency** once per day; **Trigger** A creature grapples you; **Effect** Poison wells up from the armor's links to seep into the triggering creature's body, causing it to suffer wracking pains as if it was being stung by thousands of angry wasps. The triggering creature takes 7d6 persistent poison damage (DC 34 basic Fortitude save); this persistent damage can't be ended as long as the triggering creature continues to grapple you. *Slithermaw's Bane* can't activate Calistria's Sting using his actions.

**Activate—Purge Toxins** ⬢⬢ (concentrate) **Frequency** once per minute; **Effect** *Slithermaw's Bane* attempts to counteract a disease or poison affliction affecting you, with a counteract rank of 9th and a +25 modifier to the roll (+30 modifier if the source of the disease or poison effect on you was created by a fiend).

**Activate—Terrain Adaptation** ⬢⬢ (concentrate) **Frequency** once per hour; **Effect** You alter the exterior of the armor to better adapt to the surrounding terrain: aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground. You ignore difficult terrain within the chosen environment and gain a +2 circumstance bonus to saving throws against environmental hazards, natural disasters, and extreme temperatures that originate from that terrain. You're also protected from severe and extreme heat or severe and extreme cold (your choice when you activate this ability). This effect lasts until your next daily preparations or the next time you activate it, whichever comes first.

## SOULCUTTER

ITEM 20

UNIQUE APEX ARTIFACT INTELLIGENT INVESTED MAGICAL

**Usage** held in 1 hand; **Bulk** 2

**Perception** +34; precise low-light vision and hearing within 30 feet

**Communication** telepathy (partner only)

**Skills** Nature +34, Religion +34, Survival +34

**Int** +7, **Wis** +6, **Cha** +5

**Will** +34

The echo of the Calistrian witch Silisifex imbues her legendary blade with a shimmering pale-green glow equivalent to that of candlelight; *Soulcutter* can activate or deactivate this radiance as a free action once per round on her partner's turn. *Soulcutter's* telepathic voice is a sultry whisper that often infuses her observations with a flirtatious edge or a biting sense of dark humor.

*Soulcutter* is a +3 major striking greater astral holy elven curve blade. As long as you carry *Soulcutter*, you gain

her potency bonus as an item bonus to all saving throws against mental effects. This bonus increases by 2 to +5 against possession effects.

**Activate—Soothe Souls** ⬢⬢ (concentrate, healing, manipulate, vitality) **Frequency** once per hour; **Effect** *Soulcutter* creates a pulse of restorative energy, rejuvenating those within a 30-foot emanation around you while castigating those in that area who have no place in nature. *Soulcutter* can Sustain this activation for up to 1 minute. Living creatures that start their turn in the area regain 2d8 Hit Points, and any fiend or undead creature that starts their turn in the area takes 2d8 spirit damage (DC 38 basic Will save).

**Activate—Soulcutting Storm** ⬢⬢ (concentrate, manipulate, spirit) **Frequency** once per hour; **Effect** *Soulcutter* casts a 9th-rank *weapon storm* to your specification, but all damage caused by the spell is spirit damage. If used to damage a creature that's possessing another creature, this spell does no damage to the possessed creature.

**Activate—Shame Demon** ⬢⬢ (concentrate) **Effect** *Soulcutter* targets a demon she can see or hear within 30 feet, causing the blade's green light to well up around the demon for a moment. The demon suffers the effects of its sin vulnerability, if it has any, and is then temporarily immune to Shame Demon for 24 hours. If *Soulcutter's* partner wasn't aware of the normal effects that trigger that demon's sin vulnerability, they learn it at this time.

## WINTERSHOT

ITEM 20

UNIQUE APEX ARTIFACT INTELLIGENT INVESTED MAGICAL ILLUSION

**Usage** held in 1+ hand(s); **Bulk** 1

**Perception** +35; precise low-light vision and hearing within 30 feet

**Communication** telepathy (partner only)

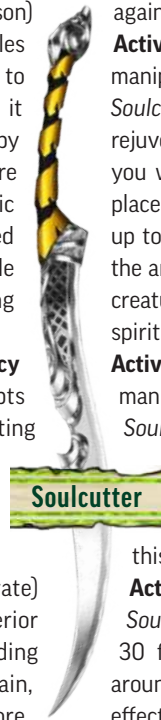
**Skills** Diplomacy +33, Intimidation +35, Survival +35

**Int** +6, **Wis** +7, **Cha** +5

**Will** +35

The echo of the snowcaster Jelarial causes *Wintershot* to become chill to the touch, yet despite feeling as cold as ice, she never causes harm or discomfort to her partner. *Wintershot's* string issues a soft hissing sound, as of snow softly falling, and snowflakes drift down from the string and swiftly melt each time the bow is fired. *Wintershot's* voice is eager and excitable, often waxing poetic on a nearby object or creature of beauty or offering compliments to her partner.

*Wintershot* is a +3 major striking greater frost holy composite shortbow. When making a Strike with *Wintershot*, targets don't gain concealment from the effects of mist or precipitation, and circumstance penalties to attacks imparted from strong winds are negated.



Soulcutter

**Activate—Auroral Shine** ◆ (cold, concentrate, light)

**Frequency** once per minute; **Effect** *Wintershot* can't use this activation. When you activate Auroral Shine, fire an arrow at a target. If you hit, instead of dealing damage with the arrow, the creature struck must attempt a DC 43 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is surrounded by shimmering lights akin to the aurora, causing it to become dazzled for 2 rounds. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it's no longer concealed.

**Failure** As success, but the creature also takes 6d6 persistent cold damage, and the lights affect the creature for 1 minute.

**Critical Failure** As success, but the creature also takes 6d6 persistent cold damage, and the lights affect the creature for 10 minutes.

**Activate—Signal Flare** ◆ (light, manipulate)

**Frequency** once per hour; **Effect** *Wintershot* fires an arrow-shaped construct of ice straight upward. The arrow soars to a height of 500 feet, or until it strikes a solid surface like a ceiling. When it reaches its apex, it explodes in a brilliant burst, creating a 100-foot radius area of bright light and dim light in the next 100 feet. In the night sky, this beacon can be seen clearly for miles. The beacon remains lit for up to 1 minute in a color of *Wintershot*'s choice. Alternatively, *Wintershot* can fire this Signal Flare like a normal arrow to attempt to Strike a target her partner can see—if it hits, the arrow inflicts normal damage and attempts to counteract one darkness effect of *Wintershot*'s choice that affects the creature struck, with a counteract rank of 9th and a +25 modifier to the roll (+30 modifier if the source of the darkness effect was created by a fiend).

**Activate—Rimecrust** ◆◆ (cold, concentrate, incapacitation)

**Effect** *Wintershot* causes the deep chill of winter to settle upon a single creature she can see or hear within 30 feet. That creature must attempt a DC 43 Fortitude save, after which point they're temporarily immune to Rimecrust for 24 hours.

**Critical Success** The creature is unaffected

**Success** The creature's discomfort and shivering from the sudden drop in temperature causes it to become off-guard until the start of its next turn. Creatures that are immune to cold are immune to this effect.

**Failure** The creature becomes encrusted with ice. It becomes slowed 1 and off-guard for 1 minute, or until it Escapes from the crusting ice (DC 43).

**Critical Failure** The creature is slowed 1 and restrained by crusting ice until it Escapes (DC 43). After it Escapes, it remains slowed 1 and off-guard for 1 minute from the lingering cold.



Wintershot

## ROLEPLAYING ARTIFACTS

All six of these heroic legacy artifacts are intelligent items capable of speaking with their chosen partner via telepathy, but each of the items has their own unique personality. While roleplaying an artifact's personality as an NPC can be fun, it can also overcomplicate game play—especially if not every player is equally interested in speaking with their magic items. If you wish to increase the interactive roles between the PCs and their artifacts in this adventure, make sure the players are all on board, and keep an eye on things as play progresses. If at any time it seems like talking to artifacts is getting too distracting, let your players know—either by telling them as an aside or in the form of an artifact gently (or maybe not-so-gently) reminding the player character that there's work to be done in saving Kyonin!

## POWERFUL ADDITIONS

These artifacts are significantly powerful additions to a party. Not only does each item come with its own set of actions (and in some case a reaction) that can expand what happens on a player's turn, the additional benefits granted exceed those normally bestowed by magic items. This is intentional, as the PCs face some very dangerous encounters in the finale of *Spore War*, including a fight against one of the most dangerous and powerful foes ever statted up in 2nd Edition Pathfinder—the nascent demon lord Treerazer.

These powerful artifacts should allow the PCs to tackle more dangerous encounters and go longer without having to rest and recover. Lean into these elements as part of the story—Treerazer has been a dangerous threat for thousands of years, and the more the players feel like their characters are truly powerful, the more the story itself will make sense and be rewarding, narratively.

You should pay close attention to how encounters play out once the PCs gain these weapons and begin Chapter 2 of this adventure. If you feel like the encounters are too simple, consider adding one or two additional foes in combat, or increase DCs by 1 or 2. Likewise, if encounters get too overwhelming, you can adjust elements in the opposite direction. Of course, the main thing to watch is your players' enjoyment itself, regardless of the challenges their PCs face.





# Adventure Toolbox

Chapter 1:  
A Return to  
Memory

Chapter 2:  
The Siege  
of Iadara

Chapter 3:  
Treerazer's  
Truths

Beyond the  
Campaign

Heroic  
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## THE VIRIDIAN CROWN

The *Viridian Crown* sits atop the brow of the monarch of Kyonin—currently, Queen Telandia Edasseril. Previously in this Adventure Path, the queen had remained at a distance from the PCs, but as the siege of Iadara begins, she and the *Viridian Crown* become more resources the PCs can call upon in their quest to defeat Treerazer.

### VIRIDIAN CROWN

ITEM 20

UNIQUE APEX ARTIFACT INVESTED PRIMAL

**Usage** worn headwear; **Bulk** L

The monarch of Kyonin imparts a sliver of their personality to the artifact when they are crowned ruler of the nation. The crown's precise shape changes with their needs. A paranoid ruler might cause the crown to transform into a cowl, while a gregarious one could cause it to become a lofty piece that displays its beauty.

Atop Queen Telandia's brow, the *Viridian Crown* has assumed its current appearance: brimming with life, its blue-green vines moving and rustling on her brow. While the material that comprises the crown seems to be made of living vines, to the touch it is as resilient as dawnsilver. In the spring, buds bloom into crystalline flowers that give the crown a scintillating appearance. These delicate flower petals naturally fall over time as the season advances, and often serve as temporary tokens or gifts to citizens and dignitaries. The petals are art objects worth a few dozen gp each, but the act of selling them is considered crass by Kyonin's people—and their fragility ensures that they crumble to dust before too long anyway. Their use as raw materials in the crafting of consumable magic is a time-honored tradition among elves.

If you are the properly anointed ruler of Kyonin, or if that ruler has given you permission to wear the crown for a time, as long as you have the *Viridian Crown* invested, choose either Charisma or Wisdom. The *Viridian Crown* increases the chosen modifier by 1 or increases it to +4, whichever would give you a higher value. You can change which modifier is adjusted once every 24 hours as you make your daily preparations.

As long as you have the crown invested, it imparts knowledge of the *fortifying brew* (*Player Core 2* 267) and *resurrect* rituals. When you cast either of these (either as a

primary or secondary caster) you gain a +3 item bonus to your skill check.

**Activate—Invoke the Crown** Cast a Spell; **Frequency** once per minute; **Effect** You cast one of the following spells from the crown at 10th-rank: *cleanse affliction*, *detect poison*, *heal*, or *light*.

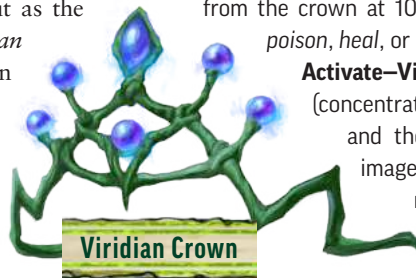
**Activate—View** **Subject** 10 minutes (concentrate) **Effect** You focus your thoughts, and the *Viridian Crown* shows you an image of an elf who has accepted your rule. You must know the elf's name or have met them in person. This functions as if the *Viridian Crown* cast *scrying*

to your specifications. The target can resist the scrying effect with a DC 43 Will save if they wish.

**Activate—Elven Hope** ◆ (concentrate, emotion, mental) **Frequency** once per hour; **Effect** You draw upon the hope of the elven people, and exude these positive thoughts in a 60-foot emanation. You and all allies in this area gain a +3 status bonus to saving throws against mental effects. You can Sustain this Activation for up to 1 minute.

**Activate—Garden Sanctuary** ◆◆ (concentrate, manipulate) **Frequency** three times per day; **Effect** You touch the *Viridian Crown*, then pass your hand outward, palm down. A glorious and beautiful garden blossoms around you in a 30-foot emanation. The plants comprising this garden are of a type appropriate to the terrain, but if no plants are appropriate, you can choose the type. The garden's plants actively move and twist to oppose passage by your enemies, and they treat the terrain as greater difficult terrain. As long as you begin your turn in the garden sanctuary, it gains the minion trait and can use its two actions to cast spells at your direction. The garden sanctuary's spells are cast at 9th-rank, and it has 3 spell slots to cast spells each day. It can cast *field of life*, *moment of renewal*, or *tree of seasons*, treating its center as the point of origin for these spells as needed. The garden sanctuary persists until you use this activation again.

**Destruction** The *Viridian Crown* withers and dies if a rightfully coronated monarch pledges the crown to a demon lord during a ritual that takes 24 hours to complete.



## AELTHIAN'S RESEARCH

The wizard Aelthian spent millennia perfecting his research that aimed to eliminate Treerazer and Tanglebriar. While he failed in this task, he created the following new spells that appear in this adventure.

These two spells and this ritual represent lost discoveries created by Aelthian. While he was a wizard and thus a practitioner of arcane magic, between these two spells all four magical traditions are represented. The recovery of these spells and ritual should be regarded by the people of Kyonin as if ancient artifacts stolen from ancestral homes are finally being returned to their rightful places, and if the PCs make these spells available to Iadara's libraries, Queen Telandia might reward them with additional favors and treasures at your discretion.

### Spells

#### DIMENSIONAL EXCISION

SPELL 9

RARE CONCENTRATE MANIPULATE TELEPORTATION

**Traditions** arcane, divine, occult

**Range** 120 feet; **Targets** 1 creature

**Defense** basic Will

You manipulate the boundaries between planes like a scalpel, using it to cut away portions of a creature's essence and banishing those portions to other realities and dimensions, afflicting the target deep lacerations or even severed appendages. The creature takes 14d10 damage (no damage type) and 2d10 persistent bleed damage and must attempt a Will save. If the target is not on its home plane, it takes a -4 status penalty to this save. A creature reduced to 0 HP has their entire body sectioned out and banished across multiple planes and dimensions, leaving nothing behind but their gear.

**Heightened (10th)** The base damage increases by 2d10, and the persistent bleed damage by 1d10.

#### TRIM THE BLIGHT

SPELL 9

RARE CONCENTRATE MANIPULATE

**Traditions** arcane, primal

**Area** 60-foot cone

**Defense** Fortitude; **Duration** varies

You create a cone of shimmering energy that attempts to banish the influence of invasive, supernatural blight, such as that found in Tanglebriar. Blighted difficult terrain in the area becomes regular terrain, while blighted greater difficult terrain becomes difficult terrain; hazardous terrain in the area becomes nonhazardous. These effects persist for 1 hour.

Creatures in the area that carry features of this blight (as determined by the GM, but automatically including all creatures with the fiend trait in this adventure) are

trimmed as well, their supernatural infusion of blight being drained. These creatures take 12d10 spirit damage and must attempt a Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature's reach with attacks is reduced by 5 feet (to a minimum of 5 feet) for 1 hour, they are sickened 1 and slowed 1 for 1 round.

**Critical Failure** The creature's reach is reduced to 5 feet for 1 hour, they are sickened 2 and slowed 1 for 1 minute.

**Heightened (10th)** The spirit damage increases by 2d10, and 1 hour durations increase to 24 hours.

### Ritual

#### PURIFY TANGLEBRIAR

RITUAL 9

RARE CONSECRATION

**Cast** 8 hours; **Cost** rare incense and offerings worth a total value of 2,000 gp; **Secondary Casters** 3

**Primary Check** Nature or Religion; **Secondary Checks** Arcana, Nature, Religion, Survival, or Tanglebriar Lore

**Area** 1-mile-radius circle centered on you

**Duration** see text

You call upon the primal presence of the Fierani Forest and the elven legacy of Kyonin in an attempt to purify a portion of the blighted realm of Tanglebriar. Initially created by the elven wizard Aelthian in hopes of banishing Treerazer himself, this revision to that faulty ritual focuses instead upon the region he blighted rather than the nascent demon lord himself. Thus avoiding the catastrophic repercussions Aelthian experienced when he attempted to direct this magic against a foe too powerful to directly harm.

This version draws upon the ancient legacy of the forest itself by calling upon the remnants of primal spirits that remain locked away in Tanglebriar, bolstering them with elven magic. Successfully performing the ritual in an area in which Treerazer is currently located is more difficult, but the ritual's effects can weaken and distract him. If Treerazer is slain or banished, the effects of this ritual are longer lasting and less expensive—see "Cleansing Tanglebriar" on page 67 of this volume for more details.

*Purify Tanglebriar's* primary caster must succeed at a DC 41 check, while the secondary casters must succeed at a DC 36 check. If Treerazer is present in the ritual's targeted area, these checks increase to DC 43 for the primary caster and DC 38 for the secondary casters, but if the primary caster wears the *Viridian Crown*, all checks for the primary and secondary casters are reduced by 5.

**Critical Success** The region within the area grows less blighted for 1 month (during which time additional *purify Tanglebriar* attempts in this area have no additional effect). Greater difficult terrain becomes difficult terrain; difficult terrain becomes regular terrain, and hazardous

terrain becomes non-hazardous. All DCs to Sense Direction, Subsist, and to resist environmental afflictions in the area are reduced by 4. Creatures allied with Treerazer take a -2 status penalty to Initiative checks within this region. If Treerazer is in the area when the ritual is performed, the party gains 2 Torment points toward weakening the demon lord (see page 63) and 2 Triumph Points.

**Success** As critical success, but for 1 week (during which time additional *purify Tanglebriar* attempts in this area have no additional effect). Creatures allied with Treerazer take no penalty to Initiative checks. If Treerazer is in the area when the ritual is performed, the party gains 1 Torment Point and 1 Triumph Point.

**Failure** The region is unaffected.

**Critical Failure** The region is unaffected, and the magic itself becomes corrupted and backfires on the casters. Each caster takes 20d6 void damage (DC 38 basic Fortitude save) as the purification energies sap away life itself. For 1 month, any attempt by that same primary caster to perform *purify Tanglebriar* increases its DCs by 5.



Apotheosis Knife

## PROFANE TREASURES

These items are used by foes the PCs face in this adventure, but each has their own potential should the PCs seek to fight fire with fire. If it comes up, rather than selling these items, a PC should be able to turn them over to a church or other force for good that will see to the item's safe disposal—and should reward the PC as if they'd sold the item normally.

### APOTHEOSIS KNIFE

ITEM 20

RARE MAGICAL UNHOLY

**Price** 60,000 gp

**Usage** held in 1 hand; **Bulk** L

This slim +3 *major striking unholy wounding dagger* has a curved blade akin to that of a peeling knife. Soft elf-leather strips adorn the handle. If you are a demon, it amplifies any auras you have by granting a +1 item bonus to your aura's DCs.

**Activate—Burrowing Splinter**  $\blacklozenge$  (manipulate) **Frequency** one per day; **Requirements** Your previous action was a successful Strike with the *apotheosis knife*; **Effect** You twist the blade, causing a sliver of the dagger to break off inside the body of the creature you damaged with the apotheosis knife on your prior action. Just as the blade itself cuts away flesh, this splinter slices away at the target's mind. The target must attempt a DC 43 Will save. If the target is a demon, the burrowing splinter automatically triggers the effects of their sin vulnerability, regardless of their saving throw result.

**Critical Success** The target takes no additional damage.

**Success** The target takes 6d6 mental damage and is stupefied 1 until the end of their next turn.

**Failure** The target takes 6d6 persistent mental damage and is stupefied 1 with an unlimited duration.

**Critical Failure** The target takes 12d6 persistent mental damage, is stupefied 1 with an unlimited duration, and is stunned 3.

### VOID SHACKLES

ITEM 17

RARE MAGICAL VOID

**Price** 12,500 gp

**Usage** held in 2 hands; **Bulk** —

*Void shackles* are built from supernatural crystals that form in the Void—materials that dig painfully into the flesh of those they restrain. A set of *void shackles* functions as superior manacles (*Player Core* 288), but while they are in the Void, the crystals fluctuate in response to the plane's energy, which increases all DCs to remove them or Escape by 1 to DC 43. If a check to remove *void shackles* from a creature fails, the wearer of the manacles takes 10d6 void damage (DC 37 basic Fortitude save). While a creature is manacled, the *void shackles* attempt to counteract any teleportation effect that targets the manacled creature, with a counteract rank of 9th and a +25 modifier to the roll. If the teleportation effect is countered, the manacled creature takes 10d6 void damage (DC 37 basic Fortitude save).

*Void shackles* can be placed on incorporeal creatures as if they were not incorporeal. An incorporeal creature manacled by *void shackles* cannot pass through solid objects. Even a soul can be restrained via *void shackles*, provided the soul was of a 17th- or lower-level creature in life. A soul held in *void shackles* cannot move on to the afterlife, cannot become undead, and can be transported by simply transporting the shackles.

**Activate—Affix Shackle**  $\blacklozenge$  (manipulate) **Effect** You affix the *void shackles* to a helpless or willing creature or to any 17th- or lower-level soul. The shackles grow in size to accommodate the wrists or ankles of any size creature.

**Activate—Release Shackle**  $\blacklozenge$  (manipulate) **Effect** You cause the *void shackles* to open and release their prisoner. If you were not the one to affix the shackles to that creature or soul, you must attempt a DC 43 Will save.

**Critical Success** The shackles open.

**Success** The shackles open, but you and the shackled creature take 5d6 void damage.

**Failure** The shackles do not open, and you and the shackled creature take 10d6 void damage.

**Critical Failure** As failure, but 20d6 void damage.



## THE MANY ARE ONE

A colony of crowded veil hosts appears unlinked to a casual observer. As intelligent, moving fungi, they can stray far from their clonal siblings, yet cannot move beyond regions that support their growth. On Golarion, this limits the crowded veil to Tanglebriar alone.

## CROWDED VEIL

Only one crowded veil exists, but it does so as separate entities in many different bodies. As each “individual” member shares a core extraplanar essence with the others, communication between them moves without regard to planar boundaries or the limitations of distance, allowing for swift transmission of information throughout Tanglebriar and beyond.

### CROWDED VEIL

CREATURE 14

RARE MEDIUM FIEND FUNGUS UNHOLY

**Perception** +28; darkvision, tremorsense (precise) 120 feet; *truesight*

**Languages** Chthonian, Common, Elven, Fey (cannot speak); spore telepathy

**Skills** Athletics +26, Nature +28, Occultism +25

**Str** +6, **Dex** +5, **Con** +5, **Int** +5, **Wis** +8, **Cha** +4

**Spore Telepathy** (aura, mental) 60 feet. A crowded veil communicates telepathically via spores. It can communicate telepathically with any creatures who are within its aura.

**AC** 33; **Fort** +25, **Ref** +22, **Will** +28

**HP** 300, one mind; **Immunities** blind, controlled, disease, paralyzed, unconscious;

**Weaknesses** fire 15, holy 15, slashing 15; **Resistances** mental 15

**One Mind** A crowded veil is an individual creature that shares one mind with all other crowded veils. What one crowded veil experiences, all experience. If a crowded veil gains any conditions, all other crowded veils know this; they also know the direction to every other crowded veil and the distances between them. A crowded veil can communicate instantly and telepathically with any other crowded veil on the same planet. To crowded veils located on other planets, messages can take up to an hour or more to transmit. A message to a crowded veil on another plane takes 24 hours to transmit. A crowded veil is immune to mental effects that target only a specific number of creatures. If a mental effect targets all creatures in an area, only the crowded veils in that area are affected, although all other crowded veils sense all damage or conditions endured by those crowded veils.

**Speed** 20 feet; fly 30 feet

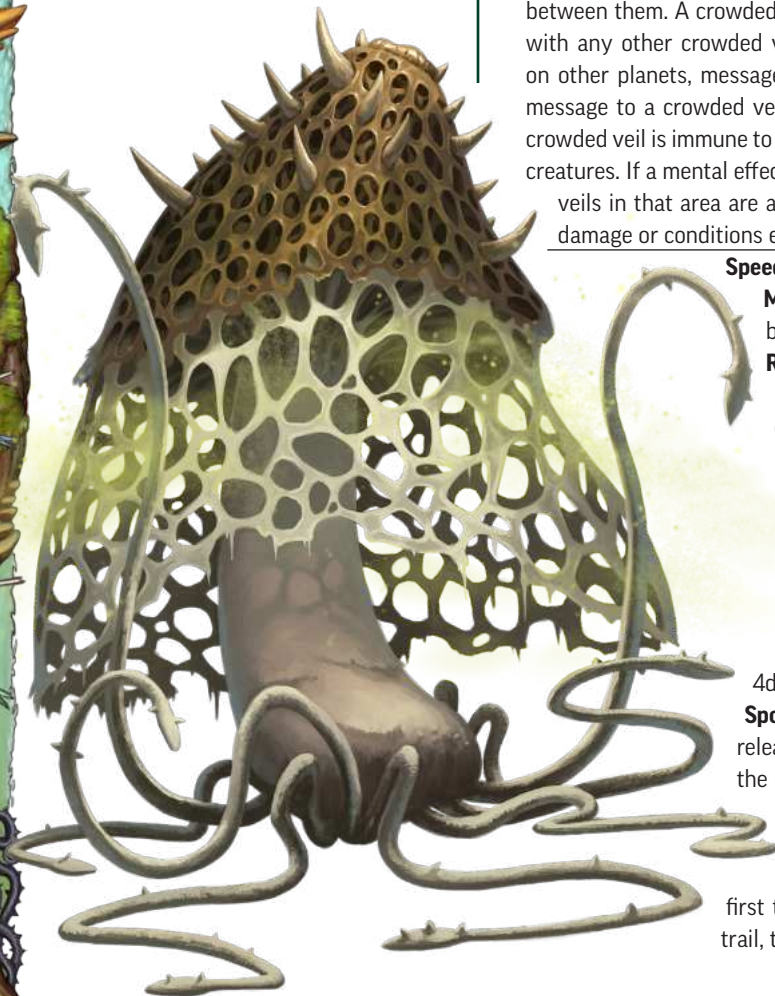
**Melee** ♦ tentacle +28 (agile), **Damage** 3d8+14 bludgeoning

**Ranged** ♦ spore pod +28 (brutal, propulsive, range 30 feet), **Damage** 3d6+11 bludgeoning plus crowded veil spores

**Primal Innate Spells** DC 31; **Constant (7th)** *truesight*

**Crowded Veil Spores** (poison) **Saving Throw** DC 34; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 4d8 poison damage and stupefied 2 (1 round); **Stage 3** 4d8 poison damage and stupefied 3 (1 round); **Stage 4** 4d8 poison damage and unconscious (1 round)

**Spore Trail** ♦ (manipulate) A crowded veil shudders, releasing toxic spores. Until the end of their turn, when the clouded veil moves, all spaces they leave are filled with spores. These spore trails persist until the start of the clouded veil's next turn, and can be dispersed immediately by wind in the area. The first time in a round when a creature enters this spore trail, that creature is exposed to crowded veil spores.



## DEMON, IMVATH (APOCALYPSE DEMON)

Some demons embody subtle methods in their pursuit of tempting mortals to fall into sin so that their souls will be damned to the Outer Rifts. Others embrace brutality and devastation and seek instead to ruin mortal lives and accomplishments. The imvath is both, for their whispers encourage mortals to seek not only their own destruction, but also the destruction of their worlds, so the imvath can enjoy the spectacle of extinction. Thankfully rare, imvaths arise from the souls of mortals whose acts came close to, or actually ended, worlds.

An imvath appears as an androgynous, towering, pale humanoid with four red eyes, an oversized mouth filled with fangs, and dozens of blood-red spurs. One arm is muscular, while the other is gaunt. Its legs end in burning hooves, while a lion's tail and bat wings complete its frame.



### IMVATH GOALS

Whether as generals among demonic armies or as assassins and saboteurs of nations, imvaths know that a world's destruction requires time and dedication. When not actively enjoying planetary devastation, they lend their talents at ruination to those whose work can set a world on just such a path to doom.

### IMVATH

### CREATURE 19

RARE LARGE DEMON FIEND UNHOLY

**Perception** +33; darkvision, *truesight*

**Languages** Chthonian, Common, Emyrean; telepathy 100 feet, *truespeech*

**Skills** Acrobatics +31, Arcana +33, Athletics +37, Deception +35, Diplomacy +33, Intimidation +35, Religion +35, Society +32, Stealth +33

**Str** +10, **Dex** +6, **Con** +6, **Int** +5, **Wis** +8, **Cha** +6

**AC** 43; **Fort** +33, **Ref** +31, **Will** +35; +1 to all saves vs. magic

**HP** 400; **Weaknesses** cold iron 15, holy 15

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 38.

**Restoration Vulnerability** The first time each round that a creature avoids death via an effect like *breath of life* or spends all their Hero Points to avoid death (but not if a dead creature is restored to life), or the first time each round a broken object is repaired to full Hit Points (such as via a *mending* or *remake* spell) within 120 feet of the imvath, the demon takes 6d6 mental damage.

**Reactive Strike** Fist or claw only (*Monster Core* 359).

**Speed** 30 feet, fly 30 feet

**Melee** jaws +37 (magical, unholy), **Damage** 4d8+18 piercing plus 2d6 spirit and doom soul

**Melee** fist +37 (magical, reach 10 feet, unholy), **Damage** 4d10+18 bludgeoning plus Improved Knockdown (*Monster Core* 359)

**Melee** claw +37 (agile, magical, reach 10 feet, unholy), **Damage** 4d4+18 slashing plus 2d6 persistent bleed

**Divine Innate Spells** DC 41, attack +33; **10th** *cataclysm*; **9th** *nightmare* (at will), *phantasmagoria*, *phantasmal calamity* (×3); **8th** *charm*, *divine decree*, *suggestion*; **5th** *humanoid form*, *translocate*; **4th** *translocate* (at will); **Cantrips (9th)** *divine lance*; **Constant (9th)** *truespeech*, *truesight*

**Rituals** DC 41; *control weather*, *demonic pact*, *geas*

**Doom Soul** (divine) An imvath's fangs rip and tear souls as easily as they do flesh and bone. The first time in a round that a creature takes any spirit damage from an imvath's bite, it must succeed at a DC 41 Will save or its doomed condition value increases by 1.

**Lasting Form** When an imvath casts *humanoid form*, the spell's duration lasts until their next daily preparations.





## DEMONIC GENERALS

While some consider demons to be bickering monsters known more for infighting than uniting in a single army, the story of the Worldwound teaches an important lesson. A powerful demon can organize demonic hordes into an incredibly destructive war machine, and vansidieths often lead those armies as generals, coaxing cooperation from the fiendish rabble.



## DEMON, VANSIDIETH (PRIDE DEMON)

Vansidieths rise from the souls of politicians or generals whose pride resulted in great social suffering and tragedy.

CREATURE 18

### VANSIDIETH

UNCOMMON MEDIUM DEMON FIEND UNHOLY

**Perception** +32; darkvision, truesight

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet

**Skills** Athletics +33, Deception +35, Intimidation +35, Religion +30, Warfare Lore +31

**Str** +7, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +9

**Items** +2 greater striking greater flaming bastard sword, +2 greater resilient breastplate

**AC** 41; **Fort** +31, **Ref** +29, **Will** +32

**HP** 410; **Weaknesses** cold iron 15, holy 15

**Failure Vulnerability** If the vansidieth uses a damaging spell or makes a Strike on their turn but doesn't deal any damage that turn, they take 4d6+6 mental damage at the end of their turn and their imperious gaze aura deactivates until the end of their next turn.

**Imperious Gaze** (aura, divine, emotion, mental, visual) 30 feet. A non-demon creature that ends their turn in the aura must attempt a DC 37 Will save. If it fails, the demon's dismissive glance incurs overwhelming feelings of inferiority, causing the creature to become slowed 1 for 1 round as it doubts itself and hesitates.

**Reactive Strike** (Monster Core 359)

**Speed** 35 feet, fly 35 feet

**Melee** *bastard sword* +35 (magical, two-hand d12, unholy), **Damage** 3d8+15 slashing plus 1d6 fire

**Melee** *jaws* +33 (magical, unholy), **Damage** 3d10+15 piercing plus 2d6 spirit

**Melee** *claw* +33 (agile, magical, unholy), **Damage** 3d10+15 slashing

**Divine Innate Spells** DC 40, attack +32; **9th** *dominate, overwhelming presence*; **8th** *divine decree, heal* (×3), *spiritual armament*; **7th** *illusory disguise, regenerate*; **5th** *translocate*, **4th** *translocate* (at will); **Cantrips (9th)** *daze, shield, telekinetic projectile*; **Constant (9th)** *truesight*

**Rituals** DC 40; *demonic pact*

**Battle Roar** (auditory, concentrate, emotion, fear, mental) **Frequency** once per minute; **Effect** The vansidieth attempts to Demoralize all foes within 30 feet (rolling one attempt against all enemies' Will DCs). If the vansidieth critically succeeds against at least one enemy, the demon becomes quickened for 1 round on their next

turn and can use the extra action each round to Demoralize or Feint.

**Leader of the Pack** (auditory, divine) **Frequency** once per round; **Effect** The vansidieth orders allied creatures within 15 feet that are level 17 or lower to Step, Stride, or Strike; affected creatures can take the commanded action immediately as a free action.

## DEVASANCE

Devasances are typically felt before they're seen, as they constantly sap vitality from creatures around them. On the Void, a devasance's aura can be easily confused for a pocket of particularly potent planar energy, especially as they meld into the darkness around them. Legless and incorporeal with glowing red eyes, these vaguely humanoid creatures are commonly confused for shadows, wraiths, or other forms of incorporeal undead.

### DEVASANCE

### CREATURE 16

RARE MEDIUM INCORPOREAL UNHOLY VOID

**Perception** +30; greater darkvision, lifesense 60 feet

**Languages** Aklo, Necril, Shadowtongue

**Skills** Acrobatics +31, Intimidation +33, Stealth +30

**Str** -5, **Dex** +6, **Con** +0, **Int** +5, **Wis** +6, **Cha** +9

**AC** 38; **Fort** +25, **Ref** +30, **Will** +28

**HP** 225, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** vitality 15; **Resistances** all 15 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

**Aura of Malaise** (aura, void) 30 feet. A living creature that starts its turn in the devasance's aura must succeed at a DC 34 Will save or become slowed 1 (or slowed 2 on a critical failure).

**Void Shadow** While on a plane with the void trait or in the area of an effect with the void trait, the devasance's form disappears. It is naturally invisible in this area, but becomes visible for 1 minute after it takes vitality damage.

**Drink Life** **Trigger** A living creature takes void damage from the devasance; **Effect** The devasance gains 25 temporary HP for 1 minute and becomes quickened until the end of its next turn. It can use the extra action to Strike or Fly.

**Speed** fly 30 feet

**Melee** **◆** void hand +30 (agile, finesse, magical), **Damage** 3d6+8 void plus 2d6 spirit and living death

**Occult Innate Spells** DC 37, attack +29; **8th** *spirit blast*; **7th** *paralyze*, *warp mind*; **6th** *vision of death*; **Cantrips (8th)** *telekinetic projectile*, *void warp*

**Living Death** (curse, occult) A creature hit by the devasance's void hand strike must attempt a DC 37 Fortitude save.

**Critical Success** The target is unaffected.

**Success** The target takes on the appearance of a rotted or nearly skeletal undead version of itself and becomes drained 1 for 1 round. If the target assumes another shape through a polymorph effect, it continues to look undead in its new shape. This change in appearance persists for 10 minutes.

**Failure** As success, but with an unlimited duration. Healing effects on the target restore only half the Hit Points they normally would.

**Critical Failure** As failure, but drained 2. If a living creature dies while under the effects of this curse, their soul is transformed into a devasance upon death. The creature cannot be restored to life, nor can its soul move on to the afterlife, until it is slain again as a devasance.

**Void Ray** **◆◆** (occult, void) The devasance emits a ray of void energy from its chest in a 60-foot line. Living creatures in this area take 7d6 void damage (DC 37 basic Fortitude save, plus enfeebled 1 on a failure, or enfeebled 2 on a critical failure; the condition has an unlimited duration in either case).



## SUMMONED TO THE NETHERWORLD

Devasances can be found in the Netherworld, where they are sometimes summoned to serve. Their ability to sap light makes them powerful allies between the planes. However, the Netherworld is not always prepared to control their void essence, and devasances rarely understand the concept of planar diplomacy.





## DEMONIC ELEMENTALS

Cleftwood fiends aren't true demons or elementals, but they possess both of those creature traits. Since they aren't formed from sinful souls, they lack the typical sin vulnerability most demons possess, and since they possess blood-like sap, they lack the typical immunity to bleed most elementals possess.

## CLEFTWOOD FIEND

Cleftwood fiends blend the properties of demons and wood elementals, their timber bodies distorted by burls, rot, and fungal growths. Planar scholars have debated into which category cleftwood fiends are better categorized, but to cleftwoods themselves there is no question—they feel much more at home in the Outer Rifts than they do the Plane of Wood.

### Rift Pulper

The rift pulper chews away at the planar structure of reality, eating quintessence to build their hideous hives. These bulbous structures look like partially melted wasp hives with the appearance of distorted faces, arms, and legs pressing against the walls from within.

### RIFT PULPER

CREATURE 17

RARE MEDIUM DEMON ELEMENTAL FIEND UNHOLY WOOD

**Perception** +29; darkvision, tremorsense 30 feet

**Languages** Chthonian, Muan; telepathy 100 feet

**Skills** Acrobatics +31, Athletics +33, Deception +29, Stealth +31

**Str** +8, **Dex** +5, **Con** +6, **Int** +0, **Wis** +6, **Cha** +4

**AC** 40; **Fort** +32, **Ref** +29, **Will** +26

**HP** 390; **Immunities** paralyzed, poison, sleep;

**Weaknesses** axes 15, fire 15, holy 15

**Burst Cyst** **Requirements** Initiative has not yet been rolled; **Trigger** A Small or larger creature comes within 10 feet of a rift pulper in its cyst; **Effect** The rift pulper's cyst explodes, inflicting 8d6 piercing damage to all non-rift pulper creatures within 20 feet (DC 35 basic Reflex save). The rift pulper emerges from the burst cyst and Strides, Climbs, or Flies once before it rolls Stealth for initiative.

**Speed** 25 feet, burrow 10 feet, fly 40 feet

**Melee** mandibles +33 (magical), **Damage** 3d10+16 slashing plus 2d6 spirit plus Grab (*Monster Core* 359)

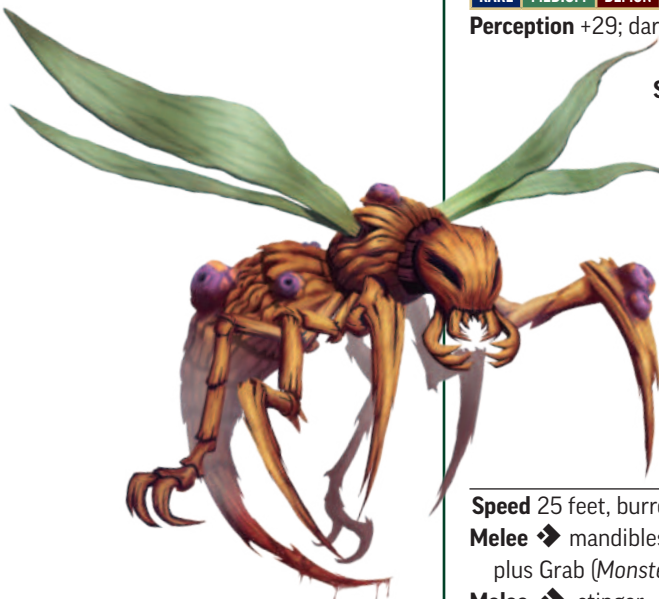
**Melee** stinger +32 (agile, magical), **Damage** 3d6+15 piercing plus 2d6 persistent bleed and pulper venom

**Pulp Quintessence** (divine, teleportation) The rift pulper rapidly chews on reality itself, gnawing open a short-lived rift into the liminal space between planes in any adjacent square. The rift pulper becomes quickened for 1 round, and can use the extra action to Stride, Fly, or Strike. If another creature occupies the square in which the rift pulper Pulps Quintessence, it takes 18d6 bludgeoning damage as portions of its body are stretched and distorted painfully by the tear in reality (DC 38 basic Fortitude save). The rift pulper can't Pulp Quintessence again for 1 minute.

This ability is more effective in the Outer Sphere, and when used on any of these planes, the rift pulper becomes quickened for 2 rounds, the DC to resist being damaged by the rift increases to DC 40, and the rift pulper can't use Pulp Quintessence again for 1d4 rounds.

**Pulp Soul** (divine) The rift pulper chews on the flesh of a creature grabbed or restrained by it, pulping the quintessence that makes up their soul. The creature takes 3d10+10 spirit damage (DC 38 basic Will save). If the creature is a native to the outer sphere (such as a celestial or fiend) the damage increases to 3d12+12 spirit damage.

**Pulper Venom** (poison) **Saving Throw** DC 38 Fortitude; **Maximum Duration** 6 rounds;



**Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 (1 round), **Stage 3** enfeebled 2 and slowed 1 (1 round)

**Wood Cyst** The rift pulper spends 1 minute digging into a Huge or larger tree or wooden object, then forms a cyst around itself. While inside the cyst, the rift pulper can only sense its surroundings via tremorsense and is immobilized until the cyst is broken open. The cyst has AC 40, 50 HP, and shares the rift pulper's weaknesses. If the cyst is broken open by any means other than Burst Cyst, the rift pulper must succeed at a DC 40 Fortitude save or become stunned 3. While inside its cyst, the rift pulper has an automatic result of 49 on Deception checks and DCs to pass as nothing more than a large bulge on the wooden surface.

## Second Spawn

The timber body of a second spawn cracks with each movement, as if its very frame protests its abominable mobility. Grown from arboreals native to the Plane of Wood, the greatest of the second spawn—in effect, the “First Spawn”—is Treerazer’s mobile fortress, the Witchbole.

## SECOND SPAWN

## CREATURE 21

RARE GARGANTUAN DEMON ELEMENTAL FIEND UNHOLY WOOD

**Perception** +36; darkvision

**Languages** Chthonian, Muan; telepathy 100 feet

**Skills** Athletics +39, Deception +35, Nature +36, Stealth +35 (+39 in forests)

**Str** +10, **Dex** +6, **Con** +10, **Int** +0, **Wis** +7, **Cha** +6

**AC** 45; **Fort** +39, **Ref** +33, **Will** +36

**HP** 500; **Immunities** paralyzed, poison, sleep; **Weaknesses** axes 20, fire 20, holy 20; **Resistances** bludgeoning 20, piercing 20

**Spray Sap** **Trigger** The second spawn takes damage; **Effect** A spray of bloody sap spurts from the second spawn’s wound, targeting a creature within 30 feet of the second spawn’s choice. That creature takes 10d6 poison damage (DC 41 basic Fortitude save) and is exposed to corrupting sap.

**Speed** 20 feet

**Melee** **◆** branch +39 (reach 20 feet), **Damage** 4d12+18 bludgeoning plus Improved Knockdown (*Monster Core* 359)

**Ranged** **◆** spirit splinter +39 (brutal, propulsive, range increment 120 feet, unholy), **Damage** 4d4+13 piercing plus 2d6 spirit and corrupting sap

**Corrupting Sap** (divine, incapacitation, mental) The first time in a round a creature is exposed to the second spawn’s corrupting sap, the creature must attempt a DC 44 Will save.

**Critical Success** The creature is unaffected, and is temporarily immune to corrupting sap for 1 minute.

**Success** Intrusive fiendish thoughts and cruel urges well up in the creature’s mind, causing the creature to become off-guard until the end of its next turn.

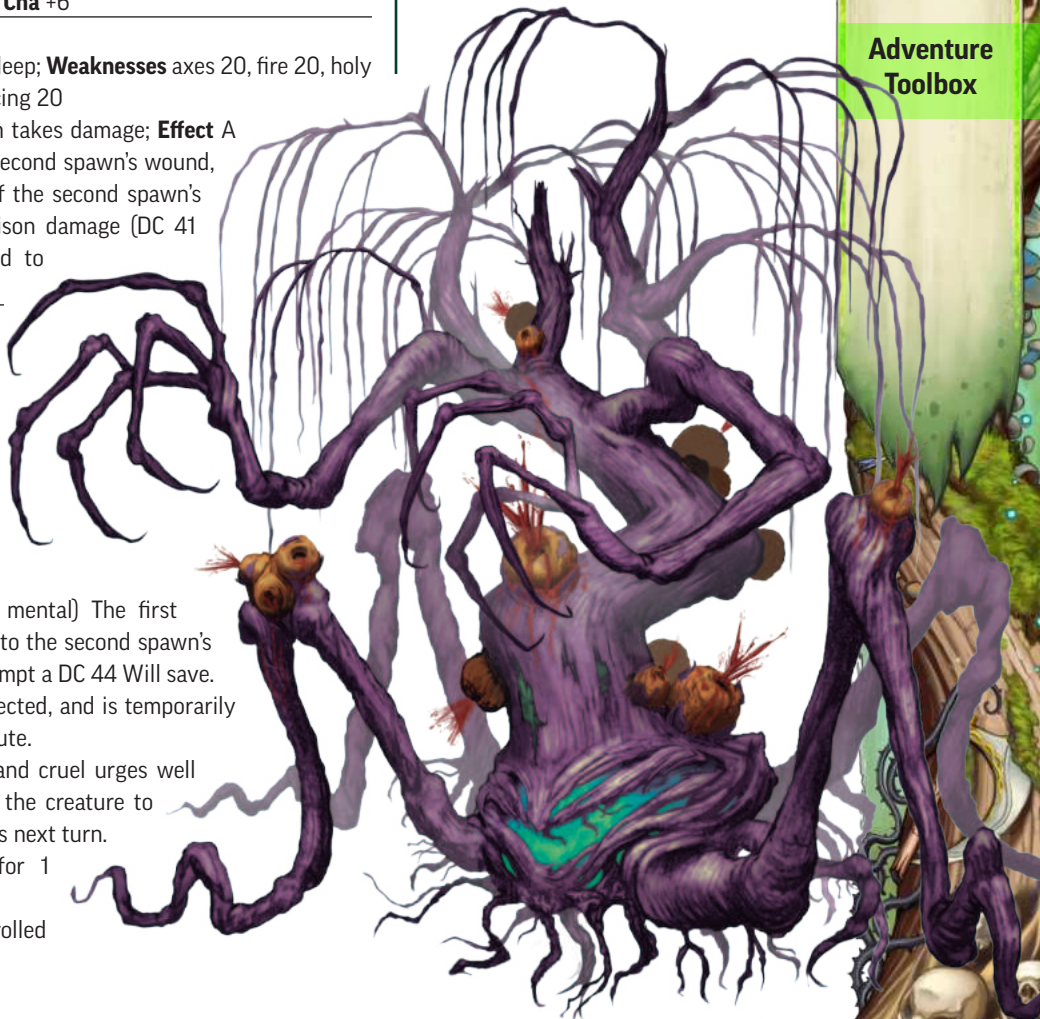
**Failure** The creature is confused for 1 minute.

**Critical Failure** The creature is controlled by the second spawn for 1 minute.



## OTHER CLEFTWOOD FIENDS

Rift pulpers and second spawn are the only types of cleftwood fiend currently active in Tanglebriar, but others exist in the Outer Rifts, particularly in the realm of Jeharlu. Here, one might encounter the blood-drinking stump-like splintertooth, the humanoid primal-magic-wielding blighted gardener, or the enormous horror of the fell deadfall.





## CURSED TREASURE

As a klacktel rolls over anything that comes within its path, rubble and discarded items inevitably become swept up into its mass, adding to the tangle of bones. When a klacktel is slain, the bones quickly rot away into foul-smelling tar, but those items still remaining in its mass that haven't been ground to powder clatter to the ground. Magical items that have lingered overlong within a klacktel can become corrupted and cursed.

## KLACKTEL

In places where the dead are discarded in such great volumes that the remains begin to feel more like terrain than bodies, in realms where void energy flows strong and seeks any fragment of once-life to infuse, in areas so suffused with negative emotions and agony like the Amaranthine Oubliette, it comes as no surprise that the cast-off remnants of prisoners over the eons have become monsters.

Over the eons, past wardens of the Oubliette have allowed some of these deadly swarms to escape into other planes for their own inscrutable reasons. Once stranded elsewhere in the Great Beyond, the pain of being cut off from the Void drives the klacktel into a relentless rampage that stops only when it is destroyed.

### KLACKTEL

**CREATURE 20**

**RARE** **LARGE** **MINDLESS** **SWARM** **UNDEAD** **UNHOLY** **VOID**

**Perception** +34; darkvision, lifesense 120 feet

**Skills** Athletics +37, Stealth +36

**Str** +7, **Dex** +6, **Con** +10, **Int** -5, **Wis** +4, **Cha** +5

**AC** 46; **Fort** +39, **Ref** +30, **Will** +32

**HP** 360, void healing; **Immunities** bleed, death effects, disease, paralyze, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 20, holy 20, splash damage 20; **Resistances** bludgeoning 10, piercing 20, slashing 20

**Consumption Aura** (aura, divine, void) 30 feet. The klacktel's void-infused mass draws living creatures toward it, as iron filings to a lodestone. Living creatures that begin their turn in the aura must attempt a DC 39 Fortitude save.

**Critical Success** The target is unaffected.

**Success** The target is pulled 5 feet toward the klacktel.

**Failure** The target is pulled 5 feet toward the klacktel and is off-guard until the end of their turn.

**Critical Failure** The target is pulled 10 feet toward the klacktel, is off-guard until the end of their turn, and is knocked prone.

**Consume Vitality**  $\curvearrowright$  (divine, void) **Trigger** The klacktel would take vitality damage; **Effect** The klacktel absorbs the vitality damage and takes no damage from the effect. It loses its void healing ability until the end of its next turn.

**Speed** 50 feet, climb 30 feet, swim 20 feet

**Extract Bones**  $\blacklozenge$  **Requirements** A

Small or larger dead body is in the klacktel's space; **Effect** The klacktel destroys the corpse and adds its bones to its body, gaining 50 temporary HP for 1 hour and becoming quickened for 1 round. It can use the extra action to Stride.

**Hungry Bones**  $\blacklozenge$  Each enemy in the klacktel's space takes 4d8 bludgeoning damage and 4d8 void damage with a DC 42 basic Reflex save.

**Void Beam**  $\blacklozenge\blacklozenge$  The klacktel fires a beam of void energy in a 120-foot line. All creatures in the area take 16d8 void damage (DC 42 basic Fortitude save).



## RIFTWEASEL

Riftweasels have long, thin tendrils along their snouts that function like whiskers in sensing movement; these grant riftweasels the precise tremorsense to pinpoint delicious grubs and other scavengers while they hide inside of larger corpses.

### RIFTWEASEL

### CREATURE 19

RARE MEDIUM BEAST FIEND

**Perception** +34; darkvision, scent (precise) 120 feet, tremorsense (precise) 60 feet

**Languages** Chthonian

**Skills** Acrobatics +34, Athletics +37, Intimidation +34, Nature +34, Stealth +36

**Str** +10, **Dex** +7, **Con** +5, **Int** +3, **Wis** +7, **Cha** +5

**AC** 44; **Fort** +30, **Ref** +34, **Will** +32

**HP** 355; **Immunities** disease, poison

**Lithe** A riftweasel can fit through tight spaces as if it were a Tiny creature. When Squeezing, it moves at its full speed.

**Tenacious Grip** **Trigger** A creature Escapes from the riftweasel's grapple; **Effect** The riftweasel twists its body to maintain its grasp, and attempts to Grapple the target before they can actually escape. It takes a -5 circumstance penalty to this attempt.

**Speed** 30 feet, burrow 20 feet, fly 30 feet

**Melee** **◆** jaws +35, **Damage** 4d10+15 piercing plus 2d6 persistent bleed and Improved Grab

**Occult Innate Spells** DC 38, attack +30; **9th** *paralyze*; **8th** *synaptic pulse*, *talking corpse*, *vision of death*; **Cantrips (9th)** *daze*; **Constant (9th)** *fly*

**Burst from the Dead** **◆** (emotion, fear, mental, move) **Requirements** The riftweasel is inside of a carcass; **Effect** The riftweasel emerges in a gory burst from the carcass, appearing in any space adjacent to the remains. As it bursts out, it shrieks and splatters decay all about it; the riftweasel attempts to Demoralize an observed creature. The riftweasel doesn't take any penalty to this check for not speaking during the attempt, and if it critically succeeds, the target is also sickened 1 by fragments of gore and putrescence splattered onto it by the unsettling display.

**Carrion Eater** **◆** (manipulate) The riftweasel consumes flesh from an adjacent dead creature and regains 10d6 Hit Points. It can regain Hit Points from any given corpse only once.

**Hide in Carcass** **◆** The riftweasel Burrows into the carcass of a Large or larger adjacent creature, then Hides. As long as it remains inside a carcass, it can sense the surrounding area via tremorsense, and gains greater cover. A riftweasel doesn't need to hold its breath while burrowed into a carcass.

**Snap Neck** **◆** (incapacitation, manipulate) The riftweasel wrenches at the head of a Medium or smaller creature it has grabbed or restrained; the creature must attempt a DC 41 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d10 bludgeoning damage.

**Failure** The creature takes 4d10 bludgeoning damage and is paralyzed for 1 minute.

**Critical Failure** The creature takes 8d10 bludgeoning damage and is permanently paralyzed.



## SADISTIC SCAVENGERS

As a scavenger, the riftweasel is rather intelligent, though it also finds great delight in tormenting creatures. It won't hesitate to arrange victims in unpleasant tableaux, and particularly enjoys feeding on paralyzed creatures, eating parts of the body that won't quickly kill. Once a victim dies, they enjoy using *talking corpse* to mock and interrogate their meals as they finish them. Those subjected to a *vision of death* by a rift weasel typically see themselves eaten and mocked after death by the cruel creature.





## GRAYSHROUD SUFFERERS

Those who become infected with grayshroud may at first assume they're just suffering from overexertion or lack of sleep, but once they become drained by the disease, their flesh turns increasingly gray and is riddled with flaky sheets as their skin takes on the appearance of peeling bark. Those who die from grayshroud move on to the afterlife as normal, but their remains spawn a new shroud moss who adds their form to its stolen shapes.

## SHROUD MOSS

Shroud mosses are often confused for ghosts, as they appear as a shimmering, insubstantial imprint of a deceased creature. In truth, nothing of the deceased remains within a shroud moss. Rather, what appears to be a ghost is an image created by clouds of shimmering spores surrounding the wispy tendrils of the moss itself. When not disguised by a stolen shape, a shroud moss appears as a mass of gray-green tendrils of moss capable of shifting its shape into the basic framework of a creature, looking not unlike a free-standing humanoid nervous system with a mass of tangles where a brain would be.

### SHROUD MOSS

CREATURE 18

RARE MEDIUM FUNGUS

**Perception** +31; darkvision

**Languages** Chthonian; spore telepathy 100 feet

**Skills** Acrobatics +32, Deception +35, Intimidation +35, Stealth +32

**Str** -5, **Dex** +6, **Con** +9, **Int** +5, **Wis** +5, **Cha** +9

**Spore Telepathy** A shroud moss can communicate via telepathy with any creature within its sporecloud aura, doing so in that creature's native language.

**AC** 42; **Fort** +36, **Ref** +30, **Will** +27

**HP** 400; **Weaknesses** fire 15, slashing 15; **Resistances** bludgeoning 15, piercing 20

**Frightful Presence** (aura, emotion, fear, mental) 60 feet, DC 37; **Requirements** Assume Shape is active.

**Filament Body** A shroud moss's body is physical, but much lighter and flexible than normal. They can move through openings down to 1 inch in diameter with ease and are treated as Tiny creatures for all effects affected by a creature's size. A shroud moss adjusts its saving throws against wind-based effects down by one degree of success.

**Sporecloud** (aura, primal) 60 feet. The shroud moss constantly exudes a transparent cloud of spores; creatures in the aura can communicate with the shroud moss via telepathy. A creature that ends its turn in the aura is exposed to grayshroud. The sporecloud's range is reduced to 5 feet until the end of the shroud moss's next turn whenever the shroud moss is exposed to winds stronger than a gentle breeze.

**Speed** 25 feet, fly 40 feet

**Melee** ♦ tendril +32 (agile), **Damage** 3d8+8 slashing plus 1d6 poison

**Ranged** ♦ spore pod +32 (range increment 60 feet), **Damage** 6d8 poison plus grayshroud

**Assume Shape** ♦ (concentrate, illusion, primal) The shroud moss assumes the ghostly (and often unsettlingly distorted) shape of the creature from whose physical remains it grew from, or from a creature it damaged this round, for 1 minute. While in this form, the shroud moss's frightful presence aura is active, and its tendril attacks inflict an additional 3d6 mental damage as feelings of betrayal and imminent death wrack the target's mind. This increases to 5d6 mental damage if the shroud moss attacks the creature it stole this shape from.

**Grayshroud** (disease) **Saving Throw** DC 40 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** drained 3, fatigued, and can't speak (1 day); **Stage 5** death



## SPAWN OF JE HARLU

Spawns of Jeharlu typically drift in the skies above the realm of Jeharlu, content to enjoy blasphemous and horrific dreams and fancies while they watch the fungal world below for intruders. It isn't that far off the mark to equate a spawn of Jeharlu to a white blood cell, except in this case the body they defend is Jeharlu. Encountered beyond this realm, a spawn's role reverses—now they play the part of infective agents, seeking to spread corruption through soil, vegetation, and fleshy life wherever they go.

### SPAWN OF JE HARLU

### CREATURE 22

RARE GARGANTUAN FIEND FUNGUS UNHOLY

**Perception** +40; greater darkvision, scent purity (precise) 120 feet, *truesight*  
**Languages** Chthonian

**Skills** Acrobatics +36, Athletics +43, Nature +40, Religion +42

**Str** +11, **Dex** +6, **Con** +8, **Int** +4, **Wis** +10, **Cha** +6

**Scent Purity** A spawn of Jeharlu can detect holy creatures with scent as a precise sense to 120 feet.

**AC** 46, all-around vision; **Fort** +34, **Ref** +38, **Will** +40

**HP** 540; **Immunities** disease, paralyzed, poison; **Weaknesses** cold iron 20, holy 20

**Hallucinatory Spores** (aura, divine, emotion, mental) 60 feet. The spawn is surrounded by spores that manipulate the thoughts of those exposed. When a creature ends its turn in the aura and isn't holding its breath, it must attempt a DC 42 Will save. If it fails, it becomes confused until the end of its next turn (or for 1 minute on a critical failure).

**Grasping Strands** **Trigger** A creature within 60 feet of the spawn of Jeharlu uses a move action or leaves a square during a move action it's using;  
**Effect** A flurry of tendrils whips out, allowing the spawn of Jeharlu to attempt an Athletics check to Grapple the triggering creature. The spawn can Pull the creature if it remains grappled on its next turn.

**Speed** 20 feet, fly 40 feet

**Melee** **◆** tentacle +39 (forceful, magical, reach 20 feet, unholy, versatile P), **Damage** 4d12+19 bludgeoning plus Improved Grab (Monster Core 359)

**Primal Innate Spells** DC 42, attack +34; **10th** *massacre*; **9th** *execute*, *toxic cloud* (×3); **8th** *regenerate*, *teleport* (at will); **5th** *translocate*; **4th** *translocate* (at will); **Cantrips (9th)** *caustic blast*, *tangle vine*; **Constant (10th)** *truesight*

**Drain Soul** **◆** (death, divine) The spawn extends feeding stalks to drain the spirit and life from an adjacent restrained or helpless creature. The target takes 10d6 spirit damage and must attempt a DC 45 Will save. If the damage from Drain Soul reduces a creature to 0 Hit Points, that creature dies instantly.

**Critical Success** The target takes no damage.

**Success** The target takes half damage and becomes drained 1.

**Failure** The target takes full damage and is drained 2. If it was already drained, its drained condition value increases by 1 to a maximum of drained 4.

**Critical Failure** As failure, but double damage and the target becomes doomed 1.

**Pull** **◆** 30 feet. (Monster Core 359)



### FROM JE HARLU SPORES

Treerazer uses Jeharlu Spores as his opening gambit against Kyonin in an attempt to spread fungal blights in a sudden and explosive manner. Those same spores, left to germinate in the Outer Rifts, instead develop into spawns of Jeharlu.





# The Python

*Warden of the Amaranthine Oublette*

When the archdevil Typhon was slain by the empyreal lord Ragathiel, his remains were scattered throughout the planes in hopes of preventing his return. One of his claws never left Hell, where it was entombed in Typhon's Oppression, a monument and guardian built in his original image. One of his wings was hurled into the Plane of Fire, where it would burn forever yet never be granted the bliss of oblivion. Lastly, his severed tail fell through the Inner Sphere planes and cut a brilliant streak through the night skies above countless worlds before it plunged into the heart of the Void.

All these pieces remained just that—fragments. But ironically, the portion that came to rest in the place where life cannot exist did not die. The archdevil's severed tail slithered into the depths of a cavern in the lost world of Fallen Duromak, and there, in a reality where life itself is a poison, it paradoxically grew back. The result is both something new and a sort of reincarnation for the fallen archdevil.

In this new form, Typhon is known instead as the Python—an anagrammatic play on words that appeals to a creature that is simultaneously his own thing and a reborn, much more ancient evil. In his new form, he appears as an immense, devil-headed serpent who lacks the diabolic wings or powerful limbs that made him appear more draconic in his previous incarnation. This newfound humility angers the Python when he recalls all he has lost, but his torments likewise ebb when he considers his turn of fortune. One of Ragathiel's more notable victims, he is considered dead, his old realm claimed without contest by the archdevil Barbatos.

None took notice of the Python even when he found his way into the Amaranthine Oublette and consumed its previous warden so completely that their name and memory were destroyed. The Void exists at the edges of reality, and few truly pay attention to what transpires there. The Python has capitalized upon this truth, and over the course of the centuries since his defeat, he has slowly plotted his way to a triumphant return by gorging on particularly tormented and agonized souls who have steeped in the deepest cells of the oublette, this prison perched at the edge of reality. Only once

he has consumed souls that number in excess of the agony held by all those currently tormented in Avernus does he intend to reclaim his realm and his name.

For now, though, he bides his time and plans his return to the Hells. Already, he seeks to reclaim the Avernus Claw, which is now held by the Infernal Duke Furcas, as the first step on his return to power. After that, he will retake Avernus from the archdevil Barbatos, and in time, he hopes to bring the pain and agony he suffered to the empyreal lords themselves—starting with his ancient foe, Ragathiel.

## CAMPAIGN ROLE

The Python spends much of his time exploring Fallen Duromak or the Void itself, and is unlikely to be encountered in this adventure—a fortunate thing for the PCs when they infiltrate the prison. His statistics are presented here more as context and to plant seeds for future storylines; combat against this exiled archdevil should not take place during this adventure.

Yet should things not go the PCs' way, a confrontation with the Python is possible. In this case, the Python regards the PCs as a curiosity at first, as none else have been so bold as to attempt such an infiltration during his time as the oublette's warden. The Python is disposed toward allowing the PCs to escape with the soul they seek if only to reward them for their audacity, yet he has little interest in letting this escape come to pass without extracting a cost.

If he confronts the PCs, the Python offers them a deal: in return for allowing them to leave the Amaranthine Oublette with Aelthian's soul, he asks them to sign a contract with him that promises their unquestioning aid at some point in the future. The PCs can bargain with the Python if they wish by attempting a DC 38 Legal Lore check or a DC 40 Diplomacy check to outmaneuver the exiled devil at bargaining, a DC 43 Deception check to use loopholes and trickery to avoid making binding promises, or a DC 48 Society or Religion check to appeal to the Python's interests in tradition and matters of faith. Succeeding at these checks earns Victory Points, and the party has up to

four opportunities to make them. If they can accrue at least 4 Victory Points, the Python smiles in delight at their keen maneuvering and agrees to let them leave with Aelthian's soul without signing a contract. For every point lower than 4 that the PCs end up with, at least one PC must sign his proposed contract, with the entire party required to do so if they end with 0 or fewer Victory Points.

If at any point a PC makes it clear that they know the Python is, in fact, Typhon, things change at once. The reincarnated archdevil drops all civility and narrows his eyes, changing his proposal: at this point, the PCs *must* sign a contract to never reveal this knowledge to anyone else. If the entire party agrees to this, he'll let them leave with Aelthian's soul.

## THE PYTHON

## CREATURE 23

UNIQUE HUGE DEVIL FIEND UNHOLY

**Perception** +40; greater darkvision, *truesight*

**Languages** Diabolic, Draconic, Emyrean, Necril; telepathy 100 feet, *truespeech*

**Skills** Acrobatics +37, Athletics +44, Deception +42, Diplomacy +38, Intimidation +40, Religion +38, Society +38

**Str** +11, **Dex** +6, **Con** +9, **Int** +7, **Wis** +7, **Cha** +10

**AC** 47; **Fort** +40, **Ref** +35, **Will** +38

**HP** 460, regeneration 40 (deactivated by holy), consuming resurrection; **Immunities** death effects, fire, void; **Weaknesses** holy 20; **Resistances** physical 20 (except magical silver), poison 20

**Consuming Resurrection** (divine, healing, unholy) If the Python dies, he consumes souls stored within his scales and returns to life as if subject to a successful *resurrection* ritual in area **C5** of the Amaranthine Oubliette 1d10 days later. The Python can't use Consuming Resurrection again for 9 years.

**Reactive Strike** ⤴ (Monster Core 359)

**Speed** 30 feet; fly 30 feet

**Melee** ⚔ jaws +42 (magical, reach 15 feet, unholy), **Damage** 4d12+19 piercing plus 2d6 void, soul venom, and Improved Grab

**Melee** ⚔ tail +42 (magical, reach 20 feet, unholy), **Damage** 4d10+19 bludgeoning plus Improved Grab

**Occult Innate Spells** DC 43, attack +35; **10th** *indestructibility*; **9th** *phantasmagoria*, *seize soul* (at will); **8th** *quandary* (×3), *spirit blast*; **7th** *interplanar teleport*, *planar palace*; **5th** *mind probe* (at will), *translocate*; **4th** *translocate* (at will); **Cantrips (10th)** *divine lance*, *telekinetic hand*, *void warp*; **Constant (10th)** *fly*, *truesight*, *truespeech*

**Consume Soul** ⚔⚔⚔ (death, divine) **Frequency** once per hour; **Effect** The Python consumes a soul that is

strapped in one of his scales or is adjacent to, then gains 150 temporary Hit Points for 1 hour. A soul consumed in this way can only be restored to life by a rank 10 spell, an artifact, or divine intervention.

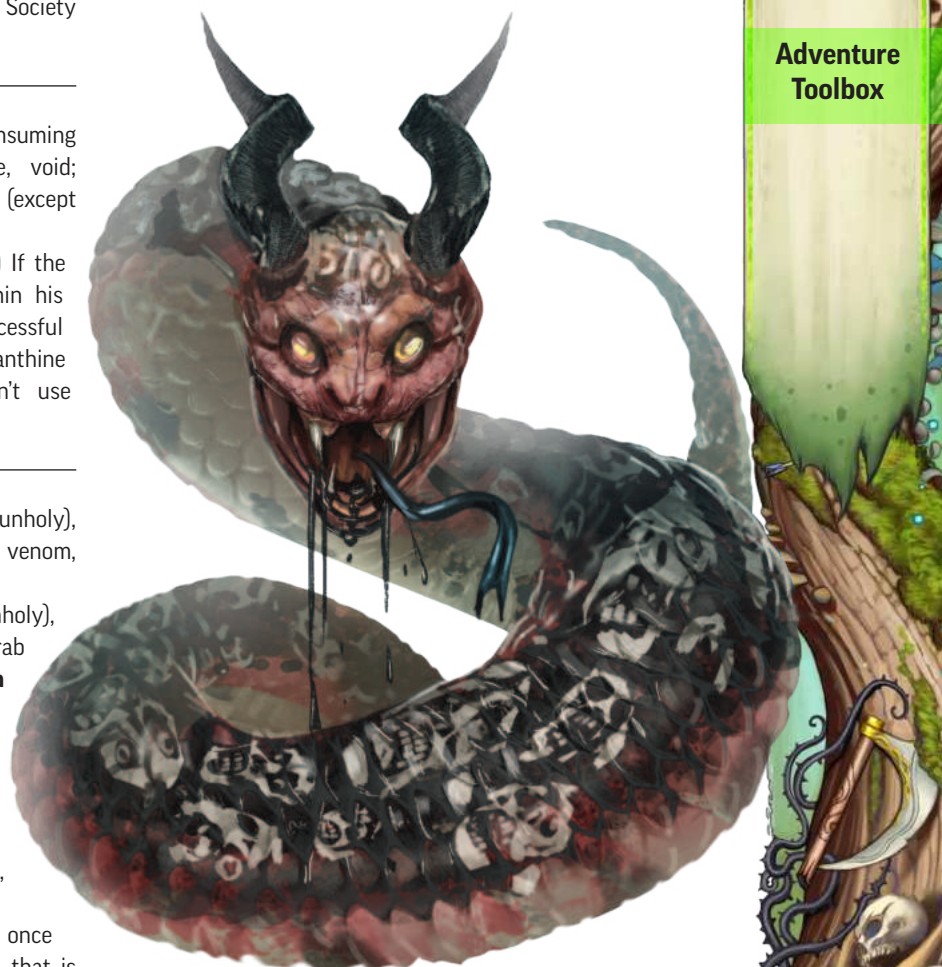
**Fast Swallow** ⤴ **Trigger** The Python Grabs a creature; **Effect** The Python uses Swallow Whole.

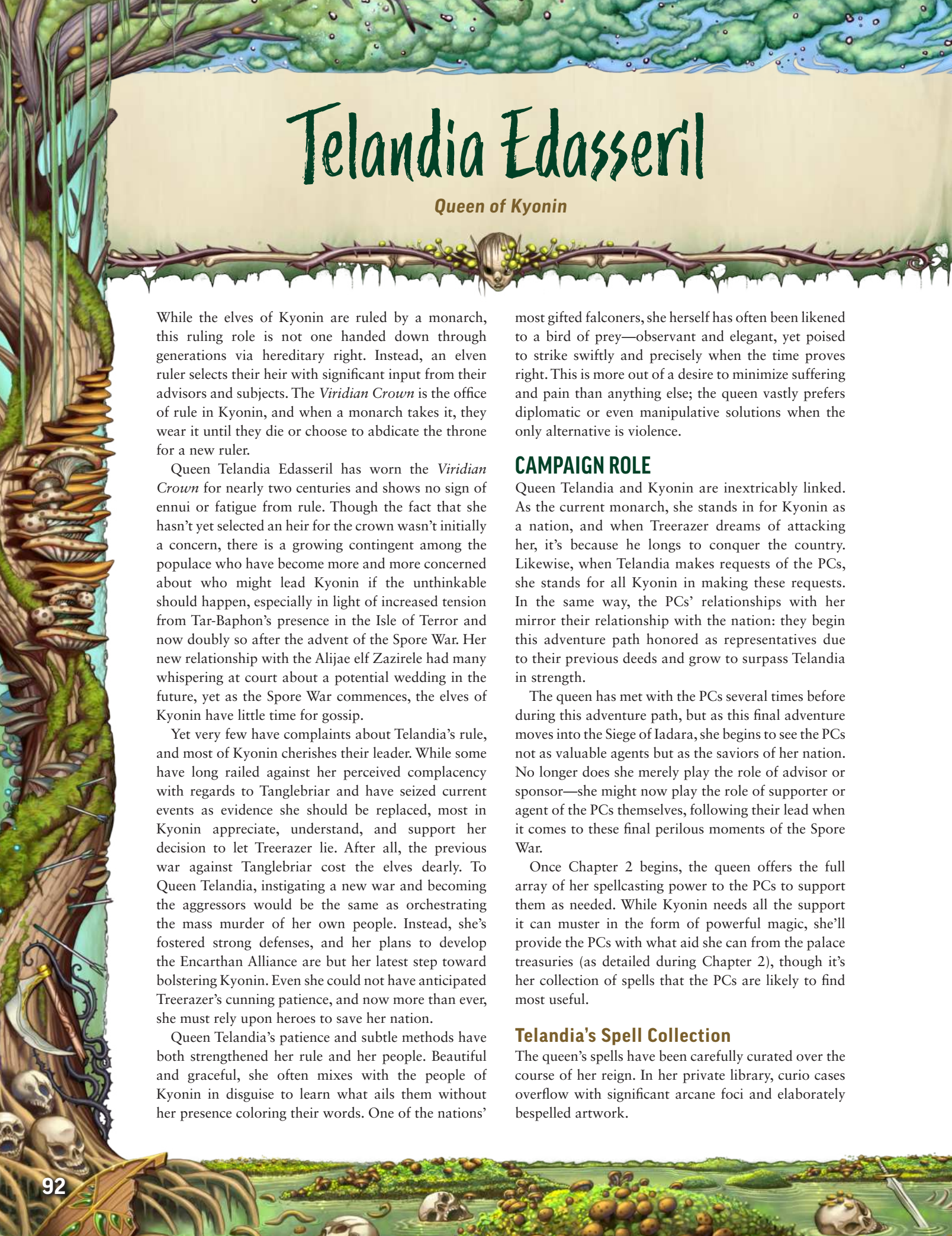
**Snatch Soul** ⤴ (divine, void) **Trigger** An adjacent or swallowed creature dies; **Effect** The Python casts *seize soul* on the creature.

**Soul Scales** The Python can use one of his scales to house a soul he captures with *seize soul* if that soul is from a creature that is level 22 or lower. When he casts *seize soul* to transfer such a soul to another vessel or to release it, the scale isn't destroyed. While a scale contains a soul, a screaming face can be seen within it.

**Soul Venom** (divine, poison) **Saving Throw** DC 47 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 10d6 spirit damage and stupefied 1 (1 round); **Stage 2** 12d6 spirit damage and stupefied 2 (1 round); **Stage 3** 14d6 spirit damage and stupefied 3

**Swallow Whole** ⚔ (attack) Large, 4d10 bludgeoning and 4d8 spirit, Rupture 45





# Telandia Edasseril

Queen of Kyonin

While the elves of Kyonin are ruled by a monarch, this ruling role is not one handed down through generations via hereditary right. Instead, an elven ruler selects their heir with significant input from their advisors and subjects. The *Viridian Crown* is the office of rule in Kyonin, and when a monarch takes it, they wear it until they die or choose to abdicate the throne for a new ruler.

Queen Telandia Edasseril has worn the *Viridian Crown* for nearly two centuries and shows no sign of ennui or fatigue from rule. Though the fact that she hasn't yet selected an heir for the crown wasn't initially a concern, there is a growing contingent among the populace who have become more and more concerned about who might lead Kyonin if the unthinkable should happen, especially in light of increased tension from Tar-Baphon's presence in the Isle of Terror and now doubly so after the advent of the Spore War. Her new relationship with the Alijae elf Zazirele had many whispering at court about a potential wedding in the future, yet as the Spore War commences, the elves of Kyonin have little time for gossip.

Yet very few have complaints about Telandia's rule, and most of Kyonin cherishes their leader. While some have long railed against her perceived complacency with regards to Tanglebriar and have seized current events as evidence she should be replaced, most in Kyonin appreciate, understand, and support her decision to let Treerazer lie. After all, the previous war against Tanglebriar cost the elves dearly. To Queen Telandia, instigating a new war and becoming the aggressors would be the same as orchestrating the mass murder of her own people. Instead, she's fostered strong defenses, and her plans to develop the Encarthan Alliance are but her latest step toward bolstering Kyonin. Even she could not have anticipated Treerazer's cunning patience, and now more than ever, she must rely upon heroes to save her nation.

Queen Telandia's patience and subtle methods have both strengthened her rule and her people. Beautiful and graceful, she often mixes with the people of Kyonin in disguise to learn what ails them without her presence coloring their words. One of the nations'

most gifted falconers, she herself has often been likened to a bird of prey—observant and elegant, yet poised to strike swiftly and precisely when the time proves right. This is more out of a desire to minimize suffering and pain than anything else; the queen vastly prefers diplomatic or even manipulative solutions when the only alternative is violence.

## CAMPAIGN ROLE

Queen Telandia and Kyonin are inextricably linked. As the current monarch, she stands in for Kyonin as a nation, and when Treerazer dreams of attacking her, it's because he longs to conquer the country. Likewise, when Telandia makes requests of the PCs, she stands for all Kyonin in making these requests. In the same way, the PCs' relationships with her mirror their relationship with the nation: they begin this adventure path honored as representatives due to their previous deeds and grow to surpass Telandia in strength.

The queen has met with the PCs several times before during this adventure path, but as this final adventure moves into the Siege of Iadara, she begins to see the PCs not as valuable agents but as the saviors of her nation. No longer does she merely play the role of advisor or sponsor—she might now play the role of supporter or agent of the PCs themselves, following their lead when it comes to these final perilous moments of the Spore War.

Once Chapter 2 begins, the queen offers the full array of her spellcasting power to the PCs to support them as needed. While Kyonin needs all the support it can muster in the form of powerful magic, she'll provide the PCs with what aid she can from the palace treasuries (as detailed during Chapter 2), though it's her collection of spells that the PCs are likely to find most useful.

## Telandia's Spell Collection

The queen's spells have been carefully curated over the course of her reign. In her private library, curio cases overflow with significant arcane foci and elaborately bespelled artwork.

In this library, she keeps a collection of spells that includes all common arcane spells presented in *Player Core* and *Player Core 2*, but which also includes a wide range of less common arcane spells as well. This collection contains many spells from the other traditions as well (divine, primal, and occult), although these selections aren't as complete. Telandia's spells exist primarily as formulas, not scrolls, but if a PC wishes to learn a specific spell, there's a good chance she has a copy of it for them to study and learn.

Queen Telandia's favorite spellbook includes all the spells she has prepared in her stats below. This book is called *Musings from Below the Crown*, and she keeps it on hand in her *greater accolade robe*. She is often attended by her familiar, a falcon named Nyranin.

On a typical day, and as represented by her statistics below, Queen Telandia casts *mystic armor* (6th rank) from her staff, leaving it with 3 charges for the rest of the day; she usually uses these remaining charges to cast *alarm* at 3rd rank as she beds down for the night. She also casts *contingency* (at 9th rank), *darkvision* (at 5th rank), *detect scrying* (at 6th rank), *hidden mind*, and *mislead* (linking it with *contingency*), all from her prepared spells. These spells do not appear on her list of arcane prepared spells as a result, but if she wishes to, she can replace them with other choices when she prepares spells.

### QUEEN TELANDIA EDASSERIL CREATURE 17

UNIQUE MEDIUM ELF

Female elf wizard

**Perception** +29; low-light vision; *darkvision*, *detect scrying*

**Languages** Azlanti, Common, Chthonian, Dwarven, Elven, Emyrean, Fey


**Skills** Arcana +35, Deception +31, Diplomacy +33, Iadara Lore +33, Intimidation +31, Nature +29, Occultism +31, Performance +29, Religion +29, Society +31, Stealth +29

**Str** +0, **Dex** +4, **Con** +1, **Int** +6, **Wis** +4, **Cha** +6

**Items** *greater accolade robe* (contains *Musings from Below the Crown*, a *wand of falling stars*, a *wand of quandary*, a *wand of teleport* (7th rank), a *wand of sending*, and various government documents), +3 *greater striking major staff of protection*, *Viridian Crown*


**AC** 39; **Fort** +27, **Ref** +30, **Will** +32; +4 status to saves vs. mental effects

**HP** 300

**Contingent Mislead**  **Trigger** Telandia is reduced below 100 HP; **Effect** *Mislead* is cast upon Telandia as her contingency effect is triggered.

**Queen's Presence** (aura) 30 feet. Telandia's royal presence steadies her subjects. All allies of Kyonin within the aura gain a +2 status bonus to saving throws against emotion effects. Additionally, when an ally in the aura reduces the frightened condition's value, they can choose to reduce the value by 1 more.

**Speed** 30 feet; fly 40 feet

**Melee**  **staff** +28 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning

**Arcane Prepared Spells** DC 41, attack +33; **9th** *banishment*, *metamorphosis*, *phantasmagoria*; **8th** *disappearance*, *teleport*, *uncontrollable dance*; **7th** *disintegrate*, *fly*, *illusory disguise*, *project image*; **6th** *never mind*, *truesight*; **5th** *howling blizzard*, *illusory scene*, *translocate*, *truespeech*; **4th** *aerial form*, *dream message*, *nightmare*, *unfettered movement*; **3rd** *cozy cabin*, *levitate*, *mind reading*, *slow*; **2nd** *entangling flora*, *stupefy*, *telekinetic maneuver*, *translate*; **1st** *gentle landing*, *sure strike*, *tailwind*, *ventriloquism*; **Cantrips (9th)**


*daze*, *detect magic*, *electric arc*, *figment*, *message*, *telekinetic projectile*

**Mentalism School Spells** 2 Focus Points, DC 41; **9th** *charming push* (*Player Core*

388), *invisibility cloak* (*Player Core* 388)

**Battle Form Wizardry Casting** When Telandia is under the effects of a polymorph spell, she can cast spells and speak normally.

**Enhanced Familiar** Telandia's familiar is her beloved falcon, Nyranin. Nyranin has a Speed of 25 feet, a fly speed of 40 feet, and the independent and major resistance (cold and fire) familiar abilities. Telandia has the share senses and spell delivery master abilities.

**Quickened Casting**  (concentrate, spellshape) **Frequency** once per day; **Effect** If Telandia's next action is to cast a wizard cantrip or a spell that is 7th rank or lower, she reduces the number of actions to cast it by 1 (minimum 1 action).

**Reach Spell**  (concentrate, spellshape) If Telandia's next action is to Cast a Spell that has a range, she increases that range by 30 feet.



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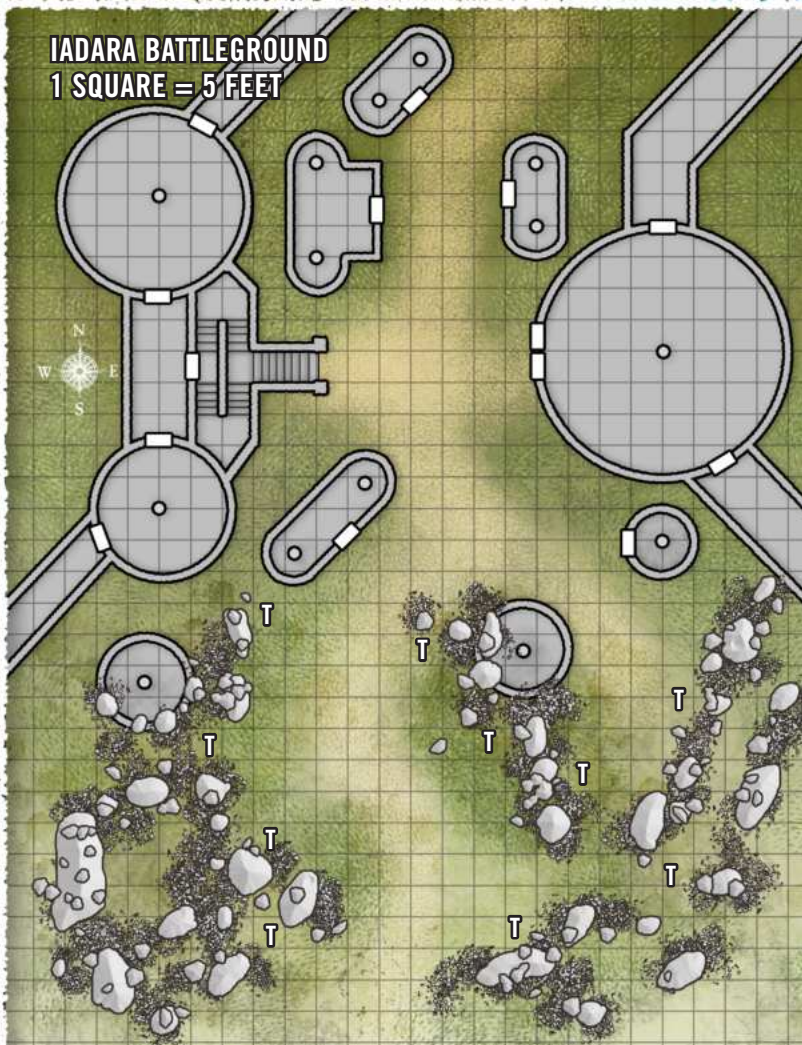
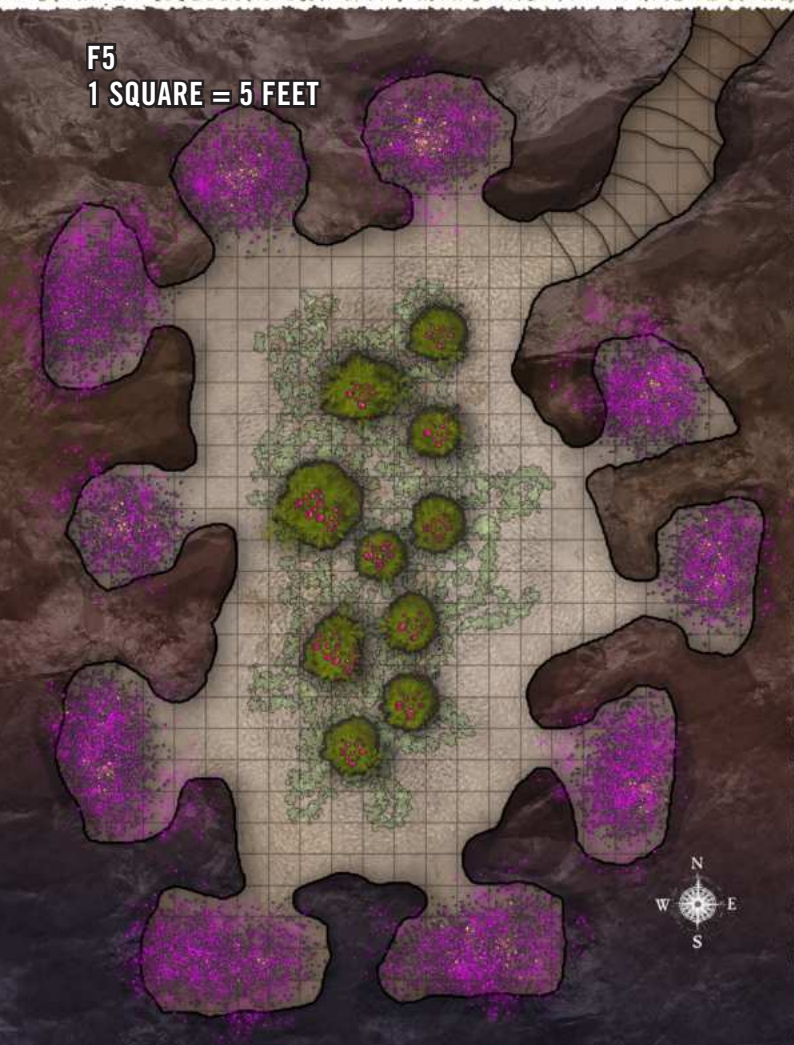
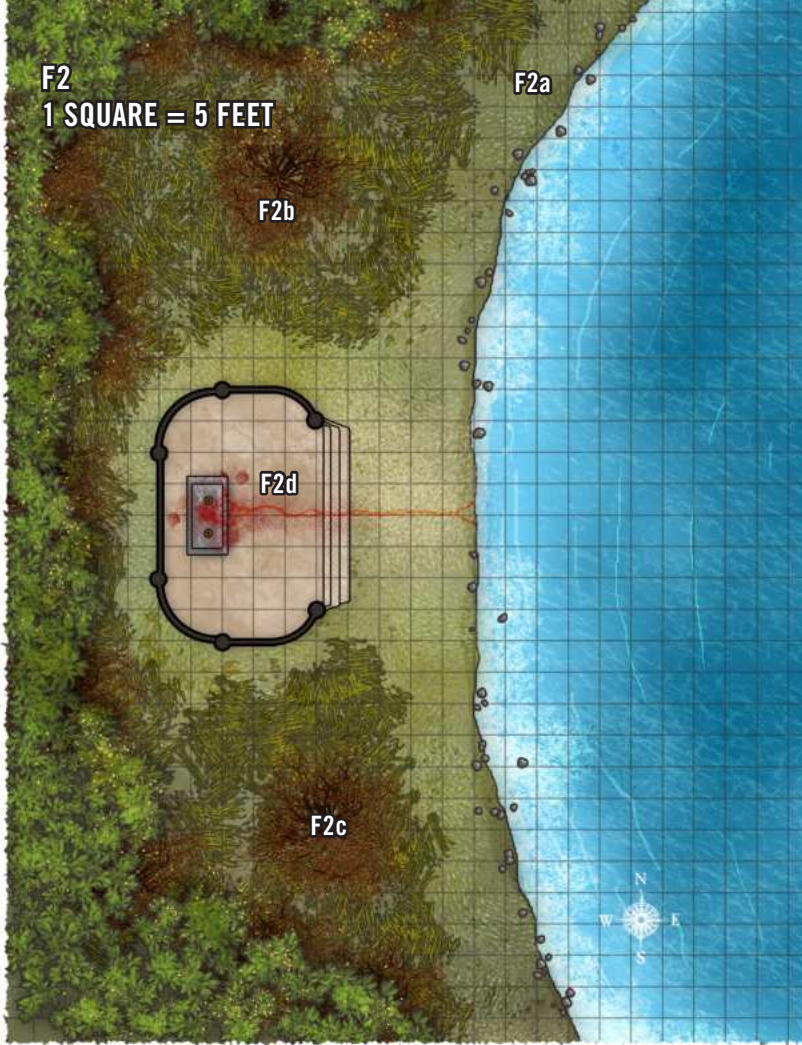
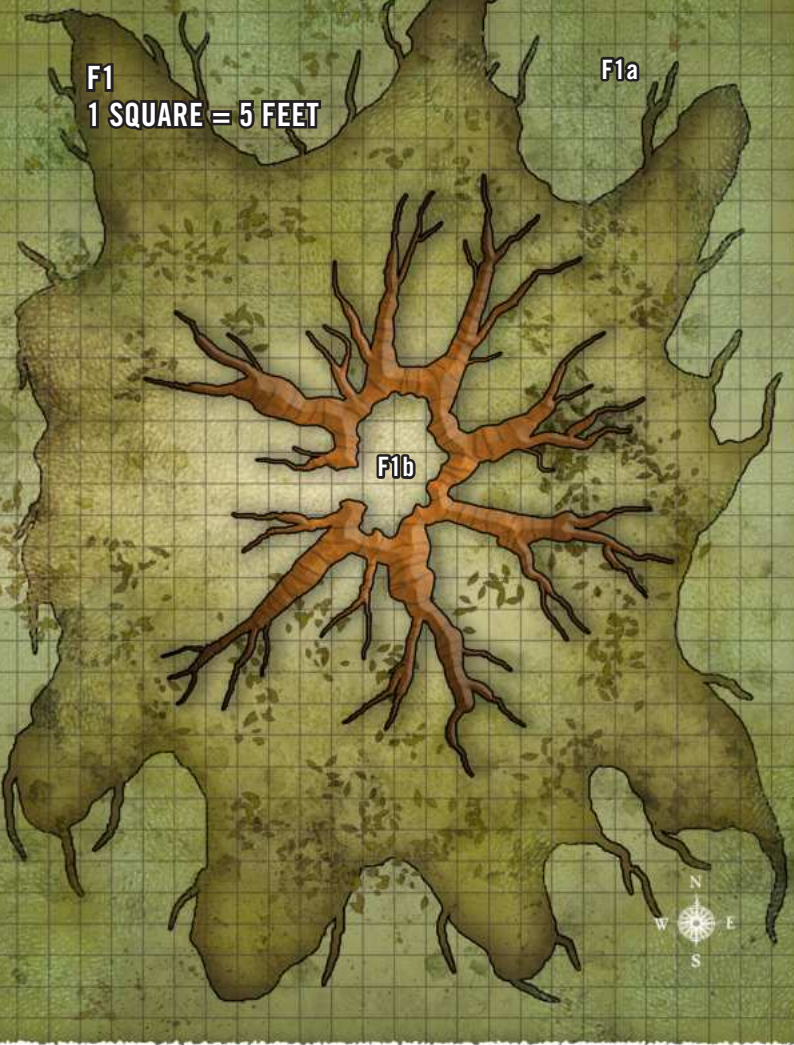
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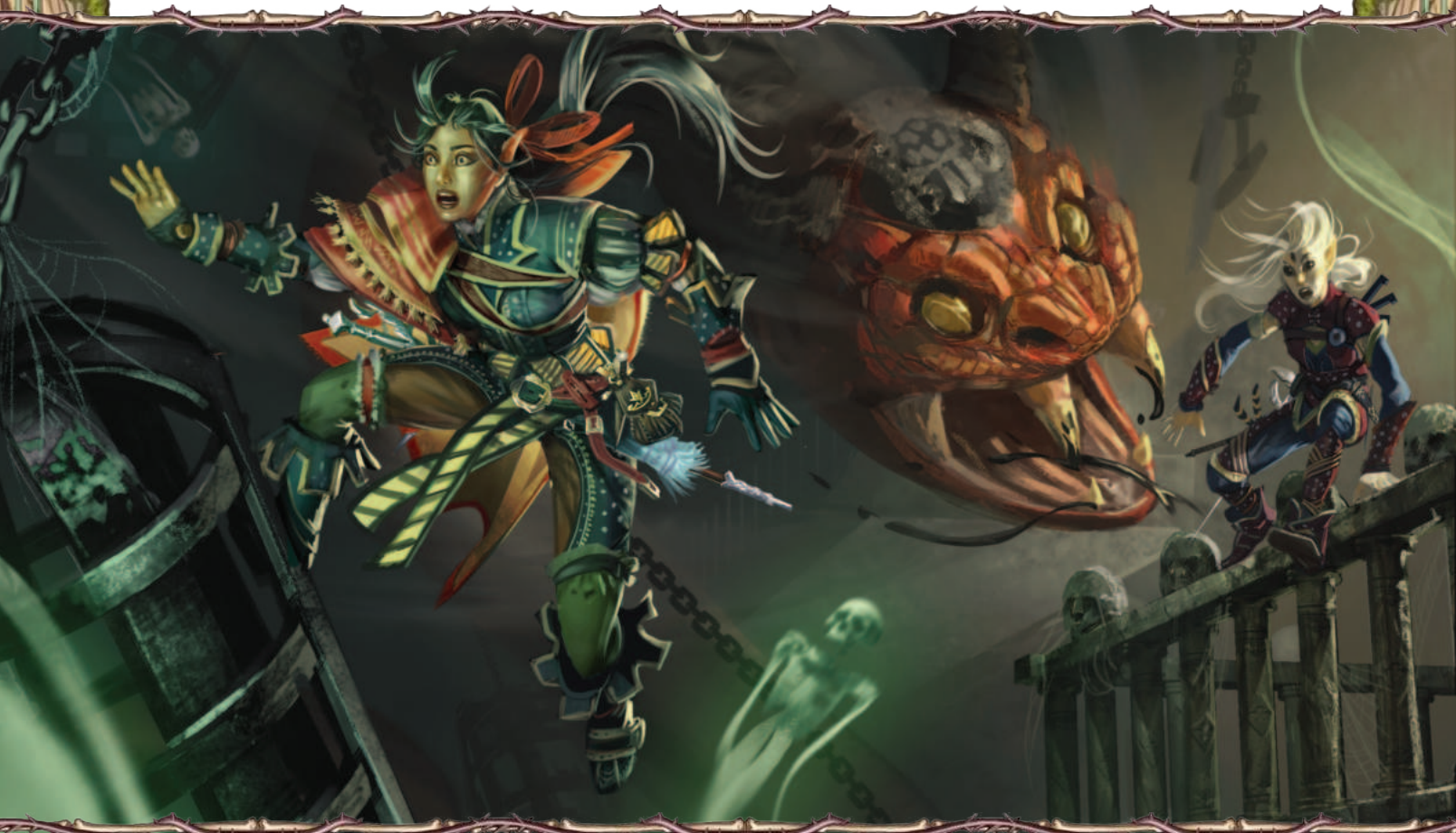
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PZ015212-SC

