

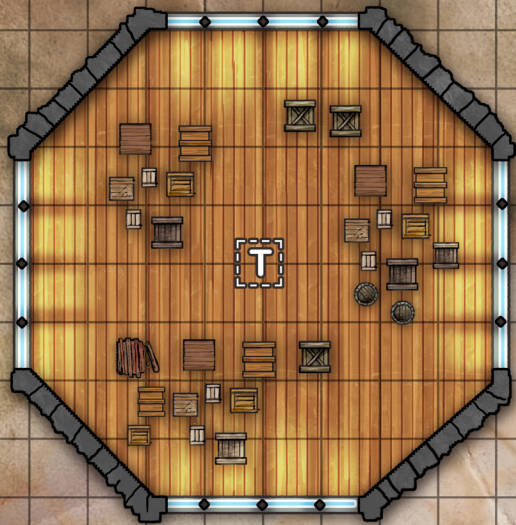
SECOND EDITION

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THINGS GO TO HELL

A PATHFINDER ADVENTURE FOR 7TH-LEVEL CHARACTERS **By Josh Foster**

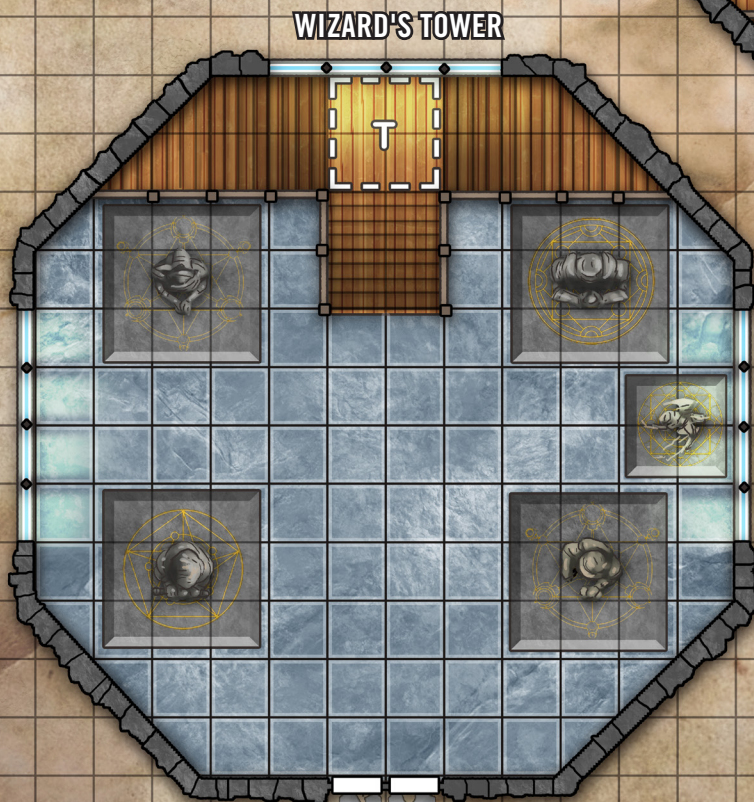
WIZARD'S TOWER
1 SQUARE = 5 FEET



ATTIC



LIBRARY



WIZARD'S TOWER



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THINGS GO TO HELL

TABLE OF CONTENTS

Adventure	2
Pregenerated Characters	8

Things Go to Hell is a Pathfinder Adventure designed for four 7th-level characters and uses the rules from *Pathfinder Player Core*, *Pathfinder GM Core*, and *Pathfinder Monster Core*. This adventure is designed for play in the Pathfinder campaign setting but can easily be adapted for use with any world. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.



ADVENTURE BACKGROUND

Two decades ago, a Chelaxian wizard named Ydris Veloch made a deal with the lords of Dis. The terms of the agreement were simple: in return for his eternal soul, Ydris would take possession of the Fanespire, an infernal tower spun from shadows cast by Dispat's grandest temple. Upon his death, Ydris—along with the Fanespire and everything inside—would be summoned back to Hell, whereupon Ydris's soul would be collected and the tower cleaned out in preparation for its next mortal tenant.

When Ydris signed away his soul, he foolishly assumed his skill in magic would forestall his death forever—or at least buy him enough time to renegotiate the contract's terms. However, his life was cut short on the battlefield during the recent Hellfire Crisis. Even as his lifeless corpse hit the ground, the Fanespire vanished from the Universe in a burst of brimstone and

rematerialized at the foot of Dispat's temple in the infernal city of Dis.

Shortly thereafter, Gosterion, the phistophilus devil who first convinced Ydris to enter into the diabolic pact for Fanespire, arrived at the tower to collect the wizard's soul. After a cursory search, however, Gosterion couldn't detect Ydris within the Fanespire's key ring, which binds each owner's soul upon their death. Though disturbed, Gosterion assumed Ydris's soul lurked somewhere in the tower and he'd find it soon. In the meantime, the phistophilus devil set to work clearing out Ydris's things.

Unfortunately for the PCs, each of them hovered somewhere between person and "thing" at the time of Ydris's death. Klixi, for example, has been transformed into a statue by a warding book created to trap would-be thieves. Tiberius, an animated skeleton and Ydris's former chief of security, had his animating



force removed when the wizard replaced him with a better model. Hila, an automaton mercenary healer tricked by Yrdris, was in standby mode when the wizard died. Finally, there's a clone of Yrdris himself, deemed a "half-baked failure" by his creator and placed in suspended animation.

As the adventure begins, the PCs reawaken just as the Fanespire is dragged to the bowels of Hell. To return to the Universe, the party must defeat (or evade) Gosterion's infernal moving crew, convince the devil that they're not subject to Yrdris's contract, and then track down the wizard's wayward soul and bind it to the Fanespire's key ring.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

The stone chamber lurches, and four people return to consciousness. Stone flakes off a halfling who moments ago was a statue. Life returns to the eyes of an automaton, just as unlife returns to those of an armor-clad skeleton. Meanwhile, a strange pod ejects its human occupant, who coughs and sputters for the first time in over a decade.

This is the Fanespire, the dreadful tower ruled by the archmage Yrdris Veloch. Or, it was. As old memories snap back into place, three things become immediately clear: Yrdris is dead, everyone awakening here was treated as an object by him, and now the tower and everything inside it has been transported elsewhere.

Piles of discarded junk and boxes of who-knows-what fill the chamber inside the tower. Behind the crates stand numerous windows, and beyond them, a literal hellscape. It's clear this isn't Cheliah.

When you begin, each player should choose one of the four characters presented on pages 8–15 of this adventure (or, alternatively, create 7th-level characters of their own somehow trapped by the wizard until this moment). If you run this adventure with custom characters, adjust the information given in the read aloud sections and Recall Knowledge entries to include features relevant to those PCs' abilities and equipment.

Give the players a moment to familiarize themselves with their characters and present them to the group. While these unfortunates might not be the best of friends, they all realize they're in the same boat and have little reason to hold back when explaining their skills and capabilities. The PCs are currently in the observatory of the Fanespire, a place originally designed for observing the heavens, though Yrdris used it to stockpile his discarded junk. In his mind, this included all of the PCs in their inert states.

WHERE THE HELL ARE WE?

If a PC attempts a DC 20 Religion check to Recall Knowledge about what's outside the window, they receive the following results.

Critical Success As success, and the PC knows that they're looking upon the Temple of Dispater. If the PCs show deference to Dispater when dealing with Gosterion, they gain a +1 circumstance bonus to their checks.

Success This is the city of Dis in the second layer of Hell, also called Dis.

Critical Failure You're in Medina Mudii'a, a metropolis in the Plane of Fire.

AND HOW DO WE GET HOME?

Regardless of their result above, if the PCs realize they're on another plane and wonder how to get home, there's no check required to know that none of them possess the capability to cross planar boundaries. Even clone Yrdris and Tiberius have no knowledge of any plane-hopping devices or the like. Clone Yrdris does recall that the original Yrdris possessed such things, but they were always on his person.

When the players are ready, read or paraphrase the following.

The attic is an expansive octagonal chamber. The walls and floor are made of smooth black stone. There are no visible seams. The surface would probably be reflective if not for a layer of dust. Vast windows occupy four cardinal directions—or at least they were cardinal directions in Cheliah. The ceiling appears to reflect a night sky that doesn't match the scenery outside the windows. Boxes are stacked over seven feet high, with some piles reaching to the ceiling. Lights from the city outside casts everything in a dull red glow.

Allow the PCs to explore the attic. There's no obvious way down as the windows aren't actually glass, but magically tempered force made to look like glass. Anyone attempting to break them realizes this instantly. Should someone attempt to dive through the window despite clearly being over 100 feet above the surface below, that character takes 1d6 bludgeoning damage and bounces off the window. The stone is equally resilient, as it's not stone but the congealed shadows of Dispater's temple. Nothing the PCs possess can scratch these walls, much less break through them. The stone also stops any teleportation from one side to another. This is fortunate for the PCs, as the devils tasked with cleaning out the attic actually have to physically climb to the top of the giant octagonal obelisk.

If the PCs search the attic, they find nothing of use. Yrdris only left things up here he thought was junk. He was loathe to part with anything, so he amassed quite the “collection.” The only exit is a somewhat well-hidden trap door. Were the floors clean, the seam would be nearly imperceptible, but the dust has made it slightly easier to find. A PC can spot the trap door with successful DC 20 Perception check. The mechanism for opening it is currently buried under a stack of boxes to the northeast, but the PCs won’t have time to find it thanks to several approaching devils.

Anyone investigating the trap door is close enough to hear voices and the sound of several hooves on stone. A creature that knows Diabolic can hear the voices complaining about having to inventory the attic and how they’d much prefer to be torturing mortal souls, especially since one should have arrived with the tower.



GOSTERION

Devilish Repossession

Low 7

The approaching creatures are vordines, who are angry about having been assigned the menial task of sorting items in an attic and will happily take out their frustrations on any mortals present. If the PCs hear the devils coming, they can set up an ambush or attempt to Hide, as the boxes are stacked high enough to provide standard cover. If they plan to Hide or ambush the devils, have each PC roll for initiative, even those not hiding, and give each a round of actions before the trap door opens. Preventing the trap door from opening is an exercise in futility as the mechanism is magical, capable of lifting far more weight than the PCs shift over it, and any means of disabling it are beyond their capabilities. If the PCs did not find the trap door, the vordines take a +2 circumstance bonus to their initiative roll.

As the vordines enter have them roll initiative, along with the PCs if they haven’t yet, and then read or paraphrase the following.

A nearly imperceptible ten-foot square in the center of the room begins levitating, rising to within a few feet of the ceiling. This action reveals a trio of creatures with red skin and black horns, grumbling as they climb the stairs into the room.

Creatures: There are three vordines. With the trap door open, the magic blocking teleportation is disrupted, and the vordines can *translocate* into the attic. If the PCs initiate combat against the first vordine, the other two will *translocate* into the attic on their turn and then attack the nearest PC they’re aware of. If the PCs don’t attack, compare any Stealth rolls the PCs made for initiative against each vordine’s Perception DC; any PC beating these DCs is undetected. If every PC succeeds, all are unnoticed. In that instance, the vordines begin moving about the room until the PCs attack or they discover a PC.

VORDINES (3)

CREATURE 5

Pathfinder Monster Core 87

Initiative Perception +12

Reward: The vordines each possess a symbol of Dispatr worth 30 gp, and a thorough search of the attic reveals an *invisibility potion*. If the PCs successfully Hide without being discovered, reward them XP as if they defeated the vordines in combat.

Technically Correct

Severe 7

The descent from the attic is mostly uneventful. There’s really only one direction to go, and most doors are



magically sealed. Those that aren't reveal nothing of interest. This continues for over a dozen floors, almost halfway down the Fanespire, until the only way to make further progress is through the Obsidian Library, the main repository of knowledge in the tower.

This library has vast windows on the east and west walls overlooking the cityscape below. Large, narrow bookshelves made of the same stone material as the tower stretch to the ceiling, taking up most of the floorspace, with scarcely enough room to move between them. A large plush chair flanked by tables has been arranged by the western window, allowing a reader to gaze out while performing research. The center of the room has shorter bookshelves, around four feet high, along with a large desk. A horned creature draped in paper stands behind the desk, poring over a tome.

"There's no way you're done cataloguing the attic; get back up ther—" he cuts his order short as he looks up at you. "Well, what have we here? I suppose you haven't seen a squad of three useless devils, have you? No matter, this is interesting. I am Gosterion, legal counsel to Dispater. Who are you?"

Gosterion is more interested in talking than fighting. He doesn't view the PCs as threats, and combat with him will almost certainly go extremely poorly for the party, a fact of which the devil is well aware. The creatures before him are mortals trapped in Dis, and there's little they can do about the situation. He holds all the cards, and welcomes the diversion from ensuring that the original Ydris didn't damage any of the tomes in the library. He's happy to answer any questions the PCs have and is perfectly honest, as the full despair of their current situation is a source of great joy for the devil. He doesn't care if the PCs defeated or killed the vordines. If mere mortals could best his moving crew, they deserved their fate.

Where are we? "You are in the shadow of Dispater's greatest temple, within the city of Dis, itself within the second layer of Hell. You might call it a tourist trap." He laughs at his joke.

We shouldn't be here. "You're not the first mortals here to utter those words. Let me see something, though." He runs a finger down one of the contracts hanging from his horns, reading quickly. "You were in the observatory, an area Ydris turned into a storage attic, correct? There are inert or suspended entities noted in the initial inventory. It would seem you were "things" when the wizard died. The contract clearly assigns all of Ydris's things to Dispater." The devil grins. "That would technically make you property of Hell."

LEGAL COUNSEL? WHAT IS THIS THING?

Gosterion is a unique creature, and the PCs won't recognize him by name, but they might know what a phistophilus is. If a PC attempts a DC 25 Religion check to Recall Knowledge about the devil, they receive the following results (this is a bit easier than the standard DC to identify a phistophilus, as all of the PCs have experience or memories dealing with devils, having spent a solid portion of their lives in Cheliox).

Critical Success As success, and the PC knows that the phistophilus is immune to fire, resistant to non-silver physical damage along with poison, and weak to holy damage.

Success This is a phistophilus, a contract devil. They're especially powerful and almost certainly beyond your group's capabilities. They have the power to draft contracts that can bind souls and are known for inflicting wounds that are incredibly difficult to heal.

Critical Failure This is a nessari, a tyrant devil. They are among the most powerful denizens of Hell, capable of laying waste to armies.

Did you say property? Gosterion gives a wide, toothy smile. "Technically, your inert state made you items, not creatures, at the time of the wizard's death. Technically, we own all items in the wizard's possession. Thus, technically, your current state doesn't impact that determination. And in these parts, we love technicalities."

The PCs can try to argue the point. If they don't ask about it, Gosterion will bring it up himself, as his inability to find Ydris's soul has vexed him, and these mortals might solve his problem for him. He's eager to bargain, especially considering how many cards he holds. Allow the PCs to make checks to try to argue for their freedom. While a bargain with a phistophilus would normally be much more difficult, Gosterion doesn't really care about their mortal souls. Compared to the original Ydris, they're of little value, but he won't pass up the chance to give them less than they deserve. Allow each PC to make two checks to represent their arguments.

With a successful DC 18 Legal Lore check to Recall Knowledge, a PC can find loopholes that favor them. A PC who succeeds at either a DC 21 Religion or DC 19 Hell Lore check to Recall Knowledge can recall specifics about the rules of Hell that support the PCs. With a successful DC 21 Academia Lore check to Recall Knowledge, a PC can find books in the library that support their personhood. A PC who

makes a successful DC 21 Accounting Lore check to Recall Knowledge can point out that the PCs will require expenses and upkeep beyond their worth. A PC can offer obsequious flattery with a successful DC 21 Deception check to Lie. A PC who succeeds at a DC 23 Diplomacy check to Request can offer services for freedom. Allow other creative solutions that the PCs might come up with to convince Gosterion, based around DC 25, although especially effective or creative solutions might be DC 23 or even DC 20.

Count the number of successes. A critical success on any of these checks counts as two successes. A critical failure removes one success. With a number of successes equal to the number of PCs, Gosterion is only too happy to foist the task of finding the wizard's soul off on them, but finds that they've made good enough points that he's required to sweeten the deal with a fountain pen sporting a dawnsilver nib, worth 100 gp. If PCs achieve

a higher number of successes than the number of their party, the phistophilus realizes that PCs are master bargainers, and out of respect, he adds yet more to the deal—a *wand of crackling lightning* (*Pathfinder Player Core* 2 309). If the PCs fail to achieve enough successes, Gosterion offers them nothing but the deal. Regardless, Gosterion chuckles and offers them the following: find the soul of the original Yrdris and win their freedom. He believes it's hidden somewhere in the tower.

Creatures: Gosterion has no interest in fighting the PCs. He's in the library searching for any hint of where the original Yrdris's soul is hidden, and knows he'll be in trouble if it can't be found. Wasting time and effort fighting people who can do his work for him is the last thing he wants. If the PCs initiate combat, he gives them two rounds or until they reduce his HP to 110, whichever comes first, trying to get them to talk. If the PCs fought before attempting to bargain, all of their checks to bargain take a –5 circumstance penalty.

Once Gosterion properly engages the PCs, he centers a *fireball* to catch as many PCs as he can even if it would hit him, as he's immune to the damage, as are the tomes of the library. He then attacks with one of his binding contracts, trying to inflict an infernal wound to punish their temerity. His last action the following round is to activate an artifact disguised as one of his contracts allowing him to *teleport* to the temple of Dispater, ignoring the restrictions of the tower. He follows that with a *sending* to one of the PCs, saying if they want their freedom, they need to find the wizard's soul. He ignores any replies. If the PCs manage to drop him to 0 HP, another artifact activates whisking him to safety as a reaction.

GOSTERION

CREATURE 10

UNIQUE MEDIUM DEVIL FIEND UNHOLY

Variant phistophilus (*Pathfinder Monster Core* 90)

Initiative Perception +21

Reward: None of the books can be removed from the library by anyone other than their rightful owner. If the PCs successfully negotiate with Gosterion, they gain XP as if they defeated him in battle.

Soul Searching

Moderate 7

The PCs can search the rest of the tower, but there's nothing of note to be found in the dozen or so floors down to the foyer. As the PCs are ready to enter the foyer, they do so from the stairs. Read or paraphrase the following.

This enormous chamber is appointed with grand finery. A wide staircase rises to the floor above, accents of gold





added to the smooth black stone here, along with a wide red carpet leading from the double doors and up the staircase. Three floor-to-ceiling windows framed with intricate filigree occupy the walls. The vaulted ceiling stretches thirty feet above the ground at its highest, and twenty feet near the walls. Fine portraits of diabolical scenes cover the walls. At ground level, four grand statues of Yrdris hold vigil in poses created to inspire awe or fear upon visitors. To one side, a giant skeleton stands on display, perhaps a trophy of an enemy the wizard killed.

Hazard: The landing is trapped, and Clone Yrdris has vague memories of this. If he mentions anything about the trap to the other PCs, everyone has a +1 circumstance bonus to notice the hazard. Otherwise only Yrdris has this bonus. The trap fires its cone toward the stairs used by the triggering creature.

HALLUCINATION POWDER TRAP

HAZARD 6

Pathfinder GM Core 102

Stealth DC 24 (expert)

Further down the stairs, the real Yrdris has secluded his soul inside one of the giant statues, specifically the southwestern one. Somehow, the devils overlooked the wizard's cunning subterfuge. As a spirit, Yrdris can control the statue as if it were his own body, but has remained still and hidden while Gosterion is on site. He planned to hijack one of the vordine's pieces of equipment and then escape into Dis carried by Ogden, the skeletal hulk that replaced Tiberius as chief of security.

That plan changed when he saw the PCs stumble into the room. He recognizes them all and now figures he can speed things up by killing them and possessing one of their corpses. Ogden is acting as if he's also inert to fool the devils, who couldn't be bothered to check.

Creatures: This fresh from death, Yrdris's mind is a bit muddled, and he cannot access his full arcane might, but he's still a potent spellcaster in an enormous stone body and can use both to deadly effect. He's roughly aware of the PCs' abilities, but what they're capable of now is slightly different than before, so his knowledge might not be completely accurate. Note that, unlike normal giant animated statues, Yrdris retains both his mind and soul and thus doesn't have the mindless trait and has altered immunities.

YRDRIS, MASTER OF THE FANESPIRE

CREATURE 7

UNIQUE **HUGE** **CONSTRUCT**

Variant giant animated statue (Pathfinder Monster Core 19)

Perception +13, darkvision

Skills Arcana +17, Athletics +17, Religion +13

Str +6, **Dex** -1, **Con** +6, **Int** +6, **Wis** +0, **Cha** +0

AC 26 (22 when broken); **Fort** +17, **Ref** +10, **Will** +9; construct armor

HP 100; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void

Construct Armor Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 22.

Speed 30 feet

Melee ✦ stone fist +19 (magical), **Damage** 2d12+6 bludgeoning plus Grab

Arcane Prepared Spells DC 25, attack +17; **4th** *clairvoyance*, *dispelling globe*, *wall of fire*; **3rd** *acid grip*, *fireball*, *grease*, *slow*; **2nd** *blur*, *environmental endurance*, *laughing fit*, *see the unseen*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips** (4th) *caustic blast*, *daze*, *detect magic*, *frostbite*, *read aura*

OGDEN

CREATURE 7

Variant skeletal hulk (Pathfinder Monster Core 313)

Initiative Perception +16

CONCLUSION

Once the animated statue containing his soul is defeated, Yrdris is forced to fulfill the contract, immediately becoming trapped in the Fanespire's key ring carried by Gosterion. Regardless of what terms they left on, the contract devil is thrilled that someone else did his job and immediately congratulates the PCs via *sending*. He agrees to send the PCs back to the Universe and relinquishes all claims to them as items.

If the PCs attempted to fight Gosterion and don't specify a destination or ask where they're being sent Gosterion sends them to the throne room of Queen Abrogail Thrune II, ruler of Cheliah, which will have complications beyond the scope of this adventure. Otherwise, Gosterion will send them to the tower's former location. If they impressed him by getting the highest number of successes in the negotiation, he asks them for a desired destination and send them anywhere on Golarion they request. Regardless, he first offers them a contract for work, as "good help is so hard to find." The nature of that work and the contract are beyond the scope of this adventure as well, but likely involves a convoluted scheme where the PCs have to watch their words and actions—they're dealing with a devil, after all!

HILA

Hila doesn't recall their birth or the ritual that sealed their soul into their current body; their first memory is awakening in a Jistkan ruin. They spent decades learning the ways of the modern world. They learned about the current customs and languages, and by studying modern culture, they became intrigued with religion and studied the gods.

During these studies, they came to respect the church of Abadar immensely, finding their ideals aligned not only with the tenets of the faith but with its love of organization. The fastidiousness of the priesthood and its schedules, plans, and bookkeeping calculations spoke to them. They joined up and never looked back.



In the time since joining the church and dedicating their life to Abadaran dogma, they became become a sort of mercenary healer for the church, selling their expertise in divine magic and medicine to any who could pay. The archmage Yrdris was one such client.

The mage wanted a personal physician for the remainder of his days, and given that Hila's body is essentially timeless, the construct had no qualms taking on this extended job. But Yrdris, like many wizards of his stature, was incredibly paranoid. He worried that he would be betrayed or end up in some other dangerous and disadvantaged position. To quell these feelings in regard to his personal physician, he added a clause to Hila's contract allowing him to put Hila into stasis, using a rare Jistkan relic, should he ever suspect foul play or become incapacitated enough to no longer be able to issue orders.

Hila thought nothing of it and agreed to this stipulation, knowing they'd never betray a client and thus had nothing to worry about. Of course, when the client grows increasingly irrational while avoiding diabolical debtors, all bets are off. The paranoid details of the clause only required Yrdris to suspect Hila of treachery, and so the automaton was put into stasis for years after an exceptionally difficult bout of paranoia. Something about the Fanespire tower's transition into Hell has released the hold the artifact had on them, and Hila has finally reawakened—again—in an unfamiliar land.

Playing Hila

Hila is cautious and analytical. An Abadaran through and through, they weigh costs and benefits in every choice. Their outlook is fairly mercenary, especially among healers, but that's not so uncommon in their church. They believe plans are critical to success and hate the idea of winging it.

- Though they take an analytical approach and vastly prefer having a plan, they know not all allies—especially *these* allies—feel the same. Part of weighing options is understanding what one's companions are willing to put up with.
- Hila is a healer and a priest, not a soldier. They dislike the idea of being on the frontline, and their primary weapon, the crossbow on their back, has never been fired.

Combat: Hila is a priest first and foremost. They rely on their spells to win the day, and their favorite combination is to Cast *electric arc* followed by a blast of their eyes' energy beam. *Void warp* and any other spell that doesn't have the attack trait is an equally useful option in that combination.

Hila will let loose their 4th-rank *divine armament* against a foe that seems like a substantial threat. They use the attack gained from sustaining that spell in



the same way they use their energy beam. They have a variety of spells to enhance allies and weaken foes beyond just doing damage.

Then there's the healing. They won't worry about that until it seems someone is likely to fall, then they prefer 2-action *heals* (or *harms* for undead friends) to keep their allies fighting. They want to avoid allies gaining the wounded condition by falling unconscious, so they won't wait too long. They also use Battle Medicine the first time an ally needs a pick-me-up, so as not to waste spells.

Exploration Mode: When not patching up companions' wounds, Hila keeps a lookout for danger. They're cautious and considerate, willing to engage foes with words before things come to blows.

Healing: Hila knows how to heal both the living and the undead via Stitch Flesh. They carry *heal* spells for the former and *harm* for the latter, though they're willing to unleash the opposite energy if downing a foe quickly is in order. Their *staff of healing* also gives them *stabilize* and 4 instances of 1st-rank *heal*. The Battle Medicine feat also provides an option for healing during combat, and they have a couple of *heal* scrolls for emergencies.

Other Characters

Hila has different reactions to the others who were left in the attic. What follows are their feelings regarding the others.

Klixi: It's difficult to trust a thief, but these are extreme circumstances. Her desire to escape is real, and so your goals are aligned, at least for now.

Tiberius: The former head of security takes his work and responsibilities seriously. He is trustworthy and worth helping. Be sure not to accidentally heal him with vitality energy, though.

Ydris: The clone is as betrayed as you were. The original Ydris caused no end of trouble, and there's something pitiable about this one's desperate pride. If he'll let you, you can help him.

Proficiencies

Hila's proficiencies are indicated by a superscript by the skill. A superscript T means they're trained, a superscript E means they're an expert, and a superscript M means they're a master. For example, Hila is a master of Medicine and has superscript M by that skill. An ability or feat marked with an asterisk has already been factored into Hila's statistics.

HILA

UNIQUE MEDIUM AUTOMATON CONSTRUCT

Genderless automaton cleric 7 (*Pathfinder Guns & Gears* 36)

Heritage mage automaton

Background bookkeeper (*Pathfinder Player Core* 2 50)

Perception +15; low-light vision

Languages Common, Utopian

Skills Accounting Lore +9^T, Acrobatics +11^T, Diplomacy +13^T, Medicine +18^M, Religion +16^E, Society +9^T

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

Items +1 armor potency rune (etched in chassis), *charm of resistance* (fire), crossbow with 20 bolts, *healer's gloves*, expanded healer's toolkit, *magic wand* (spiritual armament), *scroll of heal* (2nd rank), *scroll of heal* (3rd rank), *shining symbol*, *staff of healing*,

AC 25; **Fort** +13, **Ref** +11, **Will** +15

HP 85; **Resistances** fire 5

Chassis Deflection ➤ **Trigger** A critical hit deals physical damage to Hila; **Effect** Hila attempts a DC 17 flat check. If they're successful, the attack becomes a normal hit.

Speed 25 feet

Melee ➤ *staff* +10 (magical, two-hand d8), **Damage** 1d4+1 bludgeoning

Ranged ➤ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ➤ energy beam +11 (range 20 feet, unarmed), **Damage** 1d4 fire

Arcane Innate Spells DC 25; **Cantrips** (4th) *electric arc*

Divine Prepared Spells DC 25, attack +15; **4th** *spiritual armament*, *unfettered movement*; **3rd** *heroism*, *fear*, *holy light*; **2nd** *cleanse affliction*, *dispel magic*, *see the unseen*; **1st** *command*, *fear*, *sanctuary*; **Cantrips** (4th) *divine lance*, *guidance*, *light*, *shield*, *void warp*

Divine Font DC 25; **4th** *harm* (×2), *heal* (×3)

Cleric Domain Spells 1 Focus Point, DC 25; **4th** *appearance of wealth*

Battle Medicine ➤

Cast Down ➤ (concentrate, spellshape) If the next action Hila uses is to cast *harm* or *heal* to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its save against the spell, it also takes a -10-foot status penalty to its Speed for 1 minute.

Eye for Numbers ➤

Stitch Flesh A skilled healer, Hila can use Treat Wounds to restore Hit Points to undead creatures, not just living ones. The techniques they use to do so vary, but all require sutures, bandages, and other tools included in a healer's toolkit.

Other Abilities automaton core, constructed body, deity (Abadar), divine font (healing), doctrine (cloistered cleric), sanctification (none), second doctrine*, third doctrine*

Ancestry Feats Energy Beam, Reinforced Chassis

Class Feats Cast Down, Domain Initiate (wealth), Sacred Ground, Versatile Font

General Feats Toughness*

Skill Feats Battle Medicine, Stitch Flesh (*Book of the Dead* 45), Student of the Canon, Ward Medic

KLIXI HALFSTEP

Born and raised in the halfling neighborhood in Egorian, Klix Halfstep is a little-known thief—and that’s exactly how she wants it. She never sought fame or infamy, as reputations get in the way of second-story work. She quietly pulled off heists and burglaries throughout the capital successfully avoiding not only the authorities but also the ire of any rival gangs or criminal enterprises. She never took companions or joined up with other criminal groups to pull off her hits. Part of this was her own overconfidence, but it was mostly because dealing with others is a risk, and frankly, a hassle. She instead relied on her tools, her nimble moves, and her wit. At least that’d been all she’d needed until this last job, which was almost her *last* job, as it turned out. Looking for a good haul, she targeted a remote wizard’s tower, since wizards always have interesting things to steal. More importantly, they often have things that are excellent to fence to clients who have plenty of coin. Of course, wizards also tend to have good security, so you have to avoid the magical traps and whatever minions they might have. Klix was certain she could do both of these, especially when it came to detecting and avoiding the traps—the minions are easy enough to sneak past. She was very wrong.



After infiltrating the tower, she took note of some of the most valuable items, one of which was a magical book. The tome she’d found seemed incredibly valuable, and she couldn’t find any sign of a ward, much less a mundane trap. Of course, as she went to pilfer it, a magical trap did indeed spring. As the spell went off, her last thought as she was turned to stone was “well now you’ve done it, Klix.”

Unknown to the petrified halfling, she was used as a gaudy decoration—a trophy the wizard kept to brag about his good security—for some decades before being relegated to an attic. Now, as time has passed and the tower shifted to a different plane, the petrification has somehow worn off. Klix knows she’s still in the wizard’s tower and that a great deal of time has passed, but she has no idea that she’s now in Hell nor what’s in store for her next.

Playing Klix Halfstep

Klix Halfstep is overconfident and sarcastic. She’s used to operating alone, and chafes at the idea that she needs help. She accepts aid when wounded or when faced with something she clearly can’t deal with on her own, but she’s initially and stubbornly reluctant. A consummate thief, Klix is adept at fading into the background and avoiding notice. While Klix savors her wins, she doesn’t enjoy the spotlight and often deflects credit where credit’s due. She considers herself a master thief, and secretly enjoys having her skills complimented, though she’ll never admit that. Close friends are the only ones who can get away with it, and close friends are historically short supply when it comes to Klix.

- Despite being a loner, Klix knows she’s in over her head. She accepts the help of her companions in the tower and does her best not to drive them away, though her best in that department isn’t particularly amazing. As it’s a new situation, she defaults to her usual ways before recognizing that she’s being difficult and adjusting her behavior.
- Klix got where she is by striking first and striking hard when she found herself in trouble. She might not recklessly leap into a brawl and instead wait a moment for possible negotiations, especially if they distract from her. She’s always looking for an angle to attack and positions herself accordingly whenever able. She might employ Deception to get the jump on potential foes if Stealth has gone by the wayside.

Combat: Klix will attack the weakest foe that acts after her on the first round, taking full advantage of her surprise attack class feature, so long as she rolled Stealth or Deception for initiative. In subsequent



rounds, she focuses on whatever Tiberius is attacking, taking advantage of the warrior's direct action to set up her own attacks. She can flank without being on the opposite side, thanks to Gang Up, so she jumps in, strikes, then moves back out, trusting Mobility to keep her safe from Reactive Strikes.

If foes are targeting her and she starts her turn next to them, she employs dirty tricks, feints, or sabotage to weaken their ability to attack her or defend themselves. She then follows that up with an attack of her own and finally uses Mobility to get some distance. Klixix doesn't like remaining close to her foes and she's always looking for the most advantageous position to be in for her own safety or ability to get a leg up on her opponents.

While nimble and eager with a blade, Klixix is a terror at range too. She favors her halfling sling staff as a ranged weapon. It might not get her sneak attack benefit quite as easily, but it hits very hard and it can keep her out of the fray.

Exploration Mode: Klixix is cautious and observant in unfamiliar places. With her Trapfinder feat allowing her to keep an eye out for traps while engaging in other exploration activities, Klixix will more often than not be Avoiding Notice to get the drop on foes with her surprise attack class feature.

Healing: Klixix prides herself in not getting caught. She has a single *healing potion* and no knowledge of medicine. She'll depend on allies if she gets hurt, much to her chagrin.

Other Characters

Klixix has different reactions to the others who were left in the attic with her. What follows are her feelings are regarding the others.

Hila: Abadarans always tend to rub you the wrong way, given your fondness for the other side of the law. Still, with the mess you're in, you'll take whatever divine help you can get... and Hila's really not that bad.

Tiberius: You really don't care for this bonehead shouting orders at you, but you can't deny how useful it is to have someone very big and tough with a shield who happens to also draw all your enemies' gazes. Makes it easier to do what you do, so you can handle the bombastic skeleton.

Ydris: This jerk looks exactly like the jerk that caused your petrification. Sure, you broke into his tower to steal his things, but he was still a jerk. However, this guy's not that jerk, and you know better than to judge a book by its cover. Besides, wizards are probably useful at getting around wizard towers and being a clone is probably a really sad life if you stop and think about it.

Proficiencies

Klixix's proficiencies are indicated by a superscript by the skill. A superscript T means she's trained, a superscript E means she's an expert, and a superscript M means she's a master. For example, Klixix is a master of Thievery and has superscript M by that skill. An ability or feat marked with an asterisk has already been factored into Klixix's statistics.

KLIXIX HALFSTEP

UNIQUE SMALL HALFLING HUMANOID

Female halfling rogue 7

Heritage gutsy halfling

Background saboteur (*Player Core* 2 51)

Perception +17

Languages Common, Dwarven, Elven, Halfling

Skills Acrobatics +15^E, Arcana +11^T, Athletics +11^E, Crafting +11^T, Deception +13^E, Engineering Lore +11^T, Nature +13^T, Occultism +11^T, Religion +13^T, Society +11^T, Stealth +16^E, Survival +13^T, Thievery +17^M

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

Items +1 halfling sling staff, lesser healing potions (3), infiltrator picks (2), infiltrator thieves' toolkit, scrolls of invisibility (2), +1 striking low-grade silver rapier, sling bullets (20), +1 shadow leather, traveler's any-tool, ventriloquist's ring

AC 25; **Fort** +11, **Ref** +17, **Will** +15

HP 83

Speed 30 feet

Melee ♦ *rapier* +16 (deadly d8, disarm, finesse, magical),

Damage 2d6+6 piercing

Ranged ♦ *halfling sling staff* +16 (halfling, magical, propulsive),

Damage 1d10+2 bludgeoning

Halfling Luck ♦

Dirty Trick ♦ (attack, manipulate) **Requirements** Klixix has a hand free and is within melee reach of an opponent; **Effect** Klixix attempts a Thievery check against the target's Reflex DC.

Critical Success The target is clumsy 1 until they use an Interact action to end the impediment.

Success As critical success, but the condition ends automatically after 1 round.

Critical Failure Klixix falls prone as her attempt backfires.

Trick Magic Item ♦

Sabotage ♦ 26 damage (52 damage on a critical success)

Other Abilities deny advantage, evasive reflexes, keen eyes, perception mastery*, rogue's racket (thief)*, sneak attack 2d6, surprise attack, weapon specialization*, weapon tricks

Ancestry Feats Halfling Luck, Unfettered Halfling

Class Feats Gang Up, Mobility, Sabotage, Trap Finder

General Feats Fleet*, Toughness*

Skill Feats Cat Fall, Concealing Legerdemain, Dirty Trick (*Player Core* 2 229), Nimble Crawl, Quick Unlock, Slippery Prey, Trick Magic Item, Wary Disarmament

TIBERIUS

Yrdris animated Tiberius to serve as his chief of security in the wizard's tower, a job the skeleton took incredibly seriously. Maybe too seriously.

Imbued with more intelligence and will than the standard animated skeleton, Tiberius is a military-minded individual who considers himself a solid strategist. Yrdris sought out a soldier's bones to animate his chief of security, and so the animated Tiberius has a vague recollection of his past life as a soldier. While serving in his role in the tower, he always referred to Yrdris as "Commander," which grated the wizard's nerves to no end. Despite this annoyance, the wizard outfitted Tiberius with several magical items to aid the skeleton in performing his duties, most of which he still possesses.



Yrdris augmented Tiberius's mind during the animation ritual. The wizard imbued Tiberius with the knowledge of ancient gladiators and military officers, instilling in him awareness of their defensive and offensive techniques in battle. Even with his eccentricities, he's a master of the blade and knows his way around the battlefield.

Despite taking such care to create Tiberius, Yrdris didn't respect him. The wizard just didn't get that kind of unlife. Growing tired of his chief of security's brash military demeanor and realizing he could animate something even stronger, Yrdris moved on and lost interest in Tiberius. Yrdris removed the animating force that infused Tiberius's being and stored it away to be repurposed. Now that the Fanespire has been "repossessed" and moved to Hell, much of that animating energy has found its way back into Tiberius.

The skeleton, free from any binding that once held him in thrall to the wizard, still sees the old Yrdris as a commander but realizes his commander never really liked him. While he feels a vague nostalgia for the idea of the loyal servant he once was, he no longer wishes to be a mere servant. He's interested in leading. Whatever confluence of magic allowed him to reanimate also broke the hold of command that hangs over most animated undead. Tiberius is free to forge his own path, and he's keenly aware of that. He's decided that staying cooped up in the tower is the last thing he wants to do. Thankfully, the others in the attic share that desire.

Playing Tiberius

Tiberius takes his position as a guard incredibly seriously. He's not sure why Commander Veloch (as he always referred to the original Yrdris) shut off his animating force, but he's certain if he'd been around, the mage would still be alive and none of this would be happening. With nothing holding him to the tower, he's eager to get out and see what he can make of his unlife. He sees himself as a soldier and tactician first and foremost. While he might not be the brightest mind on the battlefield, he believes he's the best suited to deal with fights and strategy. He barks orders and shows annoyance if they're ignored; he's the chief of security, after all.

- Though Tiberius is very serious and not afraid to fight, he can recognize a good strategy and even sees the need for subterfuge at times.



- Tiberius considers himself a wall protecting his allies. Even though they might not know each other well, he's undertaken the duty to be their guard, just as he was for the commander.
- Tiberius also recognizes that his companions are not soldiers and therefore not under his command. He might be annoyed if they ignore his commands, but he won't press the issue beyond a bit of grumbling.

Combat: Tiberius Raises his Shield each round. He can use Sudden Charge with Shielded Stride to close the distance if foes are far away. Should a foe prove especially tough, he activates his *lion shield*, getting an attack each time he Raises his Shield for a minute. If foes take to the air, he uses his trusty *returning javelin*, but he much prefers fighting up close and personal, especially since he can better harass spellcasters or mobile foes with Reactive Strike that way.

Exploration Mode: Tiberius is first and foremost a guard. He keeps an eye out for danger and tries to stay in front while moving through dangerous areas. Which, considering the Fanespire, is everywhere. He repairs his shield after a fight if possible.

Healing: Tiberius relies on his allies or his oils for healing. As an undead, he needs void energy to heal, so he's careful about trying not to waste his resources.

Other Characters

Tiberius has different reactions to the others who were left in the attic with him. What follows are his feelings regarding the others.

Hila: Commander Veloch trusted this one with his life, and you should do that same. Not that you have a life. Trust them with your death? No, that doesn't sound right. You should trust them. They say they have ways to help you too, even though you're just bones.

Klxi: You can't trust a thief. In your day, she never would have made it inside the tower. Just who was even running security then? Still, without the commander, you really don't want to be stuck here. And if she got in, she can probably get out. You suppose you can work with her.

Ydris: He looks identical to the commander, sounds identical to the commander, and you want to follow his orders like the commander's. But he's not the commander. You can see that now. He can't do what the commander could, and you remember the commander calling him a failure for some reason. Still, with a face like that it's hard not to want to do his bidding.

Proficiencies

Tiberius's proficiencies are indicated by a superscript by the skill. A superscript T means he's trained, a superscript E means he's an expert, and a superscript M

means he's a master. For example, Tiberius is a master of Athletics and has superscript M by that skill. An ability or feat marked with an asterisk has already been factored into Tiberius's statistics.

TIBERIUS

UNIQUE MEDIUM SKELETON UNDEAD

Male skeleton fighter 7 (*Pathfinder Book of the Dead* 54)

Heritage sturdy skeleton

Background guard (Legal Lore)

Perception +15 (+17 initiative); low-light vision

Languages Common, Necril

Skills Acrobatics +10^T, Athletics +17^M, Crafting +12^E, Diplomacy +12^T, Intimidation +12^T, Legal Lore +9^T Survival +11^T, Warfare Lore +13^M

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

Items backpack, +1 fearsome striking bastard sword, climbing kit, crafter's eyepiece, +1 full plate, lion's shield (Hardness 6, HP 36, BT 18), +1 returning javelin, repair toolkit (superb), lesser oil of unlfe, moderate oil of unlfe

AC 26 (+28 with shield raised); **Fort** +14, **Ref** +12 (+14 vs. damaging effects), **Will** +13; +1 vs. disease and poison

HP 108, void healing; **Immunities** death effects

Collapse ➤ **Frequency** once per 10 minutes **Trigger** An enemy's Strike against Tiberius is a critical hit; **Effect** Tiberius collapses into a pile of bones, mitigating the worst of the damage he would have taken, and the triggering attack deals only the amount it would deal on a hit (typically full damage instead of double damage). Any other effects caused by a critical hit still occur. While collapsed, Tiberius is off-guard and can't act except to Stand, which re-forms him into a skeleton in a standing position.

Reactive Strike ➤

Shield Block ➤

Speed 25 feet

Melee ♦ *bastard sword* +18 (two-hand d12, magical), **Damage** 2d8+7 slashing

Melee ♦ *lion's shield boss* +16 (attached, magical), **Damage** 2d6+6 bludgeoning

Ranged ♦ *javelin* +13 (magical, thrown), **Damage** 1d6+6 piercing

Aggressive Block ♦

Sudden Charge ♦♦

Other Abilities battlefield surveyor*, bravery, fighter weapon mastery (sword)*, void survival, undead hunger, weapon specialization*

Ancestry Feats Collapse, Past Life*

Class Feats Aggressive Block, Shield Warden, Shielded Stride, Sudden Charge

General Feats Diehard, Fleet*, Toughness*

Skill Feats Additional Lore (Warfare Lore)*, Powerful Leap, Quick Coercion, Quick Repair, Rapid Mantel

YRDRIS VELOCH

Yrdris is a clone of the original Yrdris, the owner of the Fanespire. As he had only a fraction of the original's power, he was deemed a failure and shunted into a state of suspended animation by the archmage. This new and now sole-living Yrdris is galled by the fact that he was deemed a failure. He has fuzzy memories of the original from the time of his creation and holds himself in the same haughty manner of an archmage with incredible powers even though his own are somewhat mediocre.



Playing Yrdris Veloch

Yrdris recognizes that he's both a clone and considered a failure by his original. He wants to prove the latter wrong more than anything else. He shares the original Yrdris's haughtiness, but he's tempered it somewhat due to the abject terror he feels from his current situation.

- Though he believes himself capable of the same heights as his original, he knows he'll need his companions to get out of this mess and that they might not relish working with someone with his face.
- Yrdris believes physical labor is beneath him. If magic can solve a problem, he'll use it even if it might not be the best solution.

Combat: Yrdris begins each day after preparing spells by casting a 2nd-rank *tailwind*. This speed boost has been factored into his stats. His spells are a mix of control and damage, with some added damage from his wand and staff. His spellshape feats can expand areas and increase range, so he uses them whenever they'd prove advantageous. His goal is to shut down as many enemies as possible so his allies can "do the dirty work." If pressed, a *fireball* from his prepared spells or a *blazing bolt* from his staff can cause some serious hurt.

Exploration Mode: Yrdris has vague memories of the tower, and most aren't accurate since he was put in stasis. He's fairly certain that one of the stairwells isn't safe but has no idea why or which one. He's excellent at identifying magic of all types, and detecting it is a solid exploration strategy for him.

Healing: Yrdris has a few scrolls of *vampiric feast*. While it's not true healing, it can keep him in the fight. His two *lesser healing potions* can actually restore health, but they're weaker—still, in a pinch, Yrdris will take what he can get.

Other Characters

Yrdris has different reactions to the others who were left in the attic. What follows are his feelings regarding the others.

Hila: An Abadaran, and a cleric to boot. Excellent, they should be able to keep you safe and keep a level head at that. Even better that they're an automaton, no need to sleep! ...you think. Hard to remember what your original learned about them.

Klixi: You don't like that some two-bit thief was prowling around Yrd—your tower, but if she could get that far in, then she's got to have some skills that can be useful.

Tiberius: Ah, loyal Tiberius. You think he was your original's favorite. Perhaps. Well, as long as he keeps that shield between you and anything trying to hurt you, he's fantastic.



Proficiencies

Yrdris's proficiencies are indicated by a superscript by the skill. A superscript T means he's trained, a superscript E means he's an expert, and a superscript M means he's a master. For example, Yrdris is a master of Arcana and has superscript M by that skill. An ability or feat marked with an asterisk has already been factored into Yrdris's statistics.

YRDRIS VELOCH

UNIQUE MEDIUM HUMAN HUMANOID

Male human wizard 7

Heritage versatile human

Background scholar (Arcana)

Perception +13

Languages Ancient Thassilonian, Common, Diabolic, Draconic, Dwarven, Elven, Sakvroth

Skills Academia Lore +13, Acrobatics +13, Arcana +18, Crafting +13, Intimidation +10, Nature +11, Occultism +16, Religion +11, Society +13

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

Items backpack, bedroll, +1 explorer's clothing, lesser healing potions (2), mage's hat (bonded item), minor healing potions (2), pendant of the occult, rope (50 feet), scroll of slow, scrolls of vampiric feast (2), spacious pouch I, spellbook, staff of elemental power, wand of shardstorm (1st-rank spell)

AC 24; **Fort** +11, **Ref** +15, **Will** +13

HP 71

Recognize Spell  **Trigger** A creature within line of sight casts a spell that Yrdris doesn't have prepared or in his spell repertoire, or a trap or similar object casts such a spell. He must be aware of the casting; **Effect** The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If it's a common spell of the Arcane tradition, Yrdris automatically identifies it if it's 6th rank or lower (you still roll to attempt to get a critical success but can't get a worse result than success). If it's a common spell of the Occult tradition, Yrdris automatically identifies it if it's 4th rank or lower. If it's a common spell of any other tradition, he automatically identifies it if it's 2nd rank or lower.

Critical Success Yrdris correctly recognizes the spell and gains a +1 circumstance bonus to his saving throw or his AC against it.

Success Yrdris correctly recognizes the spell.

Failure Yrdris fails to recognize the spell.

Critical Failure Yrdris misidentifies the spell as another spell entirely, of the GM's choice.

Speed 35 feet

Melee staff +9 (magical, two-hand d8), **Damage** 1d4 bludgeoning

Arcane Innate Spells DC 25 **Cantrips** (4th) prestidigitation

Arcane Prepared Spells DC 25, attack +15; **4th** confusion, fly, suggestion; **3rd** earthbind, enthrall, fear, fireball; **2nd** dispel

magic, telekinetic maneuver, web; **1st** command ×2, fear, grease; **Cantrips** (4th) detect magic, electric arc, message, read aura, shield, telekinetic projectile

Occult Innate Spells DC 25 **Cantrips** (4th) guidance

Wizard School Spells 1 Focus Point, DC 25; **4th** protective wards

Conceal Spell  (concentrate, spellshape) If the next action Yrdris uses is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from Yrdris or see him vanish into thin air.

Drain Bonded Item  (arcane, wizard) **Frequency** once per day; **Requirements** Yrdris's bonded item is on his person; **Effect** During the current turn, he can cast one spell he prepared today and already cast, without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

Energy Ablation  (spellshape) If Yrdris's next action is to Cast a Spell that deals at least one type of energy damage (acid, cold, electricity, fire, force, sonic, vitality, or void), he gains resistance to an energy damage type of your choice equal to the spell's rank. The resistance lasts until the end of his next turn. He gets the resistance regardless of whether or not his spell dealt damage.

Reach Spell  (concentrate, spellshape) If the next action Yrdris uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

Spell Protection Array  (arcane, manipulate) Yrdris creates a glowing magic circle in a 5-foot burst within 30 feet. Creatures in the circle gain a +1 status bonus to saving throws against magic. The circle lasts until the end of Yrdris's next turn, and he can Sustain it, to a maximum duration of 1 minute.

Widen Spell  (concentrate, spellshape) If the next action Yrdris uses is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Other Abilities arcane bond (mage's hat), arcane school (school of ars grammatica), arcane thesis (experimental spellshaping), expert spellcaster*, reflex expertise*

Ancestry Feats Haughty Obstinacy, Natural Ambition*

Class Feats Conceal Spell, Energy Ablation, Irresistible Magic, Reach Spell, Spell Protection Array, Widen Spell

General Feats Canny Acumen (Perception)*, Toughness*

Skill Feats Assurance (Arcana), Dubious Knowledge, Oddity Identification, Quick Identification



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DIABOLIC REPOSSESSION

When the wizard Ydris made a deal with a devil to take possession of an infernal tower spun from shadow in exchange for his eternal soul, he expected to find a way around the contract before his demise. He was wrong. Upon his death, the tower was whisked away to Hell along with everything inside. The problem: there were four beings still within who were, for various reasons, considered the wizard's property, and thus now Hell's. However, if they can help find the wizard's soul, which is somewhere in the tower, they can return home!

Things Go to Hell is a short adventure for 7th-level Pathfinder characters where they take on the role of forgotten "property" of a deceased wizard caught up in the red tape of an infernal contract. The four pregenerated characters included in this adventure let you jump right into this single-session adventure!



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