

dead siphon through them to infuse the cards, which begin glowing brighter and brighter. After only a few rounds, with a final flash of light, the cards themselves settle in a neat and tidy stack on the table and both ghosts vanish.

At this point, both Zellara and Venster have bonded with the haunted Harrow deck, which has transformed into a *Harrow deck of many things*. As detailed later in this book on pages 68–73, each character can declare up to four draws from the deck. Unlike the standard *Harrow deck of many things*, though, Zellara and Venster's lingering presence stack the deck in the PCs' favor. This allows each PC one free redraw from the deck: if the PC draws an undesirable card, he can choose to discard that card and draw again from the deck. This redraw does not reduce the total number of draws each PC decides to take, but does help a little bit to mitigate the malevolent and harmful influence of the evil cards in the deck.

Once all of the PCs who wish to have drawn from the deck, Zellara manifests one last time before them. Her expression is one of hope as she smiles at each of the PCs and gives the one who's carried her deck through the campaign a single ectoplasmic kiss before she fades from view entirely. Her final purpose served, Zellara finally moves on to her eternal rest. Her Harrow deck is now nothing more than a standard, nonmagical deck of cards. Unspent Harrow points from this adventure's initial reading remain available for the PCs, but the deck itself can never again be used to perform a similar special Harrow reading.

### Ago. Domina's Study (EL 16)

This room contains a single large bookshelf filled with dozens of books and scrolls. Nearby, a single desk and chair stand. Sitting on the desk is a single large book with a black leather cover.

This room has long served the Arabasti family as a secret retreat—only a rare few knew the existence of this place. Ileosa was fond of using this chamber's remote and secure nature as both a place to meditate on the strange urges growing in her mind and a meeting room where she could meet with infernal callers. It was here that she first met with Sermignatto, where she (with the bdellavritra and Togomor's aid) bound the *Fangs of Kazavon* into the *Crown of Fangs*, and where she signed the contract to bind an erinyes to her soul. She first developed her plans to poison the king here, drafted her initial letter of contact to the Red Mantis here, and she plotted out the use of blood veil to murder many of Korvosa's undesirables at this very desk. Many of the scrolls and books here are on subjects connected to Ileosa's plans along these lines, and the PCs can

