

PATHFINDER®



Abomination Vaults

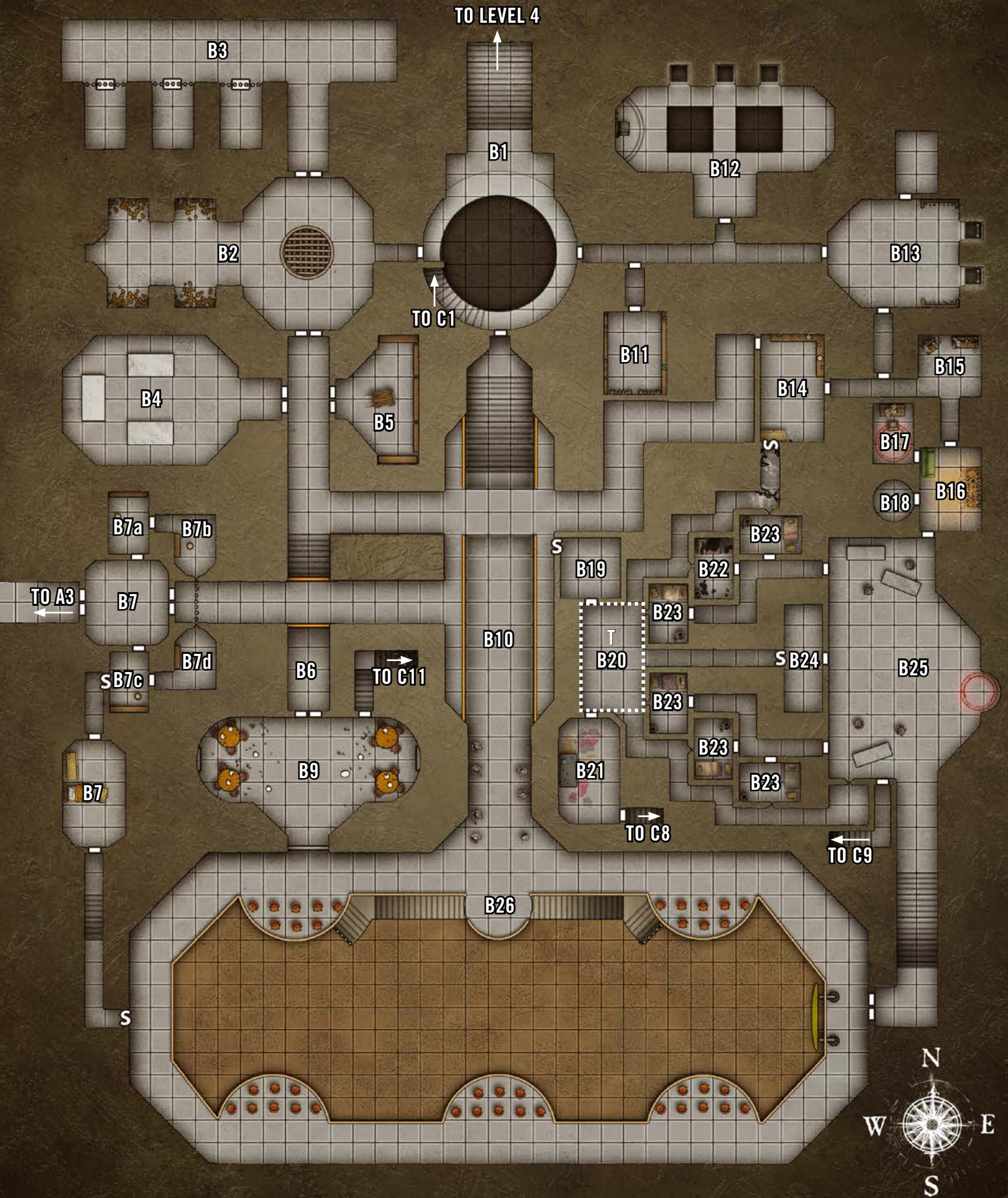
ADVENTURE PATH

HANDS OF THE DEVIL

By Vanessa Hoskins



LEVEL 5: ARENA
1 SQUARE = 5 FEET



PATHFINDER

AUTHOR

Vanessa Hoskins

ADDITIONAL WRITING

Ron Lundeen, Quinn Murphy, and Amber Stewart

DEVELOPER

Ron Lundeen

DESIGN LEAD

Lyz Liddell

EDITING LEAD

Judy Bauer

EDITORS

Judy Bauer, Leo Glass, Stacey Janssen, Ianara Natividad, Kieran Newton, and Sara Thompson

COVER ARTIST

Kiki Moch Rizky

INTERIOR ARTISTS

João Fiuza, Vlada Hladkova, Robert Lazzaretti, Artur Nakhodkin, Christoph Peters, Sandra Posada, Luis Salas Lastra, and Ernanda Souza

ART DIRECTION

Sonja Morris and Sarah E. Robinson

CREATIVE DIRECTOR

James Jacobs

PUBLISHER

Erik Mona



Abomination Vaults

ADVENTURE PATH

ADVENTURE PATH 2 OF 3

HANDS OF THE DEVIL

Hands of the Devil

by Vanessa Hoskins

Chapter 1: Into the Training Grounds

Chapter 2: Experiments in Flesh

Chapter 3: Soul Keepers

Among the Will-o'-Wisps

by Amber Stewart

Warpers of Flesh

by Quinn Murphy

Adventure Toolbox

by Vanessa Hoskins and Ron Lundeen

Player Rules

Icons of the Roseguard

Magic Items

Seugathi Alchemical Items

Spells

Weapons

Infernal Contracts

Eldritch Researcher Archetype

Creatures

Fleshwarp

Gibtas

Seugathi

Shanrigol

NPCs

Carman Rajani

Jafaki

Urevian

2

4

24

42

58

64

70

71

72

72

73

73

74

76

78

80

82

84

86

88

90

Content Warning

While *Hands of the Devil* contains typical Pathfinder action and adventure, it also presents themes of ableism, body horror, and human experimentation. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions or scenarios as appropriate.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com