

ETERNAL FULFILLMENT

Pathfinder 2e Compatible, Rec. Lvl 8 (+/-1)

Terrain:

Stairs from the bottom platform rise 15ft, stairs from the middle platform raise 5ft. The abyss descends for 600ft and then opens into the very stars of cosmos unborn.

Setup:

The party has learned of a strange cult at a mysteriously risen temple killing locals.

G'hk-iwós Cometh:

He Who Ever-Comes at the End, **G'hk-iwós** (as **Alghollthu Master** with melee range within 15ft of any tentacle), Herald of the Cycle's Dusk, is here to achieve fulfillment of the eternal cycle. The world is to be unmade, and he its unmaker. Devoted cultists with minds full of the final ecstasy of the world's death have unearthed this ancient temple, older than this or any world, and begun the ritual to call him forth. The **Cult Herald** (as **Cult Leader**), **Vikesitrix**, leads a cabal of 6 **Grioth Cultist**, 4 **Tiefling Adepts**, and 1 **Cult Fanatic** (as **Palace Guard** with Fanatical Frenzy).

G'hk-iwós's Caller: the Doombringer

The **Cult Herald** wields a silver-and-emerald staff depicting an Ouroboros—the **Doombringer**. When the **Cult Herald** dies at the hands of someone trying to stop the cycle, the gate is activated. The only way to reverse this process is to wield **Doombringer** with both hands in the mouth of the lower platform's graven face and spend 2 Actions to perform an Arcana, Nature, Occultism, or Religion skill check DC 24. Every failed attempt made by a caster who attempted this action on their last turn gains a +1 circumstance modifier (cumulative). Each successful attempt pushes back the map phase once. DC 23 **Recall Knowledge: Religion** determines **Doombringer** can do this.

Approaching the Temple of the End

The world has recently warped and broken.

- Locals report fanatical raids.
- Divination gives contradictory answers, animals go mad.
- A massive temple has appeared.
- DC 24 Religion check indicates this all speaks to the Cult of the End, who worship **G'hk-iwós**. Those who still remember this entity consider it an allegorical shift between ages of dark and light, a fundamental force of cyclical societal progression rather than nature.

Battle at the End of the World

The cult is anticipating the arrival of heroes.

- **Vikesitrix** stands with **Doombringer** raised over her head at the top platform, and the side platforms are lined with most of the cult. Two **Grioth Cultists**

inhabit the middle platform, and the **Cult Fanatic** is at her side.

- **Vikesitrix** grandstands and loudly announces the cult's intentions to end the world, stating that she is the only one who can finish the ritual.
- The cultist's objective is to get **Vikesitrix** killed by the party to complete the ritual. They make only a token effort to defend her.
- When she dies they grab **Doombringer** and attempt to keep it away from the party at all costs, but won't willingly surrender it once it's in their hands (e.g. throw it into the abyss or portal).

Death of the World : Phase Progression

Vikesitrix's demise triggers the end.

- Phase advances 1 at the end of every initiative round where he was not pushed back.
- **Phase 0:** the portal is off.
- **Phase 1:** the portal is on.
- **Phase 2-4:** the tentacles are advancing, **G'hk-iwós** can melee creatures in the same space as a tentacle at the top of the round.
- **Phase 5:** tentacle at full advance, **G'hk-iwós** can use all abilities, occupying all spaces the tentacles are.

The End : More & Less Nigh

The stakes are high.

- If **G'hk-iwós** end a 3rd turn pushed through to Phase 5, it emerges into the chamber at full force. From there every hour it grows 1 Level in power (approx. roughly). At Level 30, it gains the ability "End," which detonates the planet with a cacophony of Eldritch explosions to drown all sound across the universe for an instant. After that **G'hk-iwós** is reduced to a mere tadpole to float away and begin the cycle anew as the world is knit back together by various divinities for another go at it.
- If the party has any powerful arcane, divine, or similar patrons, allies, or even passing acquaintances they will contact them and inform them of **Doombringer's** function if no one passes the test. Barring that, any deity who cares for the world, sensing doom and seeing only they can stop it, may miraculously transmit the knowledge.

This encounter is created for **Cosmic Horror Battle Map**, it can be downloaded here:

patreon.com/posts/cosmic-horror-86157375

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

