



# FINGERPRINTS OF THE FIEND™



A PATHFINDER®  
SOCIETY™ SCENARIO  
By Larry Wilhelm

# FINGERPRINTS OF THE FIEND™

## PATHFINDER SOCIETY SCENARIO 22

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*Pathfinder Society Scenario 22: Fingerprints of the Fiend* is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 16 of this product.

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# FINGERPRINTS OF THE FIEND

BY LARRY WILHELM

After Earthfall, during the Age of Anguish, the Jistka Imperium forced order back unto Golarion. Through cruel means they stomped the will of weaklings under iron-shod boots. Soon, this imperium spanned modern western Garund and western Cheliax—all who saw the Jistka banner quickly bowed before this militaristic empire. Golems wrought from iron and stone mixed with fiendish essence followed the strict orders of the Jistka magistracy and patrolled the streets of the imperium day and night. The magistracy controlled all aspects of Jistka society and, in particular, those who wielded Ivory Batons commanded the golems that enforced the tenants of harsh Jistkan law. With the magistracy on the upper ring of Jistka society, the artificers of the golemworks guild came in a close second.

These members of the golemworks guild birthed the Jistka constructs of carnage. The artificers worshiped at an amalgam of temple and foundry devoted to forgotten dark entities. Within these ancient temples the artificers forged fiend-fueled constructs all the while chanting and singing prayers that they believed made their golems stronger.

Even after the end of the Jistka Imperium, looters and scavengers would often meet their doom at the mechanical hands of the faded civilization's warriors. These fiendish constructs protected their territory from intruders long after their fleshy creators vanished. As settlements crumbled with time, mechanical behemoths preserved the treasures left behind in the ruined Jistka Imperium.

Rachikan, a fabled city accounted within the hallowed pages of the *Pathfinder Chronicles*, housed the greatest temple-foundry that ever existed. Many missions had attempted to locate Rachikan, but all had failed. Three months ago, Pathfinder Eldis Grone made the discovery of a lifetime. He located this fabled ruined settlement but, unfortunately, Grone's tale would not be told. Two months ago, coins surfaced in the streets of Macini that bore the mint of this long forgotten empire. Hushed whispers spread across Cheliax about the discovery of lost Rachikan, and the Aspis Consortium sent agents to the rumored site.

## THE JISTKA IMPERIUM

This once mighty imperium influenced all of northwestern Garund. Its influence on modern Golarion is still seen; one example is the Jistka counting system that is still used exclusively by scholars and royalty to this day. For more information on this lost kingdom read the *Pathfinder Chronicles Campaign Setting*.

Eager to unlock the secrets of the Jistka foundries, they identified the man who discovered Rachikan—Eldis Grone. Beating Eldis provided no information; Eldis kept his composure and remained silent until his demise. With death, Eldis' secrets betrayed him. Using dark divinations, the Aspis Consortium located lost Rachikan. Even worse, the leading Pathfinder expert on the Jistka Imperium, a woman named Talia, had switched sides; her lust to discover Rachikan and the Consortium's endless resources brought her valued knowledge into the Consortium's embrace.

## CHELIAX

This scenario takes place within the diabolical nation of Cheliax, for further information about this nation, read the *Pathfinder Chronicles Campaign Setting* or check out the upcoming *Pathfinder Companion: Cheliax, Empire of Devils*.

One week ago, Benton Grone, a retired Pathfinder and Eldis' uncle, approached the Pathfinder Society for help. Benton explained that two months earlier, he received a letter from his nephew requesting a meeting. Eldis never showed up and Benton feared the worst. Benton begged the Pathfinder Society to send agents to return his nephew and gave the Society information on lost Rachikan's location. He provided the Pathfinder Society with a tarnished coin displaying the undeniable mark of the Jistka Imperium, a temple-foundry. More importantly,

### THE ASPIS CONSORTIUM

The Aspis Consortium, a secretive wide-ranging group of merchants and other powerful entities that control markets using nefarious means, have many agents working all across Golarion who complete the Consortium's goals. To learn more about this organization, read the *Pathfinder Chronicles Campaign Setting*.

the Pathfinder Society immediately recognized a familiar landmark in the background, the Pillars of Anferita.

## SUMMARY

The scenario begins at the magnificent Pillars of Anferita located just west of the foot of the craggy Eismonts and south of Cape Kraken on the southwestern Chelaxian coastline. These majestic rock formations thrust out from salty waters providing a twisting rock labyrinth often used by pirates to hide from her Magestrix's Imperial Navy. Tucked away within the core of the central pillar is the fabled city of Rachikan.

The PCs ascend the Rachikan pillar, and upon its jagged sea-soaked rocks they are ambushed. In a cliff side battle, the PCs must hold on during an erinyes assault. Surviving this ambush, the PCs reach the summit and see bitter black smoke from an excavation under way.

Rushing toward the excavation site, the PCs discover the cause of the acrid smoke—slaves furiously working to complete a camp. The PCs must decide to either take the campsite by force or to infiltrate. As the PCs learn about the dig site, they find a way into the ruins: a rickety scaffold that holds a rail system together ferrying mining carts into a wide chasm winding toward the flooded lost settlement below.

Approaching the scaffold, a battle erupts between the PCs and the guards who have orders to let no one approach Rachikan. One group (which includes the traitorous Pathfinder) breaks off the attack and jumps into a cart, racing their way along the rickety rail to escape and warn the others below.

At the end of the rail system, the PCs discover the ruins peeking between cramped pillars. Making their way through the settlement, the PCs encounter a small band of brazen morlocks in the subterranean passages that viciously defend their territory. During this battle, a morlock produces an *ivory baton* and commands a golem to burst forth from a dilapidated building nearby to attack the PCs.

Finally, the PCs locate the discarded corpse of Eldis Grone. From a shadowy alcove in the infernal temple-foundry emerges Haliduras Karn, a gaunt man in ornate armor bearing a snake motif with a small bronze badge

pinned to his tunic, symbolizing his open affiliation with the Aspis Consortium. Haliduras thanks the PCs for defeating the golem and repays them by ordering his henchmen to spring from the shadows and attack.

## GETTING STARTED

Read the following to get the adventure underway:

“Rachikan has been discovered!” exclaims Venture-Captain Adril Hestram as he peers up from a collection of ragged maps, dusty tomes, and tarnished coins from behind a massive desk within the Grand Lodge in the heart of Absalom. His excitement quickly fades and Adril gestures toward an elderly man sitting by the hearth. “May I introduce a former Pathfinder and respected friend, Benton Grone. This gentleman has suffered a great loss to bring a grand discovery to us and he has agreed to trade all rights to his claim of locating lost Rachikan in return for locating his missing nephew. Go with him and make haste; he has agreed to guide you to the Pillars of Anferita in Cheliox.”

Seven days at sea end at a view of the Pillars of Anferita bursting from the Chelaxian coastline, waves crashing against their rocky flanks. The central pillar's curves, flora, and shape are perfectly represented on the discolored Jistka coins Adril sent along with the expedition. As sailors from the hired vessel row toward the central column, a second rowboat in tow, Benton Grone breaks his silence.

“It's got to be here; the coin says so. Look at the picture on the back: A temple-foundry high atop this pillar awaits to be discovered. If old Rachikan of the Jistka Imperium is inside, then my nephew must reside there as well. Please hurry—find my poor Eldis.”

As the sailors row away from the pillars, taking Benton Grone with them but leaving behind a rowboat to return to the waiting ship, the waves slowly begin to push higher up the rocky harbor, signaling the beginnings of high tide. An unguarded, well-maintained rope stretches up the cliff, beckoning to the plateau high above.

Inquisitive PCs may wish to recall information about the legendary Jistka Imperium as well as investigate the recent excavation before they leave Absalom. This information provides important clues about future events in this scenario. Let the PCs make the following checks, and consult the information below.

### Knowledge (History) or Bardic Knowledge

**15+** Historians suggest a stern society called the Jistka Imperium helped advance Golarion during the Age of Anguish. At their height, they spanned parts of Cheliox,

Rahadoum, and Thuvia. Remnants from this once great empire include a numbering system still used today.

**20+** Jistka was known for their golemworks artificers who created many mathematical wonders.

**25+** Occult whispers hint at the forged pacts between the Jistka artificers and fiends from the lower planes to grant unsurpassed skill at the forge.

**30+** Evidence indicates the Jistka Imperium was filled with secret, diabolist societies and that these societies worked hand-in-hand with the golemworks artificers to create frightening fiendish constructs.

### Knowledge (Local) or Gather Information

**15+** A member of the Pathfinder society spent several ancient coins from the Jistka Imperium recently in a town called Macini in southwestern Cheliox along the Inner Sea coast. He claimed to have found lost treasure and has since disappeared.

**20+** Recently, large purchases of mining equipment have been shipped from several cities in Cheliox to the Pillars of Anferita.

**25+** A beautiful woman made a large purchase of slaves from a desert slaver near the Arch of Aroden—she indicated they were heading to a dig site in the Pillars of Anferita.

**30+** A feared and respected man named Haliduris Karn is the man behind the recent slave and mining equipment purchases and it's rumored that the Aspis Consortium funds his every move.

## ACT 1: UP THE PILLAR (EL 8 OR EL 10)

The base of the central pillar is a haven for gulls, seals, and other wildlife that chirp and bark in the distance. Salty air assaults the senses, burning the nostrils on each deep inhalation. The wet surface of the pillar offers many nooks and crannies creating a dimpled appearance suitable for climbing up the pillar's edge. High above, the top of the pillar can be seen cresting to what must be a great plateau. Somewhere up above, a rope, in excellent condition, is anchored and runs down the cliff to the rocks below.

The PCs must find a way to reach the top of the pillar. If the PCs decide to climb, ask them to make DC 5 Climb checks as the pillar's plentiful handholds, ledges, outcroppings, and the rope make the climb fairly easy. The pillar is 200 feet tall.

**Creatures:** While fleeing Rachikan to get reinforcements to defeat the city's automated defenses, Haliduras's concubine, an erinyes, spots the PCs ship and investigates further. The PCs presence signals a threat to Haliduras and the Consortium and she decides to deal

### MAPS AND FINGERPRINTS OF THE FIEND

Several encounters in this scenario are free-form and don't have maps (acts 1, 2, and 3). For act 1, combat either occurs on the side of a cliff or atop a wide open, desolate plateau devoid of vegetation. Any battle mat, such as *GameMastery Flip-Mat: Basic*, will work for this encounter. For act 2, combat can happen either outside the mining camp or amidst it. Either way, there are very few obstacles (with the exception of scattered tents and a 40 foot by 40 foot wooden building in the middle) and the aforementioned *GameMastery Flip-Mat: Basic* will work fine for this encounter. For act 3, the encounter occurs inside that large wooden building. Combat can either occur in the building, along the tracks, or at the end of the rail tracks. For the first and the last possibility, combat can be resolved easily on a *GameMastery Flip-Mat: Basic*. For the rail battle, the GM needs only keep track of each cart's current speed and distance from one another (see the cart chase rules in act 3). Acts 4 and 5 have maps provided.

with this menace before continuing on with her mission. She swoops in to attack either once the PCs have reached the halfway point in the climb or once they are halfway to the top of the pillar by other means (such as a *fly* spell). If the PCs use any other method to reach the top (such as *teleport*) she attacks them the moment they appear on the plateau. Have the PCs roll a Spot check against the erinyes' Move Silently check before combat begins. Anyone who succeeds is not surprised by the erinyes' arrival on the first round of combat.

### Tier 7–8 (EL 8)

**ERINYES**  
hp 85 (MM 54)

CR 8

### Tier 10–11 (EL 10)

As Tier 7–8, but increase the number of erinyes to 2.

**Development:** If the PCs manage to capture the erinyes, she begins as hostile for the sake of Diplomacy checks. If she can be made indifferent, she'll tell the PCs about Rachikan's defenses (as well as the presence of Aspis Consortium agents) so long as the PCs agree to free her. For Tier 10–11, regardless which erinyes the PCs might capture, they can learn the same information. If the PCs fight the erinyes atop the plateau, the camp in act 2 is too far away for anyone there to hear or see a battle.

**Treasure:** +1 *flaming composite longbow* (+5 strength bonus). For Tier 10–11, increase the number of longbows to 2.

**Rewards:** If the PCs defeat the erinyes, reward each tier thusly:

Tier 7–8:

Give each player 742 gp.

Tier 10–11:

Give each player 1,483 gp.

## ACT 2: THE EXCAVATION SITE (EL 7 OR EL 10)

Arriving atop the pillar's plateau, a plume of thick, black smoke chokes out the horizon to the north. Sounds of clanking, banging, and chanting echo in the distance. Many emaciated figures in ragged clothing work furiously around a large wooden building. A single patrol of armed men direct the camp's activity.

The plume of thick, black smoke comes from a makeshift camp about a half-mile from the edge of the plateau. The camp is a series of orderly but run-down tents surrounding a single large wooden building from which the smoke emanates. Approaching the camp, the PCs notice 20 slaves buzzing about, erecting tents, working on the wooden building, and doing many other smaller tasks. A single patrol of armed guards secures the campsite.

**Creatures:** Twenty slaves and several armed guards occupy the camp. The slaves are non-combatants and drop what they're doing and flee the camp if combat breaks out. With no obstacles to hide behind (the plateau is flat and void of vegetation), it's possible Zahur and his guards will simply see the PCs approaching.

### Tier 7–8 (EL 7)

#### GUARDS (4)

CR 1

Male human fighter 1, warrior 1

LE Medium humanoid

**Init** +1; **Senses** Listen +3, Spot +3

#### DEFENSE

**AC** 16, touch 11, flat-footed 15

(+4 armor, +1 Dex, +1 shield)

**hp** 19 (1d10+1d8+5)

**Fort** +5, **Ref** +1, **Will** +1

#### OFFENSE

**Spd** 30 ft.

**Melee** heavy mace +5 (1d8+2)

**Ranged** longbow +3 (1d8)

#### TACTICS

**During Combat** The guards work with Zahur and each other to flank the PCs.

**Morale** The guards fight to the death unless Zahur is dead—in which case, they fight until they have 5 or fewer hit points and then surrender.

#### STATISTICS

**Str** 15, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +2; **Grp** +3

**Feats** Alertness, Toughness, Weapon Focus (mace)

**Skills** Climb +4, Jump +4, Ride +6

**Languages** Common

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, light wooden shield, heavy mace, longbow, quiver with 20 arrows, bronze badge of the Aspis Consortium (1 gp), 1 set of manacles, 1 gp.

#### ZAHUR KARN, GUARD BOSS

CR 6

Male human fighter 6

LE Medium humanoid

**Init** +5; **Senses** Listen +1, Spot +1

#### DEFENSE

**AC** 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

**hp** 43 (6d10+6)

**Fort** +6, **Ref** +3, **Will** +5

#### OFFENSE

**Spd** 20 ft.

**Melee** bastard sword +10/+5 (1d10+5/19–20)

#### TACTICS

**During Combat** Overconfident, Zahur uses Power Attack relentlessly. He prefers to fight other strong combatants to prove his manhood. He selects anyone who's managed to get behind him as his Dodge target each round.

**Morale** Zahur is loyal to his half brother Haliduris and fights to the death.

#### STATISTICS

**Str** 16, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +6/+1; **Grp** +9

**Feats** Dodge, Exotic Weapon Proficiency (bastard sword),

Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +6, Jump +6, Ride +7

**Languages** Common

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** armored kilt, chainmail, bastard sword, bronze badge of the Aspis Consortium (1 gp), 2 sets of manacles with keys, iron necklace in the shape of an inverted pentacle (1 gp).

### Tier 10–11 (EL 10)

#### GUARDS (7)

CR 1

**hp** 22 (use the stats from Tier 7–8)

**ZAHUR KARN, GUARD BOSS**

CR 9

Male human fighter 9

LE Medium humanoid

**Init** +5; **Senses** Listen +1, Spot +1**DEFENSE****AC** 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

**hp** 55 (6d10+18)**Fort** +8, **Ref** +4, **Will** +6**OFFENSE****Spd** 20 ft.**Melee** bastard sword +14/+9 (1d10+5/17-20)**TACTICS**

**During Combat** Overconfident, Zahur uses Power Attack relentlessly. He prefers to fight other strong combatants to prove his manhood. He selects anyone who's managed to get behind him as his Dodge target each round.

**Morale** Zahur is loyal to his half brother Haliduris and fights to the death.

**STATISTICS****Str** 16, **Dex** 12, **Con** 14, **Int** 6, **Wis** 12, **Cha** 6**Base Atk** +9/+4; **Grp** +12

**Feats** Dodge, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +7, Jump +7, Ride +8**Languages** Common**Combat Gear** *potion of cure moderate wounds*; **Other Gear**

armored kilt, chainmail, bastard sword, bronze badge of the Aspis Consortium (1 gp), 2 pairs of manacles with keys, iron necklace in the shape of an inverted pentacle (1 gp).

**Development:** If the PCs fight Zahur and his guards inside the camp, Talia and the guards inside the wooden building hear the combat and are ready for the PCs when they enter (see act 3). If the PCs fight the guards outside of the camp, the noise inside the wooden building is too loud for those inside to hear distant combat outside. If the PCs manage to capture any of the low-level guards, they know that Zahur's half-brother Haliduras is in the city below and they're having trouble clearing it of ancient guardians. None of the guards were ever allowed to go below.

**Rewards:** If the PCs defeat Zahur and his guards, reward each tier thusly:

**Tier 7–8:**

Give each player 131 gp.

**Tier 10–11:**

Give each player 196 gp.

**ACT 3: ESCAPE DOWN THE RAILS (EL 9 OR EL 11)**

Once the PCs enter the wooden building at the center of the camp, read or paraphrase the following:

Piles of excavated earth litter the ground. A vast chasm, a jagged wound into the plateau, reveals a long shaft that drops into the pillar's core. In the middle of the open room, a rickety scaffold clings against the chasm's edge winding its way down into darkness. A rail system runs atop the scaffold and mine carts wait to descend into unknown depths. Lanterns swing from high beams creating shadows that dance amidst the loose dirt. Armed workers expeditiously load the carts while following orders bellowed by a beautiful woman with a simple bronze trinket coiled in a snake motif dangling from a silver chain on her lithe neck.

The six guards and Talia, the traitorous Pathfinder, block the way down into the chasm. If combat breaks out (and it will, most likely, as the guards have been ordered to kill anyone trying to enter Rachikan), Talia and four of the guards fall back, hopping into a cart and riding the rickety rail to warn Haliduras, while the remaining two guards cover their retreat. The PCs can either take down the two remaining guards and then pursue the fleeing Talia at their own pace, or they can bypass the guards and race down the rails in a cart of their own right behind the fleeing guards. If they choose the former, ignore the cart race rules below and let the PCs describe how they're going to traverse the rickety scaffold and rails down into Rachikan. If they choose the latter, they're in a cart behind Talia's cart at a distance of 10 feet for every round it takes the PCs to pursue. Alternatively, they might take down the two guards left behind quickly and pursue Talia's cart only 10 or 20 feet behind. If the PCs ignore the guards left behind and hop into a cart to pursue Talia, the guards will hop into a cart as well and pursue. This part of the scenario is pretty free form—do whatever works best for your group.

Each cart holds six Medium-sized creatures. Two PCs may control the cart (one "drives" and rolls the Ride check, while the other PC may aid the driver). Keeping the cart under control requires a Ride check at DC 1/5 the cart's current movement speed rounded down (e.g., a cart moving at speed 100 that requires a Ride check must succeed on a DC 20 Ride check). Whenever this check fails at speed 60 or higher, all PCs make a Balance check DC 15 or suffer 1d4 non-lethal damage while being severely jostled about inside the cart. The PC who drives must make Ride checks whenever he takes damage and whenever the cart strikes any object. If there is no one actively driving a cart at the end of an initiative pass at

### CART CHASE TABLE

Roll 1d6 and consult the following table.

Roll	Result
1–2	Roadblock! A guard knocks a lumber beam on to the track; -10 movement to the PCs cart this round. The PC driving the cart must make a Ride check.
3–4	Discarded Debris! The guards make a ranged attack at the driver, throwing random junk from inside the cart: pieces of metal, mining tools, or debris. The PC driving the cart takes 1d6 damage if hit and must make a ride check.
5–6	Fire away! The guards shoot their bows at the PCs.

speed 60 or higher, all creatures inside the cart take 1d4 non-lethal damage. All attacks made from within a cart are at a -2 to hit. Each mine cart is made from iron with two-inch-thick walls and has 30 hit points per inch of thickness and hardness 10. Additionally, attacks targeted at the track and scaffold requires overcoming a hardness of 5 and 20 hit points.

Assume each cart begins with a movement of 30. There are a total of 1,000 feet of movement that needs to be covered before the carts stop in Rachikan. Each turn on his initiative, the driver of the cart can make a Ride 15 check to increase the speed of the cart by 20. Failing this check keeps the cart at its current speed. Keep in mind that the faster the cart travels, the harder it'll be for the driver to control the cart (see above). If a following cart ever hits the cart ahead of it, they are considered to be in adjacent spaces to one another (so PCs or NPCs can hop from cart to cart or attack each other with melee weapons) and both carts immediately assume the speed of the fastest cart. While this isn't totally realistic, it's much easier to calculate for combat purposes. If a driver ever fails a Ride check by more than 20, the cart crashes and everyone inside takes 1d6 damage for every 50 feet of movement the cart is currently traveling at (e.g., if the cart is traveling at speed 100 and it crashes, everyone takes 2d6 damage). A DC 15 Reflex save halves this damage. Each round if more than one guard remains in the fleeing cart consult the cart chase table to see how the guard attempts to harass the PCs' cart as it races in pursuit.

**Creatures:** The rail system houses six guards and the Pathfinder turncoat, Talia Menon. They are preparing to take the rail system down to Rachikan. Four of the guards are loading the mine carts with supplies while two are watching the door. Talia oversees the guards' work with mild annoyance. If the PCs break in, Talia and four guards flee in a mine cart, leaving two behind to fight the PCs (see above).

### Tier 7–8 (EL 9)

#### ELITE GUARDS (6)

CR 3

Male human fighter 3

LE Medium humanoid

**Init** +5; **Senses** Listen +3, Spot +3

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#### DEFENSE

**AC** 17, touch 11, flat-footed 16  
(+4 armor, +1 Dex, +2 shield)

**hp** 27 (3d10+6)

**Fort** +4, **Ref** +2, **Will** +2

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#### OFFENSE

**Spd** 30 ft.

**Melee** heavy mace +6 (1d8+2)

**Ranged** longbow +4 (1d8)

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#### TACTICS

**Before Combat** Four guards load equipment into carts, while two stand guard.

**During Combat** Two of the guards immediately attack the PCs.

The other four guards enter a cart with Talia and escape on the rail system. One of the guards drives the cart; if he falls, another guard takes his position. If combat happens anywhere other than the rail cart tracks, the elite guards work together to flank opponents and keep them away from Talia.

**Morale** The elite guards are sworn to protect Haliduras and Talia and fight to the death so long as Talia is alive. If Talia falls, the elite guards attempt to flee to Haliduras.

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#### STATISTICS

**Str** 15, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +3; **Grp** +5

**Feats** Alertness, Improved Initiative, Toughness, Weapon Focus (mace)

**Skills** Climb +5, Jump +5, Ride +5

**Languages** Common

**Gear** chain shirt, heavy wooden shield, heavy mace, longbow, quiver with 20 arrows, 1 set of manacles with key, 1 gp

#### TALIA

CR 6

Female human bard 6

NE Medium humanoid

**Init** +2; **Senses** Listen +10, Spot +1

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#### DEFENSE

**AC** 16, touch 12, flat-footed 14  
(+4 armor, +2 Dex)

**hp** 29 (6d6+6)

**Fort** +3, **Ref** +7, **Will** +4

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#### OFFENSE

**Spd** 30 ft.

**Melee** mwk rapier +6 (1d6/18–20)

**Ranged** +1 shortbow +7 (1d6+1)

**Spells Known** (CL 6th)

2nd (3/day)—*glitterdust* (DC 14), *suggestion* (DC 15)



## Fingerprints of the Fiend

1st (4/day)—*charm person* (DC 14), *hideous laughter* (DC 14)  
o (3/day)—*dancing lights*, *daze* (DC 13), *message*

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### TACTICS

**Before Combat** Talia oversees the guards loading the supplies.

**During Combat** Talia begins combat by using inspire courage on the guards and herself; she then attempts to use *charm person*, *hideous laughter*, and *suggestion* to affect the driver of the PCs' cart. If none of those works, she shoots her +1 *shortbow* at the PCs. If combat with Talia happens outside of the cart chase, she uses *glitterdust* on melee opponents and stays at range whenever possible to hit the PCs with her +1 *shortbow*.

**Morale** Talia is loyal to Haliduras, but won't fight to the death. If dropped below 5 hit points, she surrenders.

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### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +4; **Grp** +4

**Feats** Alertness, Dodge, Spell Focus (enchantment), Weapon Finesse

**Skills** Appraise +1, Balance +11, Decipher Script +8, Jump +7, Knowledge (history) +10, Knowledge (local) +10, Listen +9, Move Silently +8, Perform (Oratory) +12, Use Magic Device +4

**Languages** Common, Infernal, Jistka

**SQ** bardic knowledge +7, bardic music 7/day (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*)

**Gear** chain shirt, masterwork rapier, +1 *shortbow*, quiver with 20 arrows, bronze Aspis Consortium badge (1 gp), Pathfinder notes on the Jistka Imperium

## Tier 10–11 (EL 11)

### ELITE GUARDS (6)

CR 5

Male human fighter 5

LE Medium humanoid

**Init** +5; **Senses** Listen +3, Spot +3

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### DEFENSE

**AC** 17, touch 11, flat-footed 16  
(+4 armor, +1 Dex, +2 shield)

**hp** 40 (5d10+8)

**Fort** +5, **Ref** +2, **Will** +2

---

### OFFENSE

**Spd** 30 ft.

**Melee** heavy mace +9 (1d8+5)

**Ranged** longbow +6 (1d8)

---

### TACTICS

**Before Combat** Four guards load equipment into carts, while two stand guard.

**During Combat** Two of the guards immediately attack the PCs. The other four guards enter a cart with Talia and escape on the rail system. One of the guards drives the cart; if he falls, another guard takes his position. If combat happens anywhere other than the rail cart tracks, the elite guards work together to flank opponents and keep them away from Talia.

**Morale** The elite guards are sworn to protect Haliduras and Talia and fight to the death so long as Talia is alive. If Talia falls, the elite guards attempt to flee to Haliduras.

---

### STATISTICS

**Str** 16, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +5; **Grp** +7

**Feats** Alertness, Improved Initiative, Toughness, Weapon Focus (mace), Weapon Specialization (mace)

**Skills** Climb +5, Jump +6, Ride +6

**Languages** Common

**Gear** chain shirt, heavy wooden shield, heavy mace, longbow, quiver with 20 arrows, 1 set of manacles with a key, 1 gp

### TALIA

CR 7

Female human bard 7

NE Medium humanoid

**Init** +2; **Senses** Listen +10, Spot +1

---

### DEFENSE

**AC** 18, touch 13, flat-footed 16  
(+5 armor, +1 deflection, +2 Dex)

**hp** 36 (7d6+7)

**Fort** +3, **Ref** +7, **Will** +4

---

### OFFENSE

**Spd** 30 ft.

**Melee** mwk rapier +7 (1d6/18–20)

**Ranged** +1 *shortbow* +9 (1d6+2 with a +2 arrow)

**Spells Known** (CL 7th)

3rd (1/day)—*confusion* (DC 17)

2nd (3/day)—*glitterdust* (DC 15), *suggestion* (DC 16)

1st (4/day)—*charm person* (DC 15), *hideous laughter* (DC 15)

o (3/day)—*dancing lights*, *daze* (DC 14), *message*

---

### TACTICS

**Before Combat** Talia oversees the guards loading the supplies.

**During Combat** Talia begins combat by using inspire courage on the guards and herself; she then attempts to use *confusion*, *charm person*, *hideous laughter*, and *suggestion* to affect the driver of the PC's cart. If none of those works, she shoots her +1 *shortbow* at the PCs. If combat with Talia happens outside of the cart chase, she uses *glitterdust* or *confusion* on melee opponents and stays at range whenever possible to hit the PCs with her +1 *shortbow*.

**Morale** Talia is loyal to Haliduras, but won't fight to the death. If dropped below 5 hit points, she surrenders.

---

### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +5; **Grp** +5

**Feats** Alertness, Dodge, Spell Focus (enchantment), Weapon Finesse

**Skills** Appraise +2, Balance +12, Decipher Script +9, Jump +8, Knowledge (history) +11, Knowledge (local) +11, Listen +9, Move Silently +9, Perform (oratory) +12, Use Magic Device +5

**Languages** Common, Infernal, Jistka

**SQ** bardic knowledge +7, bardic music 7/day (countersong, fascinate, inspire competence, inspire courage +1, suggestion)

**Gear** +1 chain shirt, +1 ring of protection, masterwork rapier, +1 shortbow, +2 arrow (50), bronze Aspis Consortium badge (1 gp), Pathfinder diary containing notes on the Jistka Imperium

**Development:** If the guards' cart makes it to the bottom with any surviving guards, they attack the PCs once more. Talia attempts to run off into Rachikan to escape the PC's wrath.

**Treasure:** A *wayfinder* and a *scroll of transmute rock to mud* are discarded on the floor of Talia's cart.

**Mission Notes:** Andoran faction PCs immediately recognize Talia.

**Rewards:** If the PCs defeat Talia and the elite guards, reward each tier thusly:

**Tier 7–8:**

Give each player 363 gp.

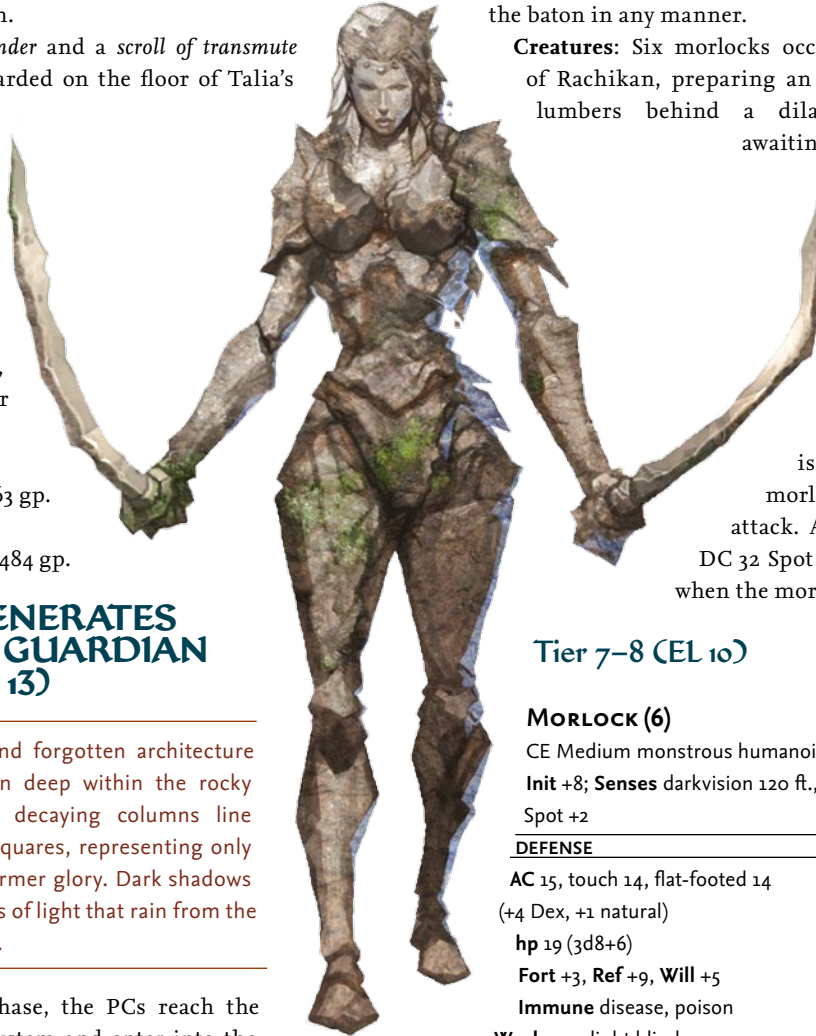
**Tier 10–11:**

Give each player 1,484 gp.

## ACT 4: DEGENERATES AND THEIR GUARDIAN (EL 10 OR EL 13)

Towering buildings and forgotten architecture fill the skyline hidden deep within the rocky pillar. Cramped and decaying columns line avenues and market squares, representing only a fragment of their former glory. Dark shadows play amidst the flickers of light that rain from the chasm opening above.

After their hectic chase, the PCs reach the bottom of the rail system and enter into the ruins of Rachikan from the north. Once the PCs arrive, they encounter the morlocks who've taken Rachikan as their home and both fear and hate the intruders. Their leader has stumbled upon a very important artifact of the Jistka Imperium, an *ivory baton*. It works both as a *rod of rulership* only affecting golems (bypassing their spell immunity) and as a *golembane scarab*. Unfortunately, the *ivory baton's* magic is fading and its *rod of rulership* properties disappear after the *baton*



### MORLOCKS ON GOLARION

Everything the GM needs to know about Golarion morlocks can be found in this scenario. If you'd like to know more, read the Pathfinder Chronicles product, *Into the Darklands*.

is used during this encounter, turning the object into the equivalent of a *golembane scarab* and nothing more. The *rod of rulership* properties cannot be restored to the baton in any manner.

**Creatures:** Six morlocks occupy various levels of Rachikan, preparing an ambush. A golem lumbers behind a dilapidated building awaiting orders from the morlock leader. A DC 20 Spot check is needed to notice the golem hidden behind the buildings and a DC 32 Spot check is needed to spot the morlocks before they attack. Anyone failing the DC 32 Spot check is surprised when the morlocks attack.

### Tier 7–8 (EL 10)

#### MORLOCK (6)

CR 2

CE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 120 ft., scent; Listen +8, Spot +2

#### DEFENSE

**AC** 15, touch 14, flat-footed 14 (+4 Dex, +1 natural)

**hp** 19 (3d8+6)

**Fort** +3, **Ref** +9, **Will** +5

**Immune** disease, poison

**Weakness** light blindness

#### OFFENSE

**Spd** 40 ft., climb 30 ft.

**Melee** club +5 (1d6+2) and bite +0 (1d4+1)

**Special Attacks** leap attack, sneak attack +1d6, swarming

#### TACTICS

**During Combat** The morlocks prefer to ambush the PCs, and they crouch in high hidey-holes and attempt to leap at their unsuspecting prey using their leap attack and sneak attack abilities. They attack mid-movement and endeavor to end their

movement out of reach from melee combatants.

**Morale** In groups, morlocks fight to the death. If the group is reduced to 1 morlock, the last flees if reduced to fewer than 5 hit points.

**STATISTICS**

**Str** 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

**Base Atk** +3; **Grp** +5

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Climb +18, Hide +8 (+12 in caverns), Listen +8, Move Silently +8

**Languages** Undercommon

**SQ** expert climber

**Gear** club

**SPECIAL ABILITIES**

**Expert Climber (Ex)** A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus on Climb checks normally afforded to creatures with a climb speed to a +16 racial bonus.

**Light Blindness (Ex)** When exposed to sudden bright light, a morlock is blinded for 1 round. When operating in an area of continual bright light, the morlock takes a -1 circumstance penalty on attack rolls, all saving throws, and all ability and skill checks.

**Leap Attack (Ex)** As a standard action, a morlock may make a single attack during a leap. It can make this attack at any point along the course of the leap, either at the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity when it leaves a threatened square.

**Sneak Attack (Ex)** A morlock can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his Dexterity bonus, or when the morlock is flanking.

**Swarming (Ex)** Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square space at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

**Skills** A morlock gains a +4 racial bonus on Hide and Move Silently checks. In caverns, its racial bonus on Hide checks increases to +8. It also has a +16 racial bonus on Climb and Jump checks. A morlock can always choose to take 10 on Climb checks even if rushed or threatened.

**DAMAGED STONE GOLEM**

**CR 9**

**hp** 67; currently, the stone golem is very badly damaged (MM 136)

**Tier 10–11 (EL 13)**

**MORLOCK BARBARIANS (6)**

**CR 6**

Male or Female morlock barbarian 4

CE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 120 ft., scent; Listen +10, Spot +2

**DEFENSE**

**AC** 13, touch 12, flat-footed 9

(+4 Dex, +1 natural, -2 rage)

**hp** 66 (3d8+4d12+28)

**Fort** +12, **Ref** +10, **Will** +10

**Defensive Abilities** trap sense +1, uncanny dodge

**Immune** disease, poison

**Weakness** light blindness

**OFFENSE**

**Spd** 50 ft., climb 40 ft.

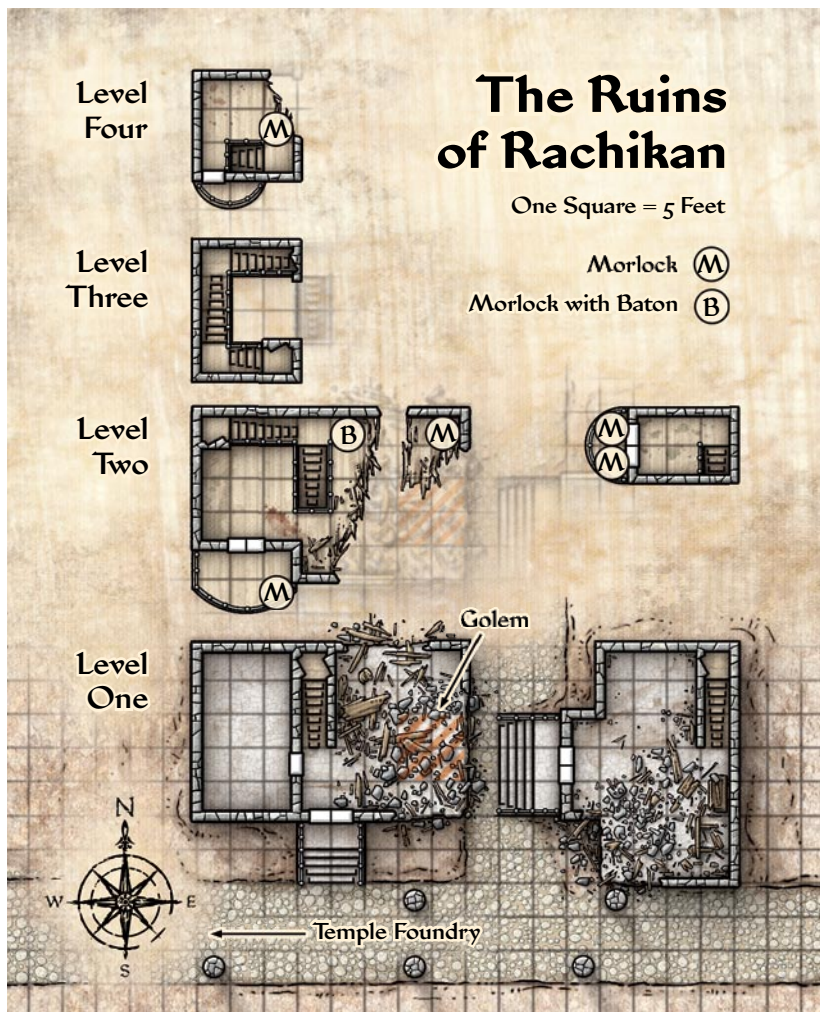
**Melee** club +11 (1d6+4) and bite +6 (1d4+3)

**Special Attacks** leap attack, rage 2/day, sneak attack +1d6, swarming

**TACTICS**

**Before Combat** The morlock barbarians rage the moment they see the PCs. Their stats have been adjusted for their rage.

**During Combat** The morlocks prefer to ambush the PCs and



they crouch in high hidey-holes and attempt to leap at their unsuspecting prey using their leap attack and sneak attack abilities. They attack mid-movement and endeavor to end their movement out of reach from melee combatants.

**Morale** In groups, morlocks fight to the death. If the group is reduced to 1 morlock, the last flees if reduced to fewer than 5 hit points.

**Base Statistics** AC 15, touch 11, flat-footed 14; hp 58 (3d8+4d12+20); **Fort** +10, **Ref** +10, **Will** +8; **Melee** club +9 (1d6+2) and bite +4 (1d4+1); **Str** 14, **Con** 16; **Grp** +9.

**STATISTICS**

**Str** 18, **Dex** 19, **Con** 20, **Int** 5, **Wis** 14, **Cha** 6

**Base Atk** +7; **Grp** +11

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Climb +18, Hide +11 (+12 in caverns), Listen +10, Move Silently +10

**Languages** Undercommon

**SQ** expert climber, fast movement, illiteracy

**Gear** club

**SPECIAL ABILITIES**

Same as Tier 7–8

**STONE GOLEM**

**CR 11**

hp 107 (MM 137)

**Development:** The golem crumbles to the ground upon defeat and a green gas disperses into the area as the essence of the fiend that fueled the automaton escapes in a green oily cloud. All PCs within a 20-foot radius must make a Fortitude save at DC 15 or become sickened for 4 rounds.

**Treasure:** The *ivory baton* now functions exactly as a *golembane scarab*. Additionally, in Tier 10–11 there is an idol made from jet on the morlock leader’s corpse that is an unsettling mass of tentacles and claws. It is worth 1,000 gp and curiously not of Jistkan origin.

**Mission Notes:** Cheliox faction PCs should be interested in the *ivory baton*.

**Rewards:** If the PCs defeat the morlocks and their golem, reward each tier thusly:

**Tier 7–8:**

Give each player 208 gp.

**Tier 10–11:**

Give each player 375 gp.

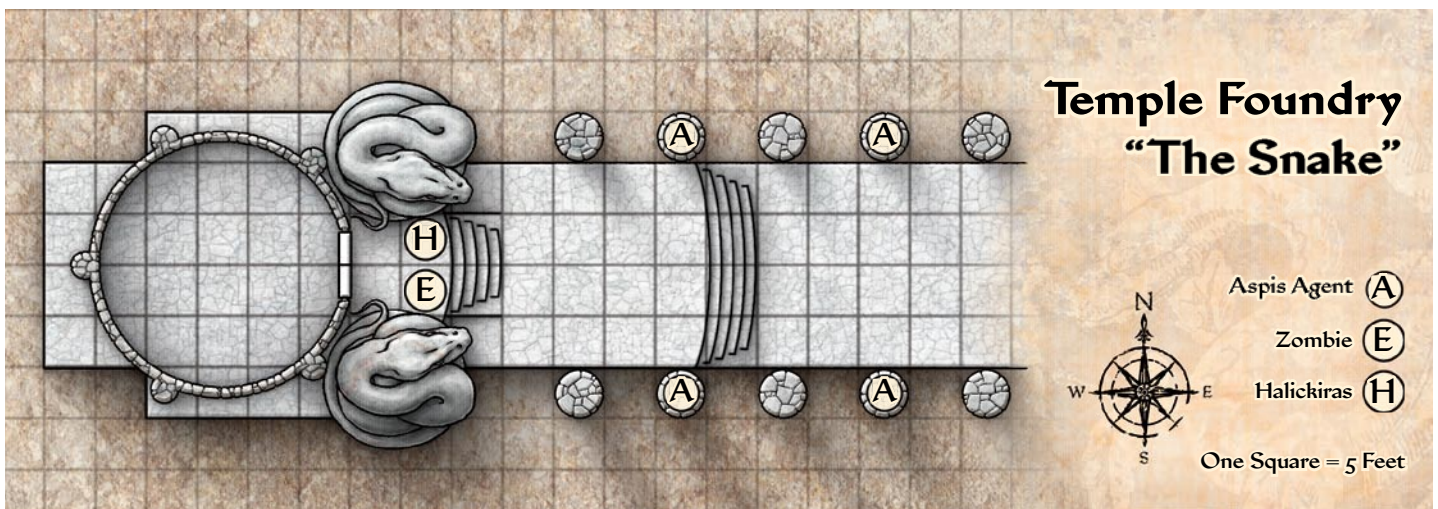
**ACT 5: THE TEMPLE-FOUNDRY (EL 10 OR EL 13)**

When the PCs head west out of Rachikan toward the Temple Foundry, read or paraphrase the following:

Ahead, filling the cavern with its enormity, is a charred dome blackened by several dormant chimneys. A wide cobbled avenue thrusts forth from the cyclopean entrance signaling that whatever the Jistka produced within must have been gigantic indeed. Topped and broken banner poles surround the soot-stained temple-foundry, and the wide avenue runs uninterrupted for as far as the eye can see. Other smaller domed basilicas surround the Jistka landmark in various stages of decline. Towering high above the charred dome are five chimneys creating a pattern that forms a shadowy pentagram down upon the cobbles below—alluding to the dark powers the Jistka once worshiped.

As the PCs approach the legendary Jistkan landmark, a gaunt man wearing ornate armor emblazoned with a snake motif exits the temple-foundry clapping his hands in a mocking fashion—following closely behind him is a shambling humanoid, all rotting skin and slashed up clothing. This is Haliduras Karn and the creature behind him is all that remains of Eldis Grone.

“I’m impressed; you’ve accomplished what my men could not. And, for that, we thank you. Because of you and



your companions, we are now free to claim Rachikan for ourselves.”

**Creatures:** Haliduras Karn emerges from the temple-foundry, where he’s been trapped for days by the city filled with morlocks. He sent his erinyes companion to get help, but the PCs seem to have cleared a path for him (there were a lot more morlocks here earlier—but they seem to have backed off into the shadows now that the PCs are here). A zombie, formerly Eldis Grone (and created by a scroll of *animate dead*), shambles to his side, ready to jump in front of his master. Four Aspis agents hide amidst the cyclopean architecture ready to ambush the PCs. It takes a DC 28 Spot check to see the Aspis agents hiding in the temple-foundry. Anyone who fails this Spot check is surprised by the agents during the first round of combat. For Tier 10–11, the agents each have a wolf companion that begins combat near Haliduras.

## Tier 7–8 (EL 10)

### HALIDURAS KARN

CR 9

Male human cleric (Asmodeus) 9

LE Medium humanoid

**Init** +4; **Senses** Listen +3, Spot +3

#### DEFENSE

**AC** 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

**hp** 68 (9d8+23)

**Fort** +7, **Ref** +3, **Will** +12; +2 vs. good aligned, +1 morale bonus vs. fear effects

**Resist** cold 10, electricity 10; **SR** 21

#### OFFENSE

**Spd** 30 ft.

**Melee** +1 *defending large heavy mace* (two-handed) +6/+1 (2d6+4)

**Special Attacks** rebuke fire creatures, rebuke undead, turn water creatures

**Spells Prepared** (CL 9th)

5th—*fire shield*<sup>D</sup>, *spell resistance* (already cast)

4th—*silent searing light* (3), *wall of fire*<sup>D</sup>

3rd—*bestow curse* (DC 18), *resist energy*<sup>D</sup> (already cast [cold], DC 17), *silent hold person* (3, DC 18)

2nd—*aid* (already cast, +14 hit points), *produce flame*<sup>D</sup>, *resist energy* (already cast [electricity], DC 16), *silence* (2, DC 16), *spiritual weapon*

1st—*burning hands*<sup>D</sup> (DC 15), *comprehend languages*, *entropic shield*, *obscuring mist*, *protection from good* (already cast), *sanctuary* (DC 15)

0—*create water*, *guidance* (2), *light* (2), *read magic*

**D** domain spells; **Domains** Fire, Magic

#### TACTICS

**Before Combat** Haliduras prepares the following spells in anticipation of the PCs’ arrival to the temple-foundry: *aid*,

*protection from good*, *resist energy*, and *spell resistance*.

Haliduras casts the spells with the longest durations first.

**During Combat** Haliduras uses the zombie as a barrier between himself and any PCs. He opens combat with a *wall of fire* to split the PCs. In round two, he casts *fire shield*. In round three, he casts *silence* on an object in the vicinity of identified spell casters. He then enters the silenced area and engages any spellcasters caught within. He uses his silent *hold person* to keep heavily armored PCs out of the battle. Haliduras always chooses to transfer all of his +1 *defending heavy mace*’s enhancement bonus to his AC, giving him a +1 deflection bonus to his AC.

**Morale** Haliduras attempts to flee if brought below 10 hit points, using *obscuring mist* to cover his retreat.

**Base Statistics** hp 54; **Wis** 17

#### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 8, **Wis** 19, **Cha** 13

**Base Atk** +6/+1; **Grp** +8

**Feats** Combat Casting, Improved Initiative, Iron Will, Silent Spell, Spell Focus (enchantment)

**Skills** Concentration +5, Diplomacy +7, Heal +5, Knowledge (history) +1, Knowledge (religion) +5, Spellcraft +5

**Languages** Common

**SQ** spontaneous casting (inflict spells)

**Combat Gear** *scroll of cure light wounds* (2), *wand of cure light wounds*; **Other Gear** +2 *chain shirt*, +1 *defending large heavy mace*, *peripat of Wisdom* +2, barbed silver holy symbol of Asmodeus, bronze badge of the Aspis Consortium (1 gp)

### ASPIS AGENTS (4)

CR 3

Male human ranger 2, rogue 1

LE Medium human

**Init** +6; **Senses** Listen +1, Spot +7

#### DEFENSE

**AC** 16, touch 12, flat-footed 14

(+4 armor, +2 dex)

**hp** 19 (2d8+1d6+3)

**Fort** +3, **Ref** +6, **Will** +1

#### OFFENSE

**Spd** 30 ft.

**Melee** rapier +4 (1d6+1/18–20) or

rapier +2 (1d6+1/18–20) and kukri +1 (1d4+1/18–20)

**Special Attacks** favored enemy (human), sneak attack +1d6

#### TACTICS

**Before Combat** The agents hide in the shadows and wait to ambush the PCs.

**During Combat** The agents favor human targets over others and work to flank opponents.

**Morale** The agents are fanatically devoted to Haliduras; they fight to the death so long as he’s alive. If Haliduras falls, the agents surrender if brought below 5 hit points.

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +2; **Grp** +3

**Feats** Improved Initiative, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

**Skills** Climb +7, Disable Device +1, Hide +8, Knowledge (geography) +1, Move Silently +8, Spot +7 (+9); +2 to Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans

**Languages** Common

**SQ** trapfinding, wild empathy

**Combat Gear** *potion of cure light wounds*; **Other Gear** chain shirt, rapier, kukri, and bronze Aspis Consortium badge (1 gp).

## ZOMBIE

**CR** 1/2

**hp** 16 (MM 266)

### TACTICS

**During Combat** The zombie husk of Eldis Grone attempts to put his lifeless carcass between the PCs and Haliduras Karn.

**Morale** The zombie fights to the death.

## Tier 10–11 (EL 13)

As Tier 7–8 with the following changes:

## HALIDURAS KARN

**CR** 12

Male human cleric (Asmodeus) 12

LE Medium humanoid

**Init** +4; **Senses** Listen +4, Spot +4

### DEFENSE

**AC** 18, touch 11, flat-footed 18

(+7 armor, +1 deflection)

**hp** 84 (12d8+12)

**Fort** +9, **Ref** +4, **Will** +15; +2 vs. good aligned, +1 morale bonus vs. fear effects

**Resist** cold 10, electricity 10; **SR** 24

### OFFENSE

**Spd** 30 ft.

**Melee** +1 *defending large heavy mace* (two-handed) +9/+4 (2d6+4)

**Special Attacks** rebuke fire creatures, rebuke undead, turn water creatures

**Spells Prepared** (CL 12th)

6th—*antimagic field*<sup>D</sup>, *silent slay living* (DC 22), *word of recall*

5th—*fire shield*<sup>D</sup>, *spell resistance* (already cast, DC 20), *silent poison* (3, DC 21)

4th—*silent searing light* (3), *wall of fire*<sup>D</sup> (2)

3rd—*bestow curse* (DC 19), *resist energy*<sup>D</sup> (already cast [cold], DC 18), *silent hold person* (4, DC 19)

2nd—*aid* (already cast, +15 hit points), *produce flame*<sup>D</sup>, *resist energy* (already cast [electricity], DC 17), *silence* (2, DC 17), *spiritual weapon*

1st—*burning hands*<sup>D</sup> (3, DC 16), *comprehend languages*, *entropic shield*, *obscuring mist*, *protection from good* (already cast), *sanctuary* (DC 16)

o—*create water*, *guidance* (2), *light* (2), *read magic*

**D** domain spells; **Domains** Fire, Magic

### TACTICS

**Before Combat** Haliduras prepares the following spells in anticipation of the PCs' arrival to the temple-foundry: *aid*, *protection from good*, *resist energy*, and *spell resistance*.

Haliduras casts the spells with the longest durations first.

**During Combat** Haliduras uses the zombie as a barrier between himself and any PCs. He opens combat with a *wall of fire* to split the PCs. In round two, he casts *fire shield*. In round three, he casts *silence* on an object in the vicinity of identified spellcasters. He then enters the silenced area and engages any spellcasters caught within. He uses his silent *hold person* to keep heavily armored PCs out of the battle. Haliduras always chooses to transfer all of his +1 *defending heavy mace*'s enhancement bonus to his AC, giving him a +1 deflection bonus to his AC.

**Morale** Haliduras attempts to flee if brought below 10 hit points, using *obscuring mist* to cover his retreat.

**Base Statistics** **hp** 69; **Wis** 18

### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 8, **Wis** 20, **Cha** 13

**Base Atk** +9/+4; **Grp** +11

**Feats** Combat Casting, Improved Initiative, Iron Will, Silent Spell, Spell Focus (enchantment), Spell Focus (necromancy)

**Skills** Concentration +8, Diplomacy +7, Heal +5, Knowledge (History) +3, Knowledge (Religion) +5, Spellcraft +6

**Languages** Common

**SQ** spontaneous casting (inflict spells)

**Combat Gear** *wand of cure light wounds*, *scroll of cure critical wounds* (2); **Other Gear** +3 chain shirt, +1 *defending large heavy mace*, *peripat of Wisdom* +2, barbed silver holy symbol of Asmodeus, bronze badge of the Aspis Consortium (1 gp)

## ASPIS AGENTS (4)

**CR** 6

Male human ranger 4, rogue 2

LE Medium human

**Init** +7; **Senses** Listen +1, Spot +10

### DEFENSE

**AC** 19, touch 13, flat-footed 16

(+6 armor, +3 dex)

**hp** 32 (4d8+2d6+6)

**Fort** +5, **Ref** +10, **Will** +2

### OFFENSE

**Spd** 40 ft.

**Melee** rapier +9 (1d6+1) or

rapier +7 (1d6+1) and kukri +6 (1d4+1)

**Special Attacks** favored enemy (human), sneak attack +1d6

**Spells Prepared** (CL 1st)

1st—*longstrider* (already cast)

### TACTICS

**Before Combat** The agents hide in the shadows and wait to ambush the PCs. They cast *longstrider* just before the PCs arrive in the Temple-Foundry.

**During Combat** The agents favor human targets over others and work to flank opponents.

**Morale** The agents are fanatically devoted to Haliduras; they fight to the death so long as he's alive. If Haliduras falls, the agents surrender if brought below 5 hit points.

**Base Statistics Spd** 30 ft.

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**STATISTICS**

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**Str** 12, **Dex** 16, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +5; **Grp** +6

**Feats** Endurance, Evasion, Improved Initiative, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (rapier)

**Skills** Climb +10, Disable Device +2, Hide +13, Knowledge (geography) +3, Move Silently +13, Spot +10; +2 to Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans

**Languages** Common

**SQ** animal companion (wolf), trap finding, wild empathy

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +2 *chain shirt*, rapier, kukri, and bronze Aspis Consortium badge (1 gp).

**WOLF ANIMAL COMPANION (4)**

**CR** —

**hp** 13 (MM 283)

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**TACTICS**

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**Before Combat** The wolves begin combat just behind Haliduras in the doorway to the Temple-Foundry.

**During Combat** The wolves charge into combat, helping their masters flank opponents.

**Morale** The wolves fight to the death.

**Mission Notes:** The Jistkan codex of the golemworks artificers can be found on the corpse of a defeated Consortium agent and should interest Osirion faction PCs. The journal of Eldis Grone is still on his decaying body and should interest PCs from the Qadira faction.

**Rewards:** If the PCs defeat Halidarus, reward each tier thusly:

**Tier 7–8:**

Give each player 1,513 gp.

**Tier 10–11:**

Give each player 3,082 gp.

## CONCLUSION

With the Aspis Consortium defeated, the PCs temporarily secure Rachikan, though sounds of hundreds, maybe thousands of morlocks deeper in the city can be heard even as the battle with Haliduras comes to an end. Unless the PCs wish to stay and fight a city filled with morlocks (and possibly more stone golems), they'll want to flee back up to the camp. For now, the PCs will earn credit with the Pathfinder Society for being the first to explore Rachikan and the Society will have to decide what to do about the

morlock infestation sometime in the future. With the camp atop the pillar cleared of Aspis agents, the slaves are at the mercy of the PCs and with the return of Eldis' corpse to Benton, the grieving uncle decides to reenter the Society and continue his nephew's work.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who intercept Talia before she can reach Haliduras Karn earn 1 Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who take the *ivory baton* from the morlock leader earn 1 Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who obtain the Jistkan codex of the golemworks artificers earn 1 Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who obtain the journal of Eldis Grone earn 1 Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who provide proof of a link between the Aspis Consortium and Asmodeus (such as Haliduras's holy symbol and bronze Aspis badge) earn 1 Prestige Award.

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**Pathfinder Society Scenario 22: Fingerprints of the Fiends.** Copyright 2009, Paizo Publishing, LLC; Author: Larry Wilhelm.



Andoran Faction Handout

Fellow Free Citizen,

Betrayal has hit us hard: a fellow daughter of Andoran was swayed from our cause. Talia Menon was a respected Pathfinder and leading scholar of the Jistha Imperium. It seems she stole important Pathfinder documents concerning the Jistha. My agents suggest she sold this information to the highest bidding—a man named Haliducas Karcn who we believe is currently exploring Rachikan. My agents also suggest that she hasn't yet met with him to deliver the information on the Jistha—this gives you an opportunity to stop her. I want you to intercept her and persuade her to repent in her misguided ways. If you are unable to do so, then retrieve the stolen documents at any cost.

*Capt. Colson Maldris*

For Freedom,

Captain Colson Maldris



Chelixa Faction Handout

*Her Majestrix's Most Loyal Servant,*

*The ruins of Rachikan are in our homeland and by right all of its hidden treasures belong to us. Rumors exist detailing magnificent ivory batons used by the Jistka authority; believed to be great instruments of both domination and control. My request for you, tender servant, is to retrieve a baton for me. Bring this to me and my affectionate caress will be doted upon your awaiting skin for untold hours. I fear we have little time, whispers suggest another organization has beat you to the site, with haste go and do my bidding.*

*Zarta Draldeen*

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

Your ancestors smile upon you and so to does the warm sun of Osirion. Blessed be you for your continued service to the Ruby Prince. As you know lore is a powerful tool when wielded by those who understand it. If the stories of Rachikan's golemworks artificers are true, it's important that you bring any of their writings back to us. Our scholars in the great Library of Sothis await the opportunity to translate and unlock any secrets of this once mighty kingdom. Do this and the Ruby Prince will know of your loyalty. Go now and do not delay, we must have these secrets to keep safe within our desert sands.

In Your Ancestor's Honor,



*Amenopheus*

Amenopheus, The Sapphire Sage

### Qadiran Faction Handout

*Servant of the Satrap,*

*We will not be denied our fair share of this new discovery. If our spies serve us properly, they claim the fabled city of Rachikan has been located. It seems the Aspis Consortium has intercepted a man named Eldis Grone who made the discovery and now he is being forced to lead them through the site.*

*Go now and locate Eldis Grone, for it is said he holds a journal that hints at the location of other lost Jistka cities. If we get this information, we could pour the riches of an entire kingdom into our coffers.*

*Go now in haste—you must claim Eldis's journal before its secrets can be obtained.*

*Sincerely,*  
Pasha Muhlia Al-Jakri 

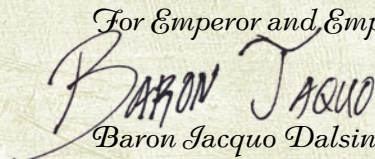
### Taldor Faction Handout

*Agent of the Glorious Empire,*

*We have a golden opportunity here to finally prove that the Aspis Consortium works hand-in-hand with the patron diety of Chelias himself—Asmodeus.*

*My spies in the Consortium tell me that a high-ranking cleric of the dark lord has been sent to Rachikan to lead the exploration himself. It is this man, Haliduras Karn, who captured Eldis Grone and forced him to lead them through the lost city. Bring back evidence of Karn's association with Asmodeus as well as evidence of his association with the Aspis Consortium and we shall stir the dirty pot of the Inner Sea into a religious and political stew and watch as our enemies destroy themselves.*



*For Emperor and Empire,*  
  
Baron Jacquo Dalsine



# SCENARIO 22: FINGERPRINTS OF THE FIENDS

This Chronicle Certifies That \_\_\_\_\_

	A.K.A.		
Player Name	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.			

Scenario Chronicle # \_\_\_\_\_

TIER	7-8	▶	3,056	MAX GOLD
TIER	10-11	▶	6,528	
TIER				

### EXPERIENCE

Starting XP
+1 XP
Final XP Total

### Prestige Award

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: 8px;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

### GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%; text-align: center;">+</td> <td style="width:20%; text-align: center; font-size: 8px;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%; text-align: center;">+</td> <td style="width:20%;"></td> </tr> </table>	+	
+		
Items Sold		
=		
Sub Total		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%; text-align: center;">-</td> <td style="width:20%;"></td> </tr> </table>	-	
-		
Items Bought		
=		
Sub Total		
-		
Gold Spent		
=		
Sub Total		

### Items Found During This Scenario

- |      |  |
|------|--|
| TIER |  |
| 7-8  | <ul style="list-style-type: none"> <li>+1 flaming composite longbow (+5 strength) (Cost: 8,900 gp)</li> <li>Golembane scarab (Cost: 2,500 gp)</li> <li>+1 defending large heavy mace (Cost: 8,313 gp)</li> <li>Periapt of Wisdom +2 (Cost: 4,000 gp)</li> <li>Potion of cure moderate wounds (Cost: 300 gp)</li> <li>Scroll of transmute rock to mud (Cost: 1,125 gp)</li> <li>Wand of cure light wounds (Cost: 750 gp)</li> </ul> |

- |       |  |
|-------|--|
| TIER  |  |
| 10-11 | <ul style="list-style-type: none"> <li>+2 arrow (Cost: 160 gp)</li> <li>+2 chain shirt (Cost: 4,250 gp)</li> <li>+3 chain shirt (Cost: 9,250 gp)</li> <li>Ring of protection +1 (Cost: 2,000 gp)</li> <li>Scroll of cure critical wounds (Cost: 700 gp)</li> </ul> |

TIER	
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### Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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