



ADVENTURE TOOLBOX



HANDS OF THE DEVIL

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Into the
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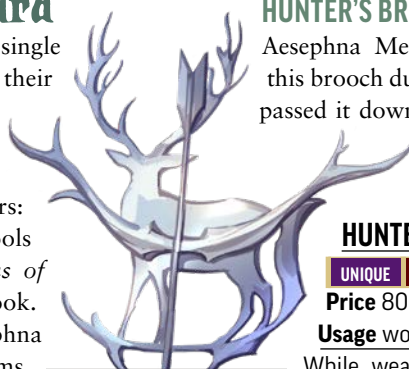
Warpers
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The treasures the heroes can find in *Hands of the Devil* appear below, organized by general theme.

Icons of the Roseguard

The founders of Otari each had a single item imbued with the essence of their abilities as adventurers. Two of these are mundane items, invested with a spark of magic sufficient to keep them from deteriorating over the years: Otari Ilveshti's infiltrator's thieves' tools (which the heroes acquired in *Ruins of Gauntlight*) and Zarmavdian's spellbook. Vol Rajani's sword and Aesephna Menhemes's brooch are magic items. Otari's thieves' tools are no different than standard infiltrator's thieves tools; the other three items are described here in detail.



Hunter's Brooch

HUNTER'S BROOCH

Aesephna Menhemes, a cleric of Erastil, wore this brooch during her time as an adventurer. She passed it down to her descendants, and it's now on display in Menhemes Manor, the home of Otari's mayor.

HUNTER'S BROOCH ITEM 4

UNIQUE DIVINE INVESTED POSITIVE TRANSMUTATION

Price 80 gp

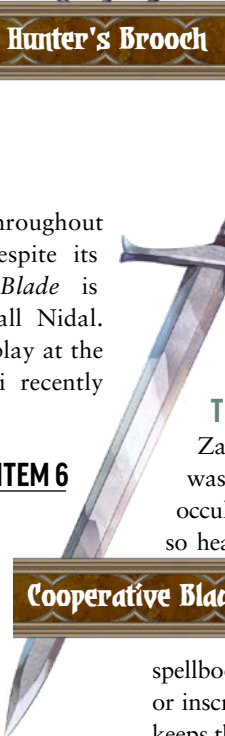
Usage worn; Bulk L

While wearing this silver religious symbol of Erastil, you can cast the *disrupt undead* cantrip as an innate divine spell.

Activate $\blacklozenge\blacklozenge\blacklozenge$ command, Interact; **Frequency** once per day; **Effect** By touching a weapon you wield to the symbol and uttering a plea for Erastil's steadying hand, you grant that weapon the deadly d12 trait. Against undead, the weapon instead gains the fatal d12 trait. This blessing lasts for 1 minute, until you score a critical hit with the weapon, or until you aren't wielding the weapon.

COOPERATIVE BLADE

Vol Rajani carried this longsword throughout her distinguished adventuring career. Despite its pristine appearance, the *Cooperative Blade* is incredibly ancient, created in pre-Earthfall Nidal. The *Cooperative Blade* is normally on display at the Dawnflower Library, but Carman Rajani recently stole it.



Cooperative Blade

COOPERATIVE BLADE

ITEM 6

UNIQUE DIVINATION MAGICAL

Price 250 gp

Usage held in 1 hand; Bulk 1

This +1 striking longsword has a mirror-like blade free of tarnish despite being millennia old. While wielding it, you gain a +2 item bonus to checks to Aid. If you're an expert with the skill or attack roll you're using to Aid and you critically succeed, you grant your ally a +3

THRESHOLDS OF TRUTH

Zarmavdian's spellbook, *Thresholds of Truth*, was once a straightforward treatise on arcane and occult lore containing several useful spells. It's been so heavily annotated, however, that the original text is hard to read. It's clear that Zarmavdian wanted to prevent eldritch creatures from manipulating innocent minds, but his spellbook is a treasure trove for those seeking dangerous or inscrutable lore. The bookseller Morlibint currently keeps this book in his collection at Odd Stories.

Thresholds of Truth provides access to the Eldritch

Researcher archetype (page 76) and contains the following spells.

Cantrips: *chill touch, dancing lights, daze, detect magic, electric arc, ghost sound, mage hand, light, prestidigitation, read aura, shield*

1st Level: *alarm, charm, color spray, mage armor, magic missile, true strike, unseen servant*

2nd Level: *comprehend language, dispel magic, false life, glitterdust, web*

3rd Level: *haste, lightning bolt, locate, paralyze, slow*

4th Level: *clairvoyance, daydreamer's curse (page 73), resilient sphere*



Magic Items

Foes the heroes encounter in the Abomination Vaults use these new magic items.

FOLDING DRUMS

ITEM 5

UNCOMMON MAGICAL TRANSMUTATION

Price 160 gp

Usage varies (see text); **Bulk** varies (see text)

You can unfold this virtuoso percussion instrument into a hand drum (1 Bulk), a marching drum set with a shoulder harness and back brace (3 Bulk), or a large standing drum set with a built-in stool (16 Bulk). Changing the *folding drum's* size is a 3-action Interact activity, and the drums must have sufficient open space to accommodate their new size.

Activate \blacklozenge Interact (concentrate) **Frequency** once per hour; **Effect** You play a pounding rhythm on the drum. If the next action you use is to cast a composition cantrip that has an emanation, increase the area of the emanation by 30 feet.



DROVER'S BAND

ITEM 7

RARE ENCHANTMENT INCAPACITATION INVESTED MAGICAL

Price 675 gp

Usage worn bracers; **Bulk** L

This black leather wrist guard has a bright red gem on the inside of the wrist. Faint glyphs and words of domination in Infernal swim inside the gem. Your words become harsh and clipped when you have this magic item invested.

Activate $\blacklozenge\blacklozenge\blacklozenge$ command; **Frequency** once per day; **Effect** You exert your will over a mindless creature within 30 feet. If the target is a mindless creature of 3rd level or lower, it must attempt a DC 20 Will save. If you are a

devil, the target uses an outcome one degree of success worse than the result of its saving throw.

Critical Success The target creature is unaffected.

Success The target creature is slowed 1 for 1 round as its responses are muddled by your commands.

Failure The creature is controlled by you for 1 hour, although it doesn't follow commands that are obviously self-destructive.

Critical Failure As failure, but the duration is 1 day.

Seugathi Alchemical Items

Seugathi fleshwarpers invented the following new alchemical items in their experiments to transform creatures' physical forms. The heroes might come across these items as they explore the laboratories where the seugathis work their wicked science.

ICHTHYOSIS MUTAGEN

ITEM 5

RARE ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Price 24 gp

Usage held in 1 hand; **Bulk** L

Activate \blacklozenge Interact

After you drink this mutagen, your skin continually renews itself, thickening into large, scaly patches.

Benefit For 1 minute, you gain fast healing 2 and automatically succeed at flat checks to recover from persistent bleed damage.

Drawback Your thickened skin makes quick movement difficult, and your excess skin flakes off with the slightest movement. You take a -2 penalty to Reflex saves for 1 minute. Any creature attempting to Track you in the next 24 hours gains a +4 circumstance bonus to their check.

SLOUGHING TOXIN

ITEM 7

RARE ALCHEMICAL CONSUMABLE INJURY POISON

Price 60 gp

Usage held in 2 hands; **Bulk** L

Activate $\blacklozenge\blacklozenge$ Interact

This complex toxin makes the muscles beneath a creature's skin loose and malleable, which fleshwarpers find useful in their work. Rough or jerky movements the victim performs concentrate the toxin in subdermal muscles and eventually cause skin and muscle to slough away.

Saving Throw DC 25 Fortitude; **Onset** 1 round; **Maximum Duration** 1 hour; **Stage 1** 1d6 poison damage for each action with the attack or move trait the victim uses (1 round); **Stage 2** 1d6 poison damage and 1d6 slashing

damage for each action with the attack, manipulate, or move trait the victim uses (1 round); **Stage 3** as Stage 2, but 1d6 poison damage and 2d6 slashing damage, and forced movement also causes damage (1 hour)

Spells

These occult spells deal with expanding the caster's (or their targets') minds and touching knowledge that some say mortals weren't meant to know.

Daydreamer's curse is presented in the spellbook *Thresholds of Truth*; *savant's curse* might be found among Belcorra's many scattered notes, but a character with the Eldritch Researcher archetype (page 76) can select it with the Words of Unraveling feat.

DAYDREAMER'S CURSE

SPELL 4

UNCOMMON ATTACK CURSE ENCHANTMENT MENTAL MISFORTUNE

Traditions arcane, occult

Cast >> somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You impose a curse upon the target that renders it easily distracted and unable to focus its thoughts on tasks that demand insight or discernment. The target must attempt a Will save.

Critical Success The target is unaffected.

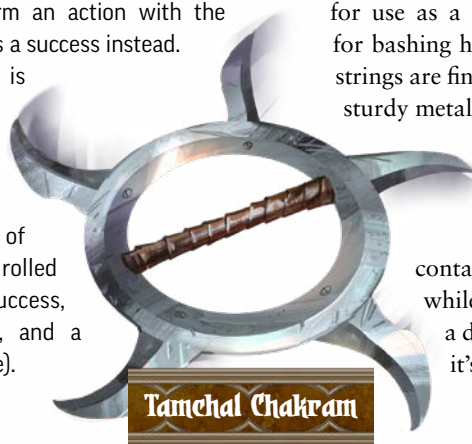
Success For 10 minutes, the target must roll twice and use the worse result whenever attempting a Medicine, Nature, Perception, or Survival check. If the target critically succeeds at a Perception check or skill check to perform an action with the concentrate trait, the target gets a success instead.

Failure As success, but the effect is permanent.

Critical Failure As failure, except the target treats the outcomes of all checks with the concentrate trait as one degree of success worse than the result it rolled (a critical success becomes a success, a success becomes a failure, and a failure becomes a critical failure).



Battle Lute



Tamchal Chakram

SAVANT'S CURSE

SPELL 4

UNCOMMON ATTACK CURSE ENCHANTMENT MENTAL MISFORTUNE

Traditions arcane, occult

Cast >> somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You afflict the target with a curse that fills its mind with distracting and hyperspecialized minutiae, causing it to second-guess even simple facts. The target must attempt a Will saving throw.

Critical Success The target is unaffected.

Success For 10 minutes, the target must roll twice and use the worse result whenever attempting an Arcana, Lore, Occultism, or Society check. If the target succeeds at a check to Recall Knowledge, it gains one piece of true knowledge and one piece of erroneous knowledge, but it has no way of knowing which is which (this has no effect if the target critically succeeds at a check to Recall Knowledge).

Failure As success, but the effect is permanent.

Critical Failure As failure, and the target treats the outcomes of all checks to Recall Knowledge as one degree of success worse than the result the target rolled (a critical success becomes a success, a success becomes a failure, and a failure becomes a critical failure).

Weapons

The heroes can find these new weapons in the Abomination Vaults, in the hands of the xulgath lutenist Gulzash or mulventok fleshwarps.

Battle Lute: This reinforced lute is suitable both for use as a handheld musical instrument and for bashing heads should a crowd turn sour. Its strings are finely braided wires that run along its sturdy metal neck.

Tamchal Chakram: These circular weapons are among the many strange weapons used by urdefhans. The sharp metal circle contains numerous protruding blades, while an angled central handle provides a decent grip that spins the weapon as it's thrown.

TABLE: MELEE WEAPONS

Uncommon Simple Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Battle lute	15 gp	1d4 B	1	1	Club	Shove, two-hand d8
Uncommon Advanced Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Tamchal chakram	5 gp	1d6 S	L	1	Dart	Agile, deadly d6, finesse, thrown 20 feet

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INTERPRETING AN INFERNAL CONTRACT

Understanding the complex, legalistic provisions of an infernal contract is difficult, and doubly so when a devil is at hand demanding an expeditious signature. A reader must attempt a secret check to Decipher Writing to understand a contract's provisions. Each contract indicates appropriate skills to use, and the DC is based on the contract's item level (*Pathfinder Core Rulebook* 503). Alternatively, the reader can always use the Legal Lore skill to decipher the contract at the DC - 4. Regardless of the outcome of the check, the reader always understands the Benefit and Payment provisions of the contract.

Critical Success The reader understands the Hidden Condition and the Termination Clause.

Success The reader understands the Hidden Condition.

Failure The reader misunderstands the Hidden Condition and receives false information about it.

Critical Failure The reader misunderstands both the Hidden Condition and the Termination Clause, receiving false information about each.

A mortal can try to renegotiate the contract; whether the devil agrees is up to the GM. The mortal must understand the Hidden Condition or Termination Clause to change the terms in their favor; the devil knows if the mortal misunderstands these clauses (from a failed Decipher Writing check) and if so usually plays along, knowing that any further agreements they make based on a misunderstood clause aren't binding and don't change the contract's effects.

Infernal Contracts

Some mortals damn themselves through tyranny, murder, or other soul-staining offenses. Others need a little assistance surrendering their souls to Hell. Devils gladly offer enticing temptations to desperate mortals—but at a high price.

These arrangements are formalized in the traditions and trappings of binding agreements most familiar to the mortal's culture, such as a handshake, a hand-binding ceremony, or a written agreement signed by both parties. Devils often include their own diabolical spin on the traditions by requiring the handshake to be performed while mingling the blood of both parties, binding hands with a red-hot chain, or signing a document in blood. These flourishes

are rarely necessary; demanding them of the mortal is simply a display of power designed to put the devil at an advantage. Most deals with devils in the Inner Sea region take the form of written contracts, which purport to offer full transparency to mortal signatories, but in actuality incorporate additional agreements hidden in obfuscated language.

Nearly all infernal contracts have three separate provisions: an ongoing benefit to the mortal, a payment the mortal must make to the devil (usually in the form of a supernatural restriction or prohibition), and a termination clause that, upon its occurrence, immediately voids the entire contract and ends all its effects. Contracts often include hidden conditions that give the devil additional leverage.

The rules effect of an infernal contract is that of a magic item with the contract trait. This item has no physical substance and can't be dispelled, altered, or destroyed except by destroying both physical copies of the contract (a virtually impossible task, as most devils send their copy to the Fallen Fastness in Dis, an infernal library all but off-limits to mortals). An infernal contract is automatically invested and counts toward a character's limit of 10 invested items—all such contracts therefore include, as part of their cost, a fraction of the bargainer's ability to use other magic items. Once invested, infernal contracts aren't visible—though their effects can be—but anyone who has one is constantly aware of its presence. If a creature dies with an infernal contract invested, its soul is consigned to Hell and it can't be restored to life unless its soul is freed.

The following are some examples of contracts a mortal might obtain; each specifies the type of devil most likely to offer them and the kinds of checks readers can use to decipher their terms.

DEVIL'S LUCK

ITEM 3

RARE CONTRACT ENCHANTMENT FORTUNE INVESTED MAGICAL

Devil imp; **Decipher Writing** Arcana, Occultism, Society

You've bargained with an imp, one of the least powerful devils, for a fragment of infernal luck.

Benefit Once per day, you can roll a saving throw twice and use the higher result.

Payment At the termination of your mortal life, your soul must serve the imp for 100 years.

Hidden Condition The "termination of mortal life" clause is carefully worded to hasten your demise. You can't use the benefit against a death effect, and if you roll a failure on a saving throw against a death effect, you get a critical failure instead.

Termination Clause If you critically fail a saving throw against a death effect and do not die, the contract becomes unenforceable on its terms and is voided.

PACT OF BLOOD-TAKING

ITEM 5

RARE CONTRACT INVESTED MAGICAL NECROMANCY

Devil barbazu; **Decipher Writing** Society, Warfare Lore

You negotiate for might and viciousness.

Benefit Your successful Strikes with slashing and piercing melee weapons deal 1 persistent bleed damage. On a critical success, this persistent bleed damage is equal to half your level.

Payment You regain half the normal number of Hit Points from resting (including Hit Points gained from long-term rest) and from any application of the Medicine skill.

Hidden Condition The barbazu owns any weapons you find. No more often than once per month, the barbazu can demand a single weapon of its choice (often the best weapon in your possession). You are compelled to hand over the weapon immediately, without question.

Termination Clause The contract guarantees that you will not "be slain by the barbazu or by barbazu action." This wording is vague; if any barbazu kills you, or if you die from persistent bleed damage from any source, the contract is voided.

RIGHT OF RETRIBUTION

ITEM 8

RARE CONTRACT ENCHANTMENT INVESTED MAGICAL

Devil erinys; **Decipher Writing** Nature, Religion

Profane powers of vengeance are yours to inflict.

Benefit When a creature deals damage to you, you can call out for retribution as a reaction. Until the end of your next turn, you gain a +1 status bonus to attack rolls against that creature.

Payment If you wound a creature, it is your duty to kill it. If a creature survives for 24 hours after you deal it damage, you are doomed 1. If you already have the doomed condition, it increases by 1.

Hidden Condition No more than once per year, the erinys can compel you to attack a creature of the erinys's choice that you can see. You are controlled by the erinys and must fight the chosen creature for 1 minute.

Termination Clause The contract demands that you enact bloody vengeance against anyone who has ever wronged you, but the nature of the vengeance is vague. You can end the contract by creating effigies of everyone you believe has ever wronged you, bleeding upon them all at once (at least 1 Hit Point per effigy), and destroying them.

ICY DISPOSITION

ITEM 11

RARE ABJURATION CONTRACT INVESTED MAGICAL

Devil gelugon; **Decipher Writing** Nature, Games Lore

Your flesh looks no different, but is cold to the touch.

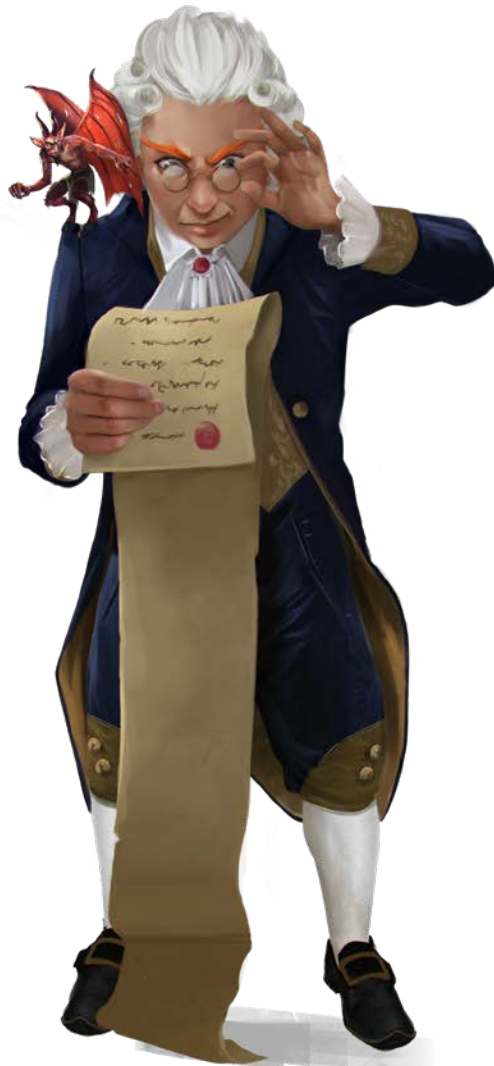
Benefit You gain cold resistance equal to your level and a +1 status bonus to saving throws against mental effects.

Payment Liquids in your possession, including potions and liquid alchemical items, freeze over the course of 1 minute

and thaw 1 minute after they leave your possession. Frozen potions and elixirs take 1 minute to consume.

Hidden Condition (conjunction, teleportation) No more than once per week, the gelugon can move you like a piece on a game board to advance its schemes. The gelugon can appear and transport you and any items you're wearing and holding from your current space to a clear space within 500 feet (the gelugon need not see this location, but must know its relative location and distance from you). This effect doesn't transport any other creatures. The gelugon is unlikely to place you in a less dangerous space than the one you left.

Termination Clause The contract provides you the benefits of "the eternal ice of Cocytus." If you travel to Cocytus, Hell's seventh layer, and stand within an area at least 100 feet across that contains no ice and has a temperature above freezing, the contract is void. Such locations are exceptionally rare in Cocytus, and the efforts to create such an area are likely to attract unpleasant attention.



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Archetype

Heroes who examine the annotated spellbook *Thresholds of Truth* gain access to this archetype.

ELDRITCH RESEARCHER

An eager student of occult lore, you enjoy reading rare or forgotten tomes with ancient rituals and hidden secrets. You connect disparate facts to unlock deeper mysteries and uncover the truths of the universe, and you zealously hoard the knowledge your painstaking research produces. Aberrations fascinate you for many reasons, not the least of which is because their anatomy is wholly alien and yet, to the insightful, eminently sensible.

You've been particularly enlightened by the accumulated lore in *Thresholds of Truth*, and you know Zarmavdian was a kindred soul in occult research. With this book in hand, you feel like you stand at the doorway to unprecedented occult discoveries.

You scoff at those fools who claim you meddle in things mortals aren't meant to know—for isn't it the duty of the enlightened to gather the universe's deepest truths?

ELDRITCH RESEARCHER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Trained in Arcana and Occultism

You gain the ability to cast a single arcane or occult cantrip of your choice (which is heightened to a spell level equal to half your level rounded up). If you weren't already, you become trained in that tradition's spell DCs and spell attack rolls with Intelligence as your spellcasting ability.

Regardless of whether you choose an arcane or occult cantrip, you also become an expert in your choice of either Arcana or Occultism. You also gain a +1 circumstance bonus to checks you attempt with the chosen skill when Investigating or Identifying Magic.

Special You can't select another dedication feat until you've gained two other feats from the Eldritch Researcher archetype.

SEEKER OF TRUTHS FEAT 4

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

Your devotion to discovering and hoarding abstruse truths borders on the fanatical, and you can bring this devotion to bear. You gain the cleric's Domain Initiate feat but must select knowledge, secrecy, or truth as your domain. You cast that domain's domain spell as a focus spell of the same tradition as your cantrip from Eldritch Researcher Dedication, and you Refocus by contemplating abstruse mysteries rather than praying to a god. When an ability would manifest a divine symbol—such as the *word of truth*

focus spell—it instead manifests as a strange shape unique to you that seems to defy geometry.

Special You can take this feat up to three times, selecting a different domain each time.

STRANGE SCRIPT FEAT 4

ARCHETYPE DIVINATION

Prerequisites Eldritch Researcher Dedication

You have such familiarity with obscure texts that you can compel them to reveal their secrets. Once per day, you can touch a single text (such as a tome, a wall of hieroglyphics, or something similar) and understand its meaning for 1 hour. If the text is in multiple languages, you gain the ability to understand them all for only the purposes of reading the text. If the text is in a code or cypher, you don't automatically understand the text, but you gain a +2 circumstance bonus to checks to decipher it.

SCHOLARLY DEFENSE FEAT 6

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

Your knowledge of strange creatures and their bizarre anatomy allows you to anticipate their physical attacks and reduce the damage you take from them. You gain resistance to physical damage from melee attacks made by aberrations and oozes. This resistance is equal to one-third your level.

ABLE RITUALIST FEAT 8

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

Your readings on rituals make you a skilled participant. You gain a +2 circumstance bonus to primary and secondary checks you attempt as part of casting a ritual.

LOREFINDER FEAT 8

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

You know that fate sometimes conspires to keep dangerous knowledge or items from the eyes of those most able to understand them. You deny fate the ability to conceal truths from you. You can cast *locate* as an innate occult spell once per day. When you reach 14th level, this spell is heightened to 5th level.

KNOW IT ALL FEAT 10

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

Your knowledge of abstruse topics is unparalleled. When you succeed at a check to Recall Knowledge, you gain additional information or context. When you critically succeed at a Knowledge check, at the GM's discretion you might gain even more additional information or context than normal.

ADVANCED SEEKER OF TRUTHS

FEAT 12

ARCHETYPE

Prerequisites Eldritch Researcher Dedication, Seeker of Truths

You have unlocked deeper secrets to uncovering and hoarding lore. You gain an advanced domain spell from one domain you selected with Seeker of Truths. Increase the number of Focus Points in your focus pool by 1.

Special You can take this feat up to three times, each time selecting a different advanced domain spell from a domain you selected with Seeker of Truths.

WORDS OF UNRAVELING

FEAT 12

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

You have unlocked abstruse methods to tangle with reality itself, altering the fate of a single individual. Once per day as an occult innate spell, you can cast *daydreamer's curse* (page 73), *outcast's curse*, or *savant's curse* (page 73). At the GM's discretion, you can substitute or add additional occult curse spells of 4th level or lower to this list. You can choose a different spell from the list each time you use this ability. If you couldn't already cast occult spells, these spells use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for occult spells; if you could already cast occult spells, your proficiency in spell attack rolls and spell DCs for occult spells increases to expert.

ENTITIES FROM AFAR

FEAT 14

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

You can call in aberrations to fight for you or to answer questions. You can cast *summon entity* as an innate occult spell once per day. If you couldn't already cast occult spells, these spells use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for occult spells; if you could already cast occult spells, your proficiency in spell attack rolls and spell DCs for occult spells increases to expert.

As soon as the aberration arrives, instead of giving it any other commands, you can demand that it help you with a single question you pose to it. For the creature to effectively answer, you must Sustain the Spell for 1 minute, and you must understand and be understood by the aberration. If you do, the aberration gives you a cryptic clue as provided by the *read omens* spell, except that the clue is even more enigmatic than normal; the creature then immediately returns from whence it came without providing you any other benefit. At 16th level and every 2 levels thereafter, the *summon entity* spell is heightened by 1 level (to a maximum of 8th level when you reach 20th level).

INCREDIBLE RECOLLECTION

FEAT 14

ARCHETYPE

Prerequisites Eldritch Researcher Dedication

You can sift through knowledge locked within your mind at an incredible pace. You instantly use up to 5 Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.



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DRESHKAN VARIATIONS

Though most dreshkans fire electrified needles from the metal limbs on their backs, some are built with even stranger abilities. Seugathi masters looking to perfect their craft will sometimes "upgrade" dreshkans' artificial limbs to gout steam, hammer through stone, or launch hooks at the end of long cables.

Fleshwarp

Although twisting victims into horrid shapes is a well-known pastime of evil drow, other subterranean monsters have stolen these practices or developed them independently. The worm-like seugathis (page 82) sometimes warp other creatures whose territories abut their lightless lands; the fleshwarps below result from morlocks and urdefhans, respectively.

DRESHKAN

Because morlocks are descended from distant human ancestors, clumsily or hastily fleshwarping a morlock simply produces a grothlut (*Pathfinder Bestiary* 158). Skilled fleshwarpers, however, can tease out a morlock's genetic differences to make an entirely different creature. Creating a dreshkan involves replacing the morlock's bones with a metal skeleton. This new skeleton is often heavily augmented, such as with spiderlike limbs protruding from the spine or magazines of tiny, deadly needles. Arcane electricity courses through the dreshkan thereafter, making it jumpy and irritable.

Morlocks view dreshkans as impressive fusions of flesh and technology and gladly fight alongside these creatures, whom they view as paragons of morlock potential.

DRESHKAN

CREATURE 4

UNCOMMON N MEDIUM ABERRATION CONSTRUCT

Perception +11; darkvision

Languages Undercommon

Skills Acrobatics +11, Athletics +12 (+14 to Climb), Intimidation +10, Stealth +13

Str +4, **Dex** +5, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2

Light Blindness

AC 20; **Fort** +10, **Ref** +13, **Will** +11; +2 status to all saves vs. bleed, death effects, disease, doomed, fatigued, paralyzed, poison, and sickened

HP 72; **Immunities** electricity

Partially Technological A dreshkan is partially technological. Positive healing effects only heal a dreshkan half as much as normal.

Defensive Needle **Trigger** A creature critically fails a melee Strike against the dreshkan; **Effect** The dreshkan makes a needle Strike against that creature.

Speed 30 feet, climb 30 feet

Melee **◆** claw +13 (agile, finesse), **Damage** 2d6+4 slashing

Ranged **◆** needle +13 (range increment 30 feet), **Damage** 1d4 piercing plus 2d8 electricity

Needle Spray **◆◆◆** The dreshkan braces itself on all four limbs and sprays needles at as many creatures as it would like in a 30-foot cone, dealing 2d4 piercing plus 2d8 electricity damage. Each targeted creature in the area must attempt a basic Reflex save.

Swarming Stance A dreshkan can share the same space as a morlock or another dreshkan, but no more than two such creatures can occupy the same space. When these creatures share the same space, they gain a +1 circumstance bonus to attack rolls.



MULVENTOK

Sinister fleshwarpers reshape captive urdefhans into these juggernauts of war. Their clear skin is hardened into a thick, mirror-like carapace, creating an intimidating exoskeleton. Mulventoks don't live long; within weeks—or, at most, months—their hyperdeveloped muscles split open their toughened skin, and they erupt in a shower of gore. A mulventok's creator shapes its mind just as much as its body, directing its aggression toward a single purpose, such as to raze a fortress or murder a specific individual.

MULVENTOK

UNCOMMON N MEDIUM ABERRATION

Perception +15; darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +17, Intimidation +17, Purpose Lore +15, Survival +15

Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6

War Leader (emotion, mental) A mulventok's fervor inspires its allies. Allies within 30 feet that can see or hear the mulventok gain a +1 status bonus to attack rolls and skill checks as long as their actions don't impede the mulventok's imprinted purpose.

Items +1 *tamchal chakram* (page 73), steel shield (Hardness 5, HP 20, BT 10)


AC 24 (26 with shield raised);

Fort +15, **Ref** +11, **Will** +17


HP 115, negative healing;

Immunities death effects, disease, fear; **Weaknesses** positive 10


Explosive Decay (necromancy, negative, occult) When a mulventok dies, its mirrored flesh ruptures and explodes in a 20-foot radius. Creatures caught in the blast are covered with viscera and take 8d6 negative damage (DC 22 basic Reflex save).


Stay in the Fight  (healing, necromancy, occult); **Trigger** An allied creature within 30 feet reaches 0 HP; **Effect** The mulventok imparts some of its own energy to keep the ally fighting. The target creature gains 1 Hit Point, and the mulventok takes 2d6 mental damage.

Speed 25 feet

Melee  *tamchal chakram* +18 (agile, deadly 1d6, finesse, magical), **Damage** 1d6+8 slashing plus 1d6 mental

Melee  fist +17, **Damage** 2d8+8 bludgeoning

Ranged  *tamchal chakram* +13 (agile, deadly 1d6, magical, thrown 20 feet), **Damage** 1d6+8 slashing plus 1d6 mental

Fervent Command  (auditory, mental) The mulventok shouts an order to one of its allies within 30 feet. That ally immediately takes a Raise a Shield or Step action. A creature can benefit from Fervent Command only once per round.

Psychokinetic Honing (occult, transmutation) A thrown weapon gains the effects of a *returning* rune when a mulventok throws it. Thrown weapons the mulventok uses deal an additional 1d6 mental damage, whether used in melee or thrown.



MULVENTOK LEADERS

Some fleshwarpers forge small units of mulventoks to pursue a similar but important goal, thinking that if some of the creatures don't survive, the others can complete the objective. Mulventoks work together surprisingly well, creating hierarchies of command that shift as needed in the field. Although mulventoks are arguably just as effective when working with non-mulventoks, their singular focus—which even extends to what they eat and where and how they sleep—is off-putting at best.

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WILD GIBTASES

In the wild, gibtases are scavenger creatures, avoiding much larger and more powerful predators while feeding off abandoned scraps. This limits their consumption-based reproduction. By spawning hundreds of offspring at once during times of plentiful food, they ensure the propagation of their species only during times of plenty.

Gibtas

This rubbery, spheroid scavenger is nearly all acid-dripping mouth, with five bulbous black eyes and two powerful, gangly legs. A gibtas often forms a bond with a single other creature—usually, a more powerful aberration—and serves this master loyally, if erratically. Creatures who keep a gibtas as a pet or guard soon learn to keep it away from any important possessions they don't want spattered with acid.

GIBTAS BOUNDER

A full-grown gibtas uses its powerful legs and rubbery body to bound great distances. Most gibtases remain solitary, unless bonded with a creature.

GIBTAS BOUNDER

CREATURE 5

UNCOMMON CN SMALL ABERRATION

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +12 (+16 to High Jump or Long Jump), Intimidation +11, Survival +11

Str +5, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** +2

AC 22; **Fort** +13, **Ref** +13, **Will** +11

HP 76; **Immunities** acid; **Resistances** bludgeoning 5

Speed 30 feet

Melee ♦ jaws +15 (deadly 1d12), **Damage** 1d8+7 piercing plus 1d6 persistent acid

Ranged ♦ spit +14 (range increment 30 feet, splash), **Damage** 1d6 acid plus 1d6 persistent acid and 1d6 acid splash damage

Bouncing Slam ♦ The gibtas Leaps toward a Medium or smaller creature, landing in the creature's space and Shoving the creature. If the Shove fails, the gibtas bounces out of the target's square to an adjacent square of the target's choosing.

Pinning Chomp ♦ **Requirements** The gibtas's last action was a Bouncing Slam and the gibtas successfully Shoved the target;

Effect The gibtas attempts to Trip the target of its Bouncing Slam, then makes a jaws Strike against the target. The Trip and Strike both count against the gibtas's multiple attack penalty, but the penalty doesn't increase until after both attacks.

GIBTAS SPAWN SWARM

When a gibtas gorges itself on an incredible amount of flesh, it vomits up a pool of acid filled with tiny pink egg sacs that burst immediately. The new babies hunt as a pack, growing in size until they go their separate ways or consume each other.

GIBTAS SPAWN SWARM

CREATURE 6

UNCOMMON CN LARGE ABERRATION SWARM

Perception +14; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +15, Survival +12

Str -4, **Dex** +5, **Con** +4, **Int** -4, **Wis** +2, **Cha** +2

AC 23; **Fort** +14, **Ref** +17, **Will** +12

HP 70; **Immunities** acid, precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 9, piercing 5, slashing 5

Bounce ↻ **Trigger** A creature that the gibtas spawn swarm can see targets the swarm with an attack; **Effect** The swarm bounces to the side and gains a +2



circumstance bonus to AC against the triggering attack. After the attack, the swarm can Stride up to its Speed in a straight line as part of the reaction.

Speed 20 feet

Bounding Swarm The gibtas spawn swarm moves in loping bounces. The swarm ignores difficult terrain.

Swarming Bites ♦ Each enemy in the swarm's space takes 2d8 piercing damage and 1d6 acid damage (DC 22 basic Reflex save). A creature that fails its save against Swarming Bites also takes 1d4 persistent acid damage.

GIBTANIUS

When a gibtas feeds regularly but never receives sufficient food to procreate, it grows into a mighty gibtanius. They become surly, uncontrolled predators, forsaking their bonded masters to satiate their unending hunger.

GIBTANIUS

CREATURE 8

UNCOMMON CN LARGE ABERRATION

Perception +16; darkvision, scent (imprecise) 30 feet

Languages Aklo (can't speak any language)

Skills Athletics +18 (+22 to High Jump or Long Jump), Intimidation +15, Survival +16

Str +6, **Dex** +3, **Con** +6, **Int** -3, **Wis** +2, **Cha** +3

AC 28; **Fort** +20, **Ref** +15, **Will** +16

HP 140; **Immunities** acid; **Resistances** bludgeoning 10

Powerful Stench (aura, olfactory) 20 feet. A creature that enters the aura must succeed at a DC 26 Fortitude save. On a failure, the creature is sickened 2; on a critical failure, the creature is also slowed 1 for as long as it is sickened. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ♦ jaws +20 (deadly 1d12, reach 10 feet), **Damage**

2d10+10 piercing plus 1d4 persistent acid

Ranged ♦ spit +17 (range increment 30

feet, splash), **Damage** 2d6 acid plus 1d6 persistent acid and 1d6 acid splash

Bouncing Crush ♦♦ The gibtanius Leaps and can end this Leap occupying the same space as other creatures. It deals 5d6 bludgeoning damage to each creature in the space it Leaps to (DC 26 basic Reflex save), then Shoves each of those creatures. If it fails to Shove any creature out of its space, it bounces to the closest available space of its choosing that does not contain any creatures. Bouncing Crush counts as one attack when determining the gibtanius's multiple attack penalty.

Breath Weapon ♦♦ (acid, evocation, primal) The gibtanius vomits a stream of acid that deals 9d6 acid damage to all creatures in a 60-foot line (DC 26 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.



GIBTAS COMPANIONS

A gibtas can make for an unusual animal companion, with the GM's permission. Use the statistics for a bear animal companion (*Pathfinder Core Rulebook* 215), except the companion has the rare trait, is an aberration rather than an animal, has darkvision rather than low-light vision, and gains the gibtas bouncer's Bouncing Slam as an advanced maneuver instead of Bear Hug.

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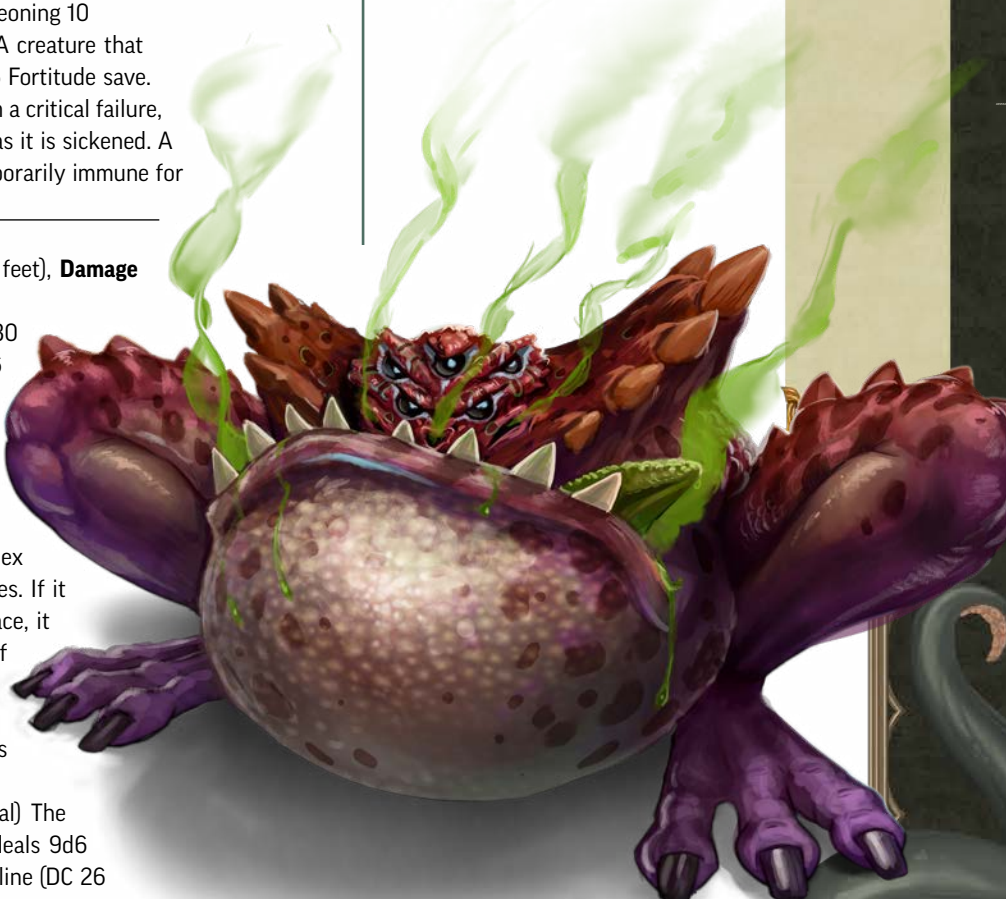
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SEUGATHI OBSESSIONS

Because of their singlemindedness, seugathis often come across as eerily obsessive. These obsessions can include corraling 100 deros into a cave, collecting skulls of a certain shape, or even more unusual tasks that either have no apparent result or are harmful to the seugathi itself. A seugathi that completes their mission nearly always finds another to replace it buried in its psyche, creating a centuries-long chain of inscrutable—and sometimes even contradictory—commands.

Seugathi

The wicked, alien neothelids (*Pathfinder Bestiary 2* 181) impregnate themselves through ritualistic magic to produce wormlike servitor creatures called seugathis. These creatures spawn with a strong psychic drive to complete some task on behalf of the neothelids' far-reaching plans. These directives are diverse, strange, and usually cruel toward humanoid life.

SEUGATHI SERVANT

The most common seugathis spawned by neothelids are seugathi servants. Their masters equip them with tools useful in their tasks (often a wand and a weapon), and they rarely value other material things beyond their usefulness in completing their imprinted mission.

SEUGATHI SERVANT

CREATURE 6

UNCOMMON CE LARGE ABERRATION SEUGATHI

Perception +14; darkvision, tremorsense 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +15, Crafting +12, Intimidation +15, Occultism +12, Stealth +13, Survival +10

Str +2, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5

Items longsword

AC 23; **Fort** +14, **Ref** +17, **Will** +12; +1 status to all saves vs. magic

HP 75; **Immunities** mental, poison; **Resistances** bludgeoning 5

Mindfog Aura (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 21 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. A seugathi can suppress or activate this aura as a single action with the concentrate trait.

Command Confusion **Trigger** A creature fails its save against the seugathi's mindfog aura; **Effect** The seugathi determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal for confusion, and on a critical success the target is no longer confused.

Speed 25 feet

Melee **◆** bite +17 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom

Melee **◆** longsword +14 (reach 10 feet, versatile P), **Damage** 1d8+5 piercing

Occult Innate Spells DC 24, attack +16; **3rd** hypercognition, levitate, mind



reading (×3); **Cantrips (3rd)** *daze, detect magic, mage hand, telekinetic projectile*

Envenom Weapon ◆ (manipulate) The seugathi applies their seugathi venom to one weapon they wield.

Magic Item Mastery A seugathi can Cast a Spell from a magic item even if the spell isn't on their spell list. All such spells are occult spells and use the seugathi's innate spell DC and attack modifier.

Seugathi Venom (poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

SEUGATHI REALITY WARPERS

Seugathi reality warpers create and destroy inhospitable environments on a small scale by manipulating the forces of raw chaos. A neothelid might spawn such a seugathi to create habitats for unique slaves or guests, or to destroy the ecosystem of a troublesome species. Darklands scholars refer to reality warpers as veterans in the seugathi ranks, but they're more accurately compared to aggressive landscape architects.

SEUGATHI REALITY WARPERS

CREATURE 9

UNCOMMON CE LARGE ABERRATION SEUGATHI

Perception +17; darkvision, tremorsense 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +19, Arcana +19, Crafting +19, Deception +20, Intimidation +18, Nature +17, Occultism +19, Stealth +19

Str +4, **Dex** +6, **Con** +3, **Int** +4, **Wis** +2, **Cha** +5

Items +1 battle axe

AC 27; **Fort** +18, **Ref** +21, **Will** +15; +1 status to all saves vs. magic

HP 120; **Immunities** mental, poison; **Resistances** bludgeoning 10

Mindfog Aura (enchantment, mental) 20 feet. As seugathi servant, but DC 25.

Command Confusion ↻ As seugathi servant, but DC 25.

Speed 25 feet

Melee ◆ bite +19 (agile, finesse), **Damage** 2d6+8 piercing plus 1d10 chaotic plus seugathi venom

Melee ◆ battle axe +18 (magical, sweep, reach 10 feet), **Damage** 1d8+8 bludgeoning plus 1d10 chaotic

Occult Innate Spells DC 28, attack +20; **5th** *black tentacles, crushing despair, hallucination, synesthesia*; **4th** *confusion* (×3), *phantasmal killer, suggestion*; **3rd** *hypercognition* (×3), *levitate* (×3), *mind reading* (×3); **Cantrips (5th)** *daze, detect magic, mage hand, telekinetic projectile*

Envenom Weapon ◆ (manipulate) As seugathi servant.

Magic Item Mastery As seugathi servant.

Seugathi Venom (poison) As seugathi servant, but DC 25.

Warp Reality ◆◆◆ (concentrate, occult, transmutation) The seugathi bends reality in their choice of a 10-foot emanation or a 60-foot line, altering the terrain of the area. The terrain becomes a different type of terrain (such as aquatic, arctic, or desert) and becomes normal or difficult terrain, as the seugathi chooses. Structures, general geographic features, and creatures in the area aren't transformed, but creatures in the area take 5d6 chaotic damage (DC 28 basic Fortitude save) as reality tries to bend them along with the terrain. Though changes to the area are permanent, the natural environment might eventually revert the land back to its original state (aquatic areas drain, arctic areas thaw, and so on).



UNUSUAL EQUIPMENT

Most seugathi carry a magic wand—either one gifted by their neothelid master to serve a particular end or simply one they've discovered to be particularly useful. A *wand of 2nd-level magic missile* is common, but specific equipment is as varied as the seugathis' inexplicable missions. A seugathi might instead carry alchemical equipment, a strange tool, or another magic item. One is just as likely to have a *traveler's anytool* as a jar full of eerie, unstable explosives.

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SHANRIGOL TREASURE

Because these undead aberrations seek only to absorb more flesh, they don't care about material things. When near a shanrigol's lair, it's not uncommon to see bloody armor, unsheathed weapons, and intact potion bottles scattered around the site of a battle. A shanrigol's fruitful ambush location is likely to have piles of overlooked valuable treasure from past victims.

Shanrigol

Fleshwarper, regardless of their origin or training, create a shocking amount of waste. When the discarded remnants of aberrant flesh are heaped together with an accidental mixture of alchemical compounds or odious energy, the mass can quicken and regain life. Without the guidance of a fleshwarper, these aberrant body parts form into a shanrigol, a mess of bone, muscle, and sinew.

SHANRIGOL HEAP

The most basic and common type of shanrigol is called, based on its general shape, a shanrigol heap. These amalgamations of warped flesh and shattered bone establish hunting grounds by accident rather than design, remaining where prey has been plentiful in the past so they can grow larger and larger as they add to their jumbled forms. Only rare fleshwarper create these abominations willingly, as they ignore all commands and containment to seek out prey.

SHANRIGOL HEAP

CREATURE 4

N MEDIUM ABERRATION UNDEAD

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +12, Stealth +10

Str +5, **Dex** +2, **Con** +3, **Int** -4, **Wis** +1, **Cha** -5

AC 20, all-around vision; **Fort** +14, **Ref** +11, **Will** +9

HP 55, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 5, piercing 5; **Weaknesses** positive 5

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ✦ fleshy slap +14 (forceful), **Damage** 2d6+8 bludgeoning plus Grab

Ranged ✦ bone shard +11 (agile, range increment 20 feet, versatile P), **Damage** 1d8+8 bludgeoning

Sapping Squeeze ✦ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d6+5 bludgeoning and 1d4 persistent bleed damage (DC 18 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.

Shred Flesh A shanrigol rips flesh away from targets in great chunks. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 1d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

Undulating Step ✦✦ The shanrigol separates its flesh from its bones to fit through small spaces. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.





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SHANRIGOL BEHEMOTH

Shanrigols that grow with the additions of many living victims can become truly enormous in size and pose a greater danger in their expanding hunting territories. Subterranean communities have collapsed entire tunnels to prevent the creatures from reaching their settlements.

Many shanrigol behemoths absorb enough brain matter to form crude intelligences and take a serpentine or humanoid shape. They're more varied in their abilities than shanrigol heaps, as they often gain abilities from their constituent creatures. The shanrigol behemoth presented below contains flesh from driders and urdefhans, giving it a web attack and necrotic decay ability. Not all shanrigol behemoths have these two abilities, but should have other abilities to replace them.



SHANRIGOL COMPONENTS

As shanrigols incorporate pieces of creatures near their hunting ground, explorers who examine a shanrigol can gain many valuable clues about nearby creatures. In the case of a shanrigol behemoth, these explorers might find the beast using strange abilities from creatures they haven't yet faced!

SHANRIGOL BEHEMOTH

CREATURE 9

UNCOMMON N GARGANTUAN ABERRATION UNDEAD

Perception +18; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +20, Stealth +16

Str +7, **Dex** +4, **Con** +3, **Int** -4, **Wis** +3, **Cha** -5

AC 27, all-around vision; **Fort** +21, **Ref** +18, **Will** +16

HP 140, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 10, piercing 10; **Weaknesses** positive 10

Necrotic Decay (divine, necromancy, negative) When the shanrigol behemoth dies, its flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 9d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 27 basic Fortitude save).

Speed 30 feet, climb 20 feet, swim 20 feet

Melee ♦️ fleshy slap +21 (forceful, reach 15 feet), **Damage** 2d10+11 bludgeoning plus Grab

Ranged ♦️ bone shard +18 (agile, range increment 30 feet, versatile P), **Damage** 1d12+11 bludgeoning

Ranged ♦️ web +18 (range increment 30 feet), **Effect** web trap

Sapping Squeeze ♦️ As shanrigol heap, but 1d10+11 bludgeoning and 1d6 persistent bleed, DC 25.

Shred Flesh A shanrigol behemoth's attacks brutally rend its foes. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 2d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

Undulating Step ♦️♦️ As shanrigol heap.

Web Trap A creature hit by the shanrigol behemoth's web attack is immobilized and stuck to the nearest surface until it can Escape (DC 25).



Carman Rajani

Desperate Thief in Over His Head

Carman Rajani is the last living descendant of the famous Vol Rajani, member of the Roseguard and co-founder of Otari. Carman grew up on stories of Vol's bravery, her dedication to her friends, and her skill-at-arms with her famous sword, the *Cooperative Blade*. As a boy, Carman didn't understand why his family's sword was hanging in the Dawnflower Library and not in their house. It was theirs, or so his parents insisted.

As Carman grew older, he first worked at Otari's blacksmith's shop, Blades for Glades, and later won the shop in a lucky wager against the prior owner. Yet he couldn't forget his family's sword. Officially, the Menhemes family claimed ownership over Vol's ancient blade but "allowed" it to stay in the library in an act of purported generosity that Carman found offensive.

The summer his parents were waylaid and slain by bandits on the road from Absalom, Carman became a broken man. His work at the smithy became erratic, and he stopped relaxing with his friends and helping his community. With no other direction, Carman squandered his inheritance, spending the money on entertainment, fine clothes, and rare whiskey. He started spending more time gambling and drinking at the Crook's Nook than he did at his smithy. Eventually the inheritance money ran out, and Carman was faced with a sizable debt. Several owed favors later, he started grifting travelers or hustling them at the knife-throwing board at the Crook's Nook. But his vices still outpaced his earnings from petty cons, and soon he took to outright thievery under the tutelage of Yinyasmera, owner of the Crook's Nook and ringleader of the Osprey Club, Otari's thieves' guild. The "Ace of Blades" is the moniker given to the best knife thrower in the Crook's Nook, and Carman Rajani has held that title for so long that it's become his nickname among fellow members of the Osprey Club.

Within a few years, Carman had settled into his new life, working as a smith during the day, carousing at the Crook's Nook at night, and occasionally engaging in some petty larceny when his coin purse started to

get light. When he heard rumors that people thought he was wasting his life, though, it stung his pride. He resolved to run for mayor against Oseph, to show the whole town that his family was the equal of the Menhemes family.

Everyone thought Carman's candidacy was a joke. The second time he ran, his platform became nothing more than sharp personal attacks against the Menhemes family; the townspeople felt the joke had gone sour and considered it a waste of their time. He met their jibes with violence, getting into brawls to prove he was the better man. The third time he ran for office, he actually put in effort to help the community; though he lost by much smaller margin, he took the loss as proof that kindness can't get you any further than your fists can. The fourth time, he tried to force a successful campaign with open bribes and blackmail.

Oseph won by a landslide, showing up on Election Day wearing the *Cooperative Blade* as part of his celebratory regalia. Carman finally decided that the magic sword must be the key to his success. Everyone in town knew it brought Otari good luck, so whoever held the sword had the town in their pocket. As Vol's heir, he deserved the sword. He begged Oseph to sell the weapon, but Oseph suspected it was some new scheme—or worse, connected to one of Carman's rumored crimes or debts—and countered with delays, excuses, and price increases.

Finally, Carman decided he'd had enough. If he wanted his family's sword back, he'd have to take it. He just needed to find the right opportunity.

Carman is Nidalese in heritage, with pale skin, dark hair, and severe facial features. His lifetime of work at Blades for Glades has made him exceptionally muscular to supplement his natural grace, though his lifetime of hard drinking is starting to take its toll. He's a sloppy dresser who wears once-fine, sweat-stained clothes and a belt hanging with work hammers.

Carman is a bitter, hateful man. He bases his self-worth on how he compares to Vol, his famous ancestor. Since

tales about her are, by now, all embellished myth, there's no way Carman can measure up. His many failings give him a sense of inadequacy that causes him to lash out at others, particularly when they're expressing doubt in his capabilities or worth. Yet Carman still thinks that as the last descendant of a Roseguard hero, he's better than everyone else in town and deserving of far more than life's given him.

Campaign Role

Carman's initial role in this adventure is as a minor obstacle; the heroes need the four icons of the Roseguard, and Carman has stolen one of them, the *Cooperative Blade*. Tracking Carman down is one of the heroes' first tasks. They're likely to bring Carman to justice rather than kill him, as he's quick to surrender when things turn against him. Some parties might even agree that Carman's claim to the sword is valid and give the *Cooperative Blade* back to him.

But Carman has a greater role to play in this adventure. As the last descendant of one of the Roseguard, his soul is important to the contract devil Urevian. Urevian gives the heroes the option to bring the reprobate Carman to him, providing the key moral dilemma of this adventure. Carman's ultimate fate is in the heroes' hands.

CARMAN RAJANI

CREATURE 6

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human scoundrel

Perception +12

Languages Common


Skills Acrobatics +15, Athletics +14, Deception +12, Intimidation +14, Society +10, Stealth +15, Thievery +15

Str +4, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2


Items *Cooperative Blade* (page 71), light hammer (4), +1 studded leather armor, thieves' tools, 110 gp


AC 24; **Fort** +13, **Ref** +17, **Will** +10


HP 95

Skillful Catch  **Trigger** Carman is targeted with a ranged attack by a thrown weapon and has a hand free; **Effect** Carman gains a +2 circumstance bonus to his AC against the triggering attack. If the attack misses, Carman catches the weapon and can immediately make a ranged Strike with it.


Speed 25 feet

Melee  *longsword* +17 (magical, versatile P), **Damage** 2d8+8 slashing

Melee  light hammer +16 (agile), **Damage** 1d6+4 bludgeoning

Ranged  light hammer +17 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning

Sneak Attack Carman deals an extra 2d6 precision damage to flat-footed creatures.

Sudden Throw  (flourish) Carman quickly draws a thrown weapon and makes a ranged Strike with it. His target must succeed at a DC 22 Perception check or be caught flat-footed by the attack.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to Carman.



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Jafaki

Inhuman Alchemist Creating Perfect Monsters

Most seugathis are spawned from their neothelid masters, complete their programmed tasks, and die. Jafaki is an exception, no less cruel and calculating than other seugathis but with motivations that are, at least for now, entirely their own.

Belcorra first spotted Jafaki and several other seugathis slithering through the Darklands while she was building the Abomination Vaults. They expressed an eagerness to serve her and advance their own experiments. Belcorra knew the seugathis could improve her forces, as well as expand. She tasked them with building her a perfect soldier, then making armies of them to conquer Absalom. Knowing that perfection was a high price to ask, Belcorra funneled all the resources she could to the seugathis. The seugathis pursued not one research path but many, including fleshwarping, monster breeding, and even dabbling in magical constructs. Belcorra didn't mind this broad experimentation, as nearly all of it provided her with useful monsters for her growing army. She passed along the seugathis' innovations to other alchemists and mages who could duplicate the work.

When the Roseguard defeated Belcorra, the seugathis nevertheless continued pursuing their objective. Their initial obstacle was a bone devil named Tarkannah. Tarkannah deemed that ongoing duty to Belcorra—to whom the bone devil remained loyal even after her death—meant taking a firmer hand in overseeing the seugathis. Tarkannah tried to constrain and direct the seugathis' sprawling research. Rather than comply with these unwelcome demands, the seugathis rebelled; Jafaki ambushed and killed Tarkannah and seized control of the laboratories.

This assault started a brief war between the devils and the seugathis. For months the two sides fought, but Urevian soon discovered the seugathis weren't interested in expanding their holdings, and the two sides settled in an uneasy truce on their respective levels of the vaults. These front lines aren't absolute; Urevian is happy to permit potential "raw materials"

to pass through the prison, as the seugathis' cast-off creatures often find their way into the devil's gradually increasing forces.

Jafaki has little concern for the army growing beneath the laboratories. The seugathis don't bother with the imp and zebub spies that pass through the laboratories, but Jafaki and their colleagues can make marching through with a large army costly or even impossible. Jafaki plans to permit free passage only in exchange for additional concessions to bolster their ongoing experiments, even though Urevian is certain to balk at the cost.

Jafaki's research has seemed to drift over the years through various abhorrent sciences: fleshwarping, reanimation of the dead, selective breeding, or even golem creation. Yet they remain as focused on their goal of creating the perfect soldier as they were when they spoke to Belcorra all those years ago.

That word has driven Jafaki for centuries. Good soldiers? They've created those, and all have died by the dozens or hundreds in the arena. Great soldiers? Some of Jafaki's finest works have been nearly unstoppable. But "nearly" is not "perfect." Jafaki will pursue perfection for as long as it takes.

Campaign Role

Jafaki initially considers the heroes to be little more than annoyances and trusts in others to take care of them. Once Jafaki realizes the heroes are powerful enough to face them directly, the seugathi understands that they would make excellent candidates for experimentation. Unfortunately for Jafaki, this realization probably comes too late.

JAFAKI

CREATURE 8

UNIQUE CE LARGE ABERRATION SEUGATHI

Seugathi fleshwarper (page 82)

Perception +18; darkvision, tremorsense 30 feet

Languages Aklo, Common, Undercommon; telepathy 100 feet



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Skills Acrobatics +18, Crafting +18, Diplomacy +15, Intimidation +17, Medicine +16, Nature +16, Occultism +18, Stealth +18

Str +3, **Dex** +6, **Con** +4, **Int** +4, **Wis** +4, **Cha** +3

Items +1 striking rapier, wand of gentle repose, wand of 2nd-level magic missile, expanded alchemist's tools, keys to areas **B11** and **C7**

Infused Items Jafaki carries these infused items: 2 moderate acid flasks, 2 moderate bottled lightnings, 2 moderate cognitive mutagens, 2 lesser elixirs of life, 2 moderate mistform elixirs, and 2 doses of wyvern poison (one of which they have already applied to their rapier). These items last for 24 hours, or until the next time Jafaki makes their daily preparations.

AC 26; **Fort** +14, **Ref** +18, **Will** +16; +1 status to all saves vs. magic

HP 100; **Immunities** mental, poison; **Resistances** bludgeoning 10

Mindfog Aura (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 23 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. Jafaki can suppress or activate this aura as a single action with the concentrate trait.

Command Confusion **Trigger** A creature fails its save against Jafaki's mindfog aura; **Effect** Jafaki determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal, and on a critical success the target is no longer confused.

Speed 25 feet

Melee **bite** +18 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom

Melee **rapier** +19 (deadly 1d8, disarm, finesse, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern poison

Ranged **acid flask** +19 (bomb, range increment 20 feet, splash), **Damage** 5 acid plus 2d6+2 persistent acid and 6 acid splash

Ranged **bottled lightning** +19 (bomb, range increment 20 feet, splash), **Damage** 2d6+2 electricity plus 6 electricity splash

Occult Innate Spells DC 26, attack +18; **4th** *confusion* (×3), *phantasmal killer*; **3rd** *hypercognition*, *levitate*, *mind reading* (×3); **Cantrips** (**4th**) *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Envenom Weapon **Manipulate** Jafaki applies their innate seugathi venom to one weapon they wield.

Magic Item Mastery Jafaki can Cast a Spell from magic items even if the spell isn't on their spell list. All such spells are occult spells and use Jafaki's innate spell DC and attack modifier.

Quick Consumption **Flourish** Jafaki Interacts to draw an elixir or mutagen, then drinks it.

Seugathi Venom (poison); **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)



Urevian

Contract Devil Eager to Make a Deal

For over 500 years, Urevian and Belcorra have had a binding contract. The agreement stipulates that Urevian must help train and lead Belcorra's army of abominations in an attack on the communities of the Starstone Isle from *Gauntlight* all the way to Absalom (which today includes Otari). Urevian must also commit the devils that owe him allegiance to Belcorra's cause. In exchange, Belcorra agreed that Urevian would receive the soul of the famed warrior Vol Rajani. The Rajani soul is of key interest to certain mighty velstrac demagogues, and Urevian committed the soul before he'd even acquired it. Doing so cost Urevian much of his personal power, but he considered the opportunity too great to ignore.

The arrangement was supposed to take years or even decades, but not centuries. The intent was that Belcorra would march her monsters all the way to Absalom, with Urevian acting as a force commander. As Vol Rajani was a well-known defender of the city, she was sure to meet the forces in battle, and Urevian could snatch her soul away. Urevian was convinced he could acquire the valuable soul by loophole if not by direct action. First, the contract specifies "the Rajani soul" as the payment, without specific mention of Vol Rajani; any Rajani would suffice for Urevian's purposes. Second, although the contract prohibits Urevian or any of Belcorra's allies from delivering the soul, to ensure that Belcorra alone would pay the devil his due, the language permits any of Belcorra's foes to deliver the Rajani soul instead.

When Belcorra died, the contract was held in perpetual abeyance. Urevian performed the bare minimum to keep his bargain, training his devils and the fleshwarps they captured. He can't simply leave; his arrangement with the velstrac demagogue requires him to first appear in the demagogue's presence when he leaves the Material Plane, and Urevian knows he mustn't show up empty-handed.

Things changed with Belcorra's return. Now, Urevian has the possibility of finally escaping his contract.

However, fulfilling his agreement to the letter would require a costly battle past Jafaki's followers and an even more costly battle once he got to the surface. Reliable minions are, he knows, difficult to replace. Urevian prefers the quick resolution of obtaining the Rajani soul from an outside party right away.

Charm has always been Urevian's greatest asset. While other contract devils pride themselves on airtight clauses, hidden meanings, and steep penalties to gain the upper hand, Urevian prefers to smile his way into a straightforward deal that's beneficial to everyone. Devils have a bad reputation for taking advantage of their marks; playing against that is one of Urevian's strengths, and he uses it to great advantage.

Campaign Role

Urevian wants the soul of Carman Rajani. With Belcorra's return, he can finally escape his agreement with her, but he needs a Rajani soul to do so. Ideally, he convinces the heroes to fetch it for him. Urevian is true to his word and departs quickly once he has his prize. If the heroes refuse, despite Urevian's honeyed words, and they defeat him, he's cast into the demagogue's court, where he must explain his failure or face obliteration.

UREVIAN

CREATURE 9

UNIQUE LE MEDIUM DEVIL FIEND

Male phistophilus field commander (*Pathfinder Bestiary* 90)

Perception +19; greater darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal, Necril, Undercommon; telepathy 100 feet, *tongues*

Skills Acrobatics +17, Deception +21, Diplomacy +19, Intimidation +19, Legal Lore +23, Religion +19, Society +19, Thievery +18

Str +3, **Dex** +4, **Con** +3, **Int** +6, **Wis** +4, **Cha** +6

AC 28; **Fort** +18, **Ref** +17, **Will** +22; +1 status to all saves vs. magic

HP 135; **Immunities** fire, ward contract; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Distracting Declaration Urevian keeps a few sly words at the ready to distract enemies. He always uses Deception for initiative.

Ward Contract Any signed contract Urevian carries (including any draped over his horns) is immune to damage from creatures other than Urevian. In addition, Urevian is immune to mental effects that would make him alter, nullify, or destroy a contract.

Speed 25 feet

Melee ♦ diabolic quill +21 (agile, evil, fatal 1d12, finesse, magical, reach 10 feet), **Damage** 2d6+9 piercing plus 1d6 evil and infernal wound

Melee ♦ horn +20 (magical), **Damage** 3d10+9 piercing and infernal wound

Divine Innate Spells DC 30; **6th** *scrying* (at will, see right of inspection); **5th** *dimension door*, *flame strike*, *locate* (at will), *mind probe*, *sending* (×3), *wall of force*; **4th** *dimension door* (at will), *private sanctum*, *silence*; **3rd** *enthral*, *mind reading* (at will); **Cantrips (5th)** *detect magic*; **Constant (5th)** *tongues*

Rituals DC 30; *call spirit*, *infernal pact*, *inveigle*

Draft Contract ♦♦♦ (conjunction, divine, manipulate)

Urevian produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a *wish* spell but fulfilled to the letter by Urevian. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to Urevian and to Hell.

While the contract is in effect, the mortal can't be restored to life except by *wish* or similar magic. If the mortal is restored to life by those means, Urevian knows which mortal came to life and can locate the creature or creatures who restored the mortal to life for 1 year, gaining the effects of a *locate* spell with unlimited range. Avoiding the terms of an infernal contract is difficult and often dangerous.

Infernal Wound (divine, necromancy) Urevian's Strikes also deal 2d6 persistent bleed damage that resists attempts to heal them. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound

must succeed at a DC 28 counteract check or the magic fails to heal the creature.

Right of Inspection Urevian can cast his innate *scrying* spell at will, but only to target a creature with which he has a contract, a specific creature named in a contract he has, or a descendant of any of those creatures. The outcome of the target's saving throw is one step worse than the result it rolled.



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