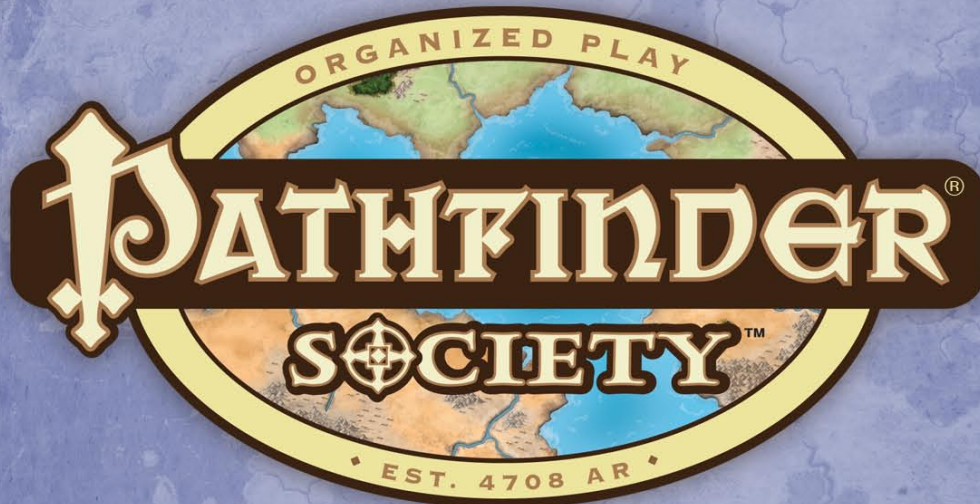


A PATHFINDER SOCIETY SCENARIO



# EYES OF THE TEN, PART IV: NOTHING VENTURED, NOTHING GAINED™

By Tim Hitchcock



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PATHFINDER SOCIETY SCENARIO 2–22

**Design:** Tim Hitchcock

**Development:** Mark Moreland

**Editing:** Judy Bauer

**Senior Art Director:** Sarah Robinson

**Layout:** Crystal Frasier

**Interior Artists:** McLean Kendree, Damien Mammoliti,  
and Kieran Yanner

**Cartographer:** Christopher West

**Publisher:** Erik Mona

**Paizo CEO:** Lisa Stevens

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**Technical Director:** Vic Wertz

**Marketing Director:** Hyrum Savage

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*Pathfinder Society Scenario 2–22: Eyes of the Ten, Part IV: Nothing Ventured, Nothing Gained* is a Pathfinder Society Scenario designed for 12th-level characters (Tier 12). 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 Pathfinder Roleplaying Game.

The OGL can be found on page 25 of this product.

Paizo Publishing, LLC

7120 185th Ave NE Ste 120

Redmond, WA 98052-0577

[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

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# EYES OF THE TEN, PART IV: NOTHING VENTURED, NOTHING GAINED

BY TIM HITCHCOCK



After years of having his ambitions squashed by the mysterious, masked Decemvirate, Venture-Captain Adril Hestram is about to enter endgame in a plot to secure his own ascension to the highest and most influential position in the Pathfinder Society. Urged into action by fellow Shadow Lodge agents unsatisfied with the secret sect's behind-the-scenes manipulations, Adril hatched a plot to win himself and those willing to kill to get their due positions among the Decemvirate.

In war-torn Galt, Venture-Captain Teppin Montrose met his demise, while Venture-Captain Eddington Keel came to an icy end in his Chelish manor. In the depths of the Mwangi Expanse, Venture-Captain Kyalla was horribly transformed into a hideous amalgam of human and ape. Finally, the enigmatic Prince Odrian, venture-captain on Golarion and ruler of Arl on the red planet Akiton, went to the Boneyard at Adril's hands. Now the fifth and final member of the Decemvirate whose identity is known to Hestram is all that stands between him and a spot among the Ten. Adril is certain his moment of triumph is within reach; today, Shemis will die.

While his simulacrum ruled Arl in his place, the true Adril Hestram returned to Golarion to put into action his final assault on the heavily guarded chambers at the pinnacle of Skyreach—the Sanctum of the Ten. Here the Decemvirate conduct their private business, hold valuable and prestigious treasures, and host ambassadors to the Society from across the Great Beyond. Here, Adril knew, was Shemis's most secure fortress.

Knowing that Eliza Petulengro and Osprey—the two loyal agents overseeing the Society's efforts to thwart his plans—were close on his trail, Hestram devised a plan to let their Pathfinder agents pay the price in blood of challenging the Decemvirate's defenses. In order to exit the portal room, visitors need to petition the help of an envoy, a trusted agent of the Decemvirate, to accompany them. These envoys do not exist as physical being, but live beyond death within powerful soul-storing *ioun stones* called *eraminho*. These envoys consist of the society's most renowned Pathfinders, including venture-captains and even former Decemvirate members. Knowing he could never petition their aid, Adril took a different tactic instead. Absconding with the true

## EYES OF THE TEN



This scenario is the final part of the four-part Tier 12 story arc “Eyes of the Ten.” All scenarios in this series must be played in order, so all PCs should have played *Pathfinder Society Scenario #46: Requiem for the Red Raven* by Erik Mona, #54: *The Maze of the Open Road* by Mark Moreland, and #2–05: *Red Revolution* by Joshua J. Frost. In

*Requiem*, the PCs discover a traitor among the Pathfinder Society's most powerful ranks, and a plot to assassinate a number of prominent venture-captains. Using an ancient hedge maze full of portals to other parts of the world, the PCs follow the murderer's trail as members of the Decemvirate are dispatched one by one. In *Maze*, the murderer strikes in Chelixa and the Mwangi Expanse, while in *Red Revolution*, the PCs find themselves on the red planet of Akiton, face to face with the plot's mastermind—Adril Hestram. But the foe they faced there was merely a simulacrum, and the real Adril was already on his way to kill the final member of the Ten to secure his spot among their ranks. The PCs begin this scenario immediately after the conclusion of the previous adventure, still on the planet Akiton, before the portal leading back to Golarion.

envoys within their stones, he replaced them with empty *eraminho* that he and his elite death squad of doppelganger mercenaries then hid within.

Banking upon the PCs' eagerness to protect Shemis, Adril hopes they will rush to her defense, and in doing so, unwittingly escort Adril to his final victim, acting as the involuntary honor guard of the Society's newest master.

## SUMMARY

The PCs begin this scenario on the red planet Akiton a short time after Venture-Captain Eliza Petulengro races through the portal from the Maze of the Open Road, as described in the Conclusion section of *Pathfinder Society*

### WHERE ON GOLARION?

*Nothing Ventured, Nothing Gained* takes place entirely in uppermost levels of the Pathfinder Society's towering headquarters in the metropolitan city of Absalom in the Inner Sea. The tower of Skyreach is one of the tallest structures in the city of over 300,000 souls, and among the most famous landmarks in the Inner Sea region, especially among members of the Pathfinder Society. Here the mysterious, masked Decemvirate meets to determine the fate and future of the entire organization. For more information on Skyreach and the Pathfinder Society's headquarters, the Grand Lodge, see *Pathfinder Campaign Setting: Seekers of Secrets*, available at your local book store or game store, or online at [paizo.com](http://paizo.com).



*Scenario #2-05: Eyes of the Ten, Part III: Red Revolution.* The venture-captain entreats their aid in preventing the rebel Adril Hestram from completing the final phase of his dark plot—to murder Shemis, the fifth and final member of the Decemvirate on his deadly hit list.

To stop Adril from completing his murderous objective, the PCs race to the Grand Lodge by tearing a dimensional rift into the portal on Akiton that leads directly into the Decemvirate's portal chamber, located in the upper chambers of Skyreach. Already far ahead of the PCs, Adril's final plot now unfurls. Upon his arrival, he freed several of Skyreach's most violent enemies. These criminals now run amok, triggering the Decemvirate's defense systems. Next, he and his elite death-squad hid themselves within soul-encapsulating *ioun stones*, ones that the PCs need to activate in order to enter Skyreach. Adril is certain the PCs will carry him straight to his target.

The PCs arrive in the portal chamber. Its wards disrupt the forms and appearances of those within. In order to exit the chamber and enter the Decemvirate's inner sanctum, the PCs must use the special *ioun stones* known as *eraminho* to reveal their natural forms. While Adril left the stones in plain sight, recovering them is made more difficult by the presence of a recently escaped vengeful serial killer who stalks the shadowy chambers.

Once inside the inner sanctum, the PCs act upon Eliza's advice and first seek out their faction chambers, private rooms established for members of specific factions that exist only partially within Skyreach. Within the faction rooms, the PCs find special sending apparatuses allowing them to contact their faction leaders to receive specific faction missions. Once the PCs obtain their missives, their next objective is to work their way through Skyreach to find Shemis.

On the second floor, the PCs run into difficulty with some of the Decemvirate's guardians, a pair of clockwork golems spurred to action after an encounter with escapees from temporal stasis within the Decemvirate's most private vault.

Bypassing the guardians, the PCs encounter the remaining escapees, who have been roaming the upper chambers. Still, Skyreach has potent defenses and these villains have retreated back to the dimensional hallway leading to the Decemvirate's vault, seeking to recuperate after losing a skirmish to the golems.

After defeating the villains, the PCs enter a rotating chamber filled with deadly traps. If they can pass through safely, they encounter Skyreach's final guardian—a sentient construct known as the Copper Sphinx.

Lastly, the PCs ascend to Skyreach's top floor, where they discover Shemis alone in a watching room lined with scrying windows that peer into dozens of different locations throughout Golarion. Seconds later, Adril's plot is revealed when a contingency releases the renegade venture captain and his death-squad of doppelganger assassins from the *eraminho stones*. The scenario ends with a dramatic battle in which PCs must fight to prevent Adril from slaying Shemis while fending off the attacks of his death squad, all of whom have disguised themselves as their leader.

## GETTING STARTED

Read the following to get the adventure underway:

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The glowing red portal from Akiton to the Maze of the Open Road on distant Golarion rises from the pinnacle of the towering pyramid ahead, as howling, icy winds tear across the red sands, whipping them into an angry, biting torrent. Venture-Captain Eliza Petulengro rushes up the structure, turning back only briefly to ensure that she's being followed. Reaching the top of the massive structure, she turns to speak, but pauses for a moment to think. Her voice wavers with a twinge of desperation and fear.

"I... we... We will never catch up to Adril if we take the Maze back. He's already in Skyreach."

Slowly, her pained expression surrenders to resolve.

"I'm going to rift the portal. It's the only way..."

---

Once Eliza makes her statements, give the PCs a few moments to attempt to make sense of what she's said. Likely, they'll ask what she means by "rift the portal." She explains it as an extremely risky technique of tearing a hole or "rift" in a portal, temporarily damaging it with teleportation magic such that individuals can slip in between dimensions connected to the portal and exit almost anywhere between the two connecting points. Usually it's used to make a stop in between two portal points, but Eliza thinks she might be able to use the same technique to bypass the Maze and pry her way directly into Skyreach's famed portal room. She adds that she cannot guarantee their safety and she won't think anyone a coward who declines to follow her. Ultimately she commends those who decide to continue onward with her as heroes of the Society. Once the PCs agree to accompany her, she briefs them with the following statement.

---

"I'm going to attempt to tear a rift into the portal chamber at Skyreach. It's sort of foyer in the tower's upper chambers—those reserved only for the use of the Ten and their most trusted aides. It should be the easiest chamber to access, as it doesn't actually exist in Skyreach. It's more of a hub connected to several dimensional corridors that run through the Grand Lodge. If and when we arrive, we shall be partially insubstantial. The Decemvirate uses this property to keep their identities obscured from one another when exiting and entering their private chambers. While the Decemvirate can enter and leave the chamber at will, we shall be visitors. In order to enter, each of us needs an envoy. Within the chamber stands a basin containing a small number of special *ioun* stones called *eraminho*. These stones act as vessels for the souls of the Society's most trusted protectors, some even former members of the Decemvirate. By activating these stones, we can connect with the spirits to gain access to the inner chambers. Once inside, we should seek out the faction rooms first, and use them to make contact with whatever allies of the Society we each may have outside the Ten themselves. These rooms are the only neutral rooms within the upper tower, so even if Adril seizes command of Skyreach, the faction rooms will remain somewhat of a blind-spot. After that, we need to get to Shemis and protect her at all costs. All set?"

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**Eliza Petulengro**

Eliza answers any further questions as best she can, though she's told the PCs almost all she knows. Again, she stresses the urgency of their mission, as well as her uncertainties, then cuts conversation short. After wrapping up their inquiries, she approaches the portal and sets to work, soon tearing a lightless hole in its undulating, glowing-red surface. A bone-numbing blast of frigid energy shoots from the rift, and all those within 20 feet must make a DC 30 Strength check to resist being pulled into the blackness. An inhuman shrieking emanates from the rift. Eliza tries to yell something to the PCs as she steps into the rift, though her message is wholly unintelligible, overpowered by the shrieking of the void. Seconds later she vanishes into the blackness.

The portal leads to Skyreach. PCs who wish to proceed to the next section of the adventure must step through the portal and follow.

## ACT 1: SANCTUM OF THE TEN—FIRST LEVEL

After stepping through the portal, the PCs arrive in Skyreach, though Eliza isn't with them. Attempting to rift into the tower's portal hub triggered an arcane backlash that jettisoned her in an alternate location. Still, her efforts were a success, and a temporary rift now exists between Akiton and a portal hub within Skyreach known as the Foyer of Worlds.

### 1. Foyer of Worlds (CR 14)

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The darkness thins only slightly, ebbing into a deep, blackish-purple twilight. The surrounding space appears without clear definition or form. Distance is difficult to judge, though there appears to be some sort of a perimeter marked by darker, shadowed arches.

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Immediately upon passing through the portal, each PC must make a DC 19 Fortitude save. Those who fail are stricken with a throbbing headache, leaving them sickened for 1 hour. This condition may be removed with a DC 25 Heal check or any spell or ability that normally removes the sickened condition.

The PCs have entered a magical foyer secreted within Skyreach. The shadowed arches running the perimeter of the room are portals that connect to locations all over Golarion. Dim light fills the chamber from an unknown

source. Within the foyer, all occupants appear as medium-sized silhouettes without distinctions of body shape, gender, voice, or even wielded equipment. The PCs cannot recognize each other (including by voice), and the only way to find one another is by head count. Eliza never arrives, having been forced to take another route after straining to keep the portal rifted for the PCs. Still, the head count comes up the same thanks to the added presence of a deviant interloper—the half-orc serial killer Woaltog.

**Creature:** In the shadows lurks a psychopathic half-orc serial killer named Woaltog, who was the first of the prisoners Shemis freed from temporal stasis as a means of triggering the Sanctum's defenses. Woaltog managed to work his way into this chamber, but now finds himself trapped until he can figure out how to manipulate the portals.

A former Pathfinder, Woaltog used his missions as an excuse to travel the world and commit horrifyingly brutal murders. During this time he wrote compulsively and kept two journals, one of his accomplishments as a Pathfinder and the other filled with macabre and chillingly detailed accounts of his murders. His former lover accidentally stumbled upon the second journal while snooping through his possessions and brought the work to the attention of the Ten. Soon after, they summoned him to Skyreach and both Woaltog and the incriminating journal disappeared. Too valuable to kill outright, the Decemvirate keep Woaltog imprisoned in temporal stasis, occasionally pulling him out for interrogations and special, *geas*-induced assassinations on the Ten's behalf.

Now freed, he seeks to reap a gory vengeance upon the Society, one he hopes to document as the climatic finale to his life's works. The first thing he did after his release from the Decemvirate's vault was to summon a shadow companion, which now lurks in the foyer's dark recesses, awaiting its master's command. Woaltog hides in the shadows, seeking passage out of this room and into the main lodge and from there, back into the world at large.

When the PCs arrive, Woaltog waits in the shadows to determine who they are and what their purpose is. Once the PCs realize that their features have been obscured, they will likely try to identify one another. If they inquire about Eliza or take a head count, Woaltog quickly steps forth, claiming to be the missing person. If the PCs don't take a head count or notice that one of their number is missing, Woaltog assumes his presence won't be noticed either, and moves among the unsuspecting PCs. Once he's close to a PC believing the half-orc to be an obscured ally, Woaltog strikes, directing his shadow companion to do the same.

**WOALTOG** **CR 13**

Male half-orc ranger 10/shadowdancer 4

NE Medium humanoid (human, orc)

**Init** +4; **Senses** darkvision 90 ft.; Perception +13

**DEFENSE**

**AC** 24, touch 17, flat-footed 19 (+7 armor, +2 deflection, +4 Dex, +1 dodge)

**hp** 113 (14 HD; 10d10+4d8+38)

**Fort** +9, **Ref** +13, **Will** +8

**Defensive Abilities** evasion, orc ferocity, uncanny dodge

**OFFENSE**

**Speed** 30 ft.

**Melee** +2 *short sword* +18/+13/+8 (1d6+4/19–20), +1 *kukri* +16/+11/+6 (1d4+2/18–20)

**Special Attacks** favored enemy (dwarves +2, elves +4, humans +6)

**Shadowdancer Spell-like Abilities** (CL 4th; concentration +3)

2/day—*silent image* (DC 10)

1/day—*shadow conjuration* (DC 13)

**Ranger Spells Prepared** (CL 7th; concentration +9)

2nd—*barkskin*, *wind wall*

1st—*jump*, *longstrider*, *pass without trace*

**TACTICS**

**During Combat** As much as possible, Woaltog uses the room to his advantage, stepping in and out of the shadows, as well as slipping through the fake portals to the east and the west and into the adjoining cloakroom. As he moves about, he uses his spell-like abilities to keep foes confused and to summon allies out of shadow-stuff.

**Morale** Finally free of temporal stasis, Woaltog fights to the death to avoid being recaptured.

**STATISTICS**

**Str** 14, **Dex** 18, **Con** 12, **Int** 11, **Wis** 14, **Cha** 8

**Base Atk** +13; **CMB** +15; **CMD** 32

**Feats** Combat Reflexes, Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Mobility, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

**Skills** Acrobatics +18, Bluff +8, Diplomacy +6, Disguise +8, Escape Artist +12, Handle Animal +6, Heal +9, Intimidate +6, Knowledge (arcana) +4, Knowledge (dungeoneering) +5, Knowledge (geography) +7, Knowledge (nature) +4, Knowledge (planes) +4, Perception +13, Perform (dance) +5, Sleight of Hand +12, Spellcraft +8, Stealth +16, Survival +12, Swim +5

**Languages** Common, Orc

**SQ** favored terrain (forest +2, urban +4), hide in plain sight, hunter's bond (companions), orc blood, rogue talents (finesse rogue), shadow jump (40 ft./day), summon shadow, swift tracker, track +5, weapon familiarity, wild empathy +9, woodland stride

**Gear** +3 *chain shirt*, +1 *kukri*, +2 *short sword*, *ring of protection* +2

# Sanctum of the Ten

1 square = 5 feet

## Elemental Chambers Detail

Position 1   Position 2   Position 3   Position 4



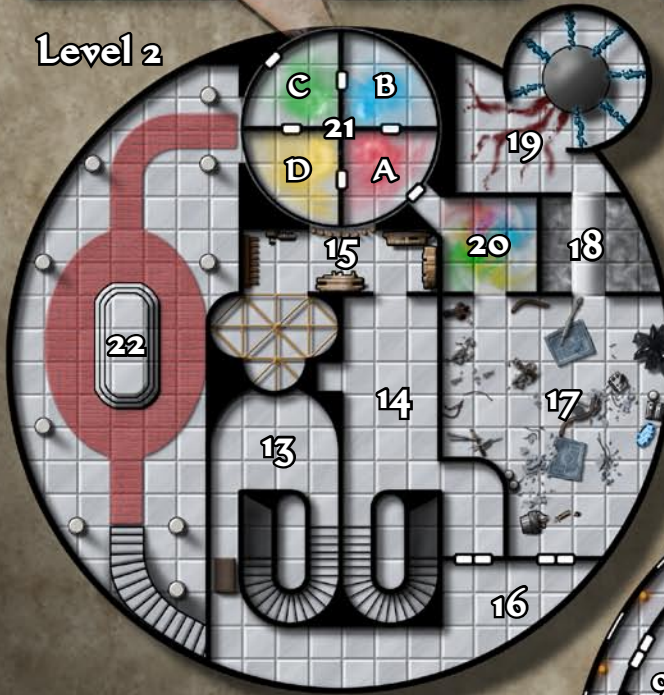
Position 5   Position 6   Position 7   Position 8



Level 3



Level 2



Level 1



Faction Room



**SHADOW COMPANION** CR —

Summoned shadow (*Pathfinder RPG Bestiary* 245, *Pathfinder RPG Core Rulebook* 392)  
 NE Medium undead (incorporeal)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +8

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**DEFENSE**  
**AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)  
**hp** 56 (3d8+6)  
**Fort** +10, **Ref** +11, **Will** +5  
**Defensive Abilities** incorporeal, channel resistance +4;  
**Immune** undead traits

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**OFFENSE**  
**Speed** fly 40 ft. (good)  
**Melee** incorporeal touch +15 (1d6 Strength damage)

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**STATISTICS**  
**Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15  
**Base Atk** +13; **CMB** +15; **CMD** 28  
**Feats** Dodge, Skill Focus (Perception)  
**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light)

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**SPECIAL ABILITIES**  
**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. The target dies if this Strength damage equals or exceeds its actual Strength score.

**Traps:** Any creature attempting to manipulate or activate one of the portals marked **P** on the map other than the Decemvirate member to whom the portal is attuned activates a lightning blast trap. Similarly, anyone attempting to pass through the two northernmost portals (those flanking the basin) without first activating one of the *eraminho stones* is thrown back and crushed by a crushing hand trap.

**LIGHTNING BLAST TRAP** CR 10

**Type** magic; **Perception** DC 33; **Disable Device** DC 33

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**EFFECT**  
**Trigger** proximity (*alarm*); **Reset** automatic  
**Effect** spell effect (heightened *chain lightning*, 15d6 electricity damage, DC 22 Reflex for half damage [DC 20 for secondary targets]); multiple targets (one primary target plus 15 secondary targets within 30 ft. of the primary target)

**CRUSHING HAND TRAP** CR 10

**Type** spell; **Perception** DC 34; **Disable Device** DC 34

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**EFFECT**  
**Trigger** proximity (*alarm*); **Bypass** active *eraminho stone* affecting target; **Reset** automatic  
**Effect** spell effect (*crushing hand*); single opponent, bull rush plus grapple and crush (CMB +31, CMD 41, crush 2d6+12)

**Development:** Once the PCs deal with Woaltog and his shadow companion, they are free to explore these chambers. There are 17 arches in all.

Each of the 10 portals marked **P** on the map is keyed to a specific member of the Decemvirate. Anyone who peers inside one of these arches sees the faint outline of a glowing rune; however, the runes shift periodically every few minutes. These portals connect to a select number of locations known only to the Decemvirate member to whom it is attuned. A creature attempting to manipulate or activate a portal not attuned to that creature activates a lightning blast trap (see Traps, above).

A DC 25 Knowledge (arcana or planes) check allows a PC to determine that the portals are keyed to specific individuals and are inoperable to all others. It also reveals that their destinations lead to locations beyond the walls of Skyreach.

The four portals marked **D** are keyed to all members of the Decemvirate. They are also linked to locations of importance. At least two members of the Ten must be present to properly activate these portals.

The pair of arches on the far eastern and western points of the circle house fake portals, and lead instead to the adjoining cloakroom. Both entrances are masked by a permanent *deeper darkness* spell.

The northernmost arch leads to the outer walkway and into the lower chambers of Decemvirate's inner sanctum. While the portal only leads to the opposite side of the wall, it is a portal nonetheless, and protected by powerful magic (see Traps, above).

**Treasure:** In the northernmost point in the chamber sits a small stone column supporting a basin filled with a pale, translucent gas. The bottom of the basin is carved with the Glyph of the Open Road. Sitting within the basin are half a dozen tiny crystals crudely chiseled into the vague likeness of humanoid figures.

Any PC who succeeds on a DC 30 Knowledge (arcana, planes, or religion) or DC 35 Spellcraft check identifies the crystal figurines as minor artifact *ioun stones* called *eraminho stones*. Similar in function to a *trap the soul* or *soul bind* spell, they are relics of ancient Azlant crafted to house and protect souls for long periods of time, and when activated, the enclosed soul can impart knowledge and insight to the wearer. Traditionally, they are crafted to provide individuals with a contingency for completing a task or an obligation after death, provided they have a mortal willing to act on their behalf.

The PCs can activate a crystal by tossing it into the air. Once activated, the crystal encircles the activator as a normal *ioun stone*, negating the obscuring effect of the room and revealing her true form. Likewise, this individual clearly sees an open passage through the northernmost portal and may freely pass through the arch into area 3.



Unknown to the PCs, these stones hold special envoys, none other than Adril Hedstom and his personal death squad. Over the course of his plotting the overthrowing of the Decemvirate, Adril got his hands on a number of empty *eraminho stones*. Prior to the PC's arrival, Adril and his death squad removed the existing stones and replaced them with the blank ones, then placed themselves within, setting the contingency of their release as being in the presence of Shemis. Knowing that the PCs need to activate these gems to get into Skyreach's inner sanctum, they have placed themselves within these stones and lie waiting for the PCs to take them and activate them.

Once the *eraminho stones* are activated, the PCs can attempt to speak telepathically to the stone's occupants. If such attempts are made, Adril and his allies attempt to give the PCs whatever advice or aid they seek, provided it points them towards Shemis, using Bluff as necessary. Of course, they are unfamiliar with specific details of Skyreach's layout and dangers, though they inform the PCs that Adril has breached Skyreach and urge the PCs to find Shemis because she is in grave danger. All this information is true, and they readily reveal it to incite and spur the PCs into action.

**Rewards:** If PCs successfully defeat Woaltog and use the *eraminho stones* to exit the Foyer of Worlds, give each player 2,322 gp.

## 2. Cloakroom

The cloakroom surrounds the foyer, and serves as a secret dressing chamber in which the 10 leaders mask and robe themselves before entering the rest of the hall. This chamber is sheathed in magical *darkness*.

**Treasure:** Within small alcoves along the outer wall stand a row mannequins draped with strange and elaborately crafted masks, cloaks, robes, and gowns. The magical disguises worn by the Decemvirate are all priceless artifacts, and each member keeps her own mask in a personal vault or on her person. These masks are decoys designed to mark those who infiltrate the Decemvirate's sanctum. Anyone who willingly dons one of these 10 masks is instantly afflicted with a *mark of justice* as if cast by an 18th-level caster. The mark takes the form of an upside down Glyph of the Open road on the wearer's forehead, and glows faintly whenever the afflicted creature is within 30 feet of a *wayfinder*. The masks impart no additional magical effects.

## 3. Pillar of Screaming Angels

In the center of this small circular chamber rises a pillar of pale white ether. Within the column twist the ghostly forms of thousands of silently screaming angels.

### NEW MAGIC ITEM: ERAMINHO STONE

Over the course of its history, the Pathfinder Society has found a number of these relics amid ancient Azlanti ruins; occasionally some have even held crazed or degenerated Azlanti souls within. The Decemvirate employs a series of these rare ioun stones to house prominent members of the Society to serve as guides within the Sanctum of the Ten and as envoys to allow strangers to enter the isolated chambers.

#### IOUN STONE, ERAMINHO (MINOR ARTIFACT)

**Aura** strong necromancy and evocation; **CL** 20th

**Slot** none; **Weight** —

#### DESCRIPTION

This magical stone is carved into the likeness of a featureless humanoid curled into a fetal position. Its widened eyes stare hauntingly and glow with eerie paleness when activated. The stone serves as a receptacle for a single soul. A living creature may set a condition or set of conditions that draw its soul into the *eraminho stone*; if the creature is alive when this occurs, its body and all its equipment are drawn into the stone as well. While within the ioun stone, the soul may communicate telepathically with any creature using the *ioun stone*. In addition to the conditions needed to draw the soul into the stone, conditions may be set to release it, either with its body (if alive) or to the Boneyard (if dead).

#### DESTRUCTION

An *eraminho stone* may be destroyed only by drawing a *sphere of annihilation* into it; doing so kills the soul within the sphere in the process.

**Mission Notes:** One of the ghostly forms within the pillar contains the tortured psychic essence of Aistor Garislog. An Andoran faction PC may attempt to allow the last remaining essence of the former Eagle Knight to enter her subconscious in order to deliver his memories to Almas. Allowing the essence to enter one's thoughts requires a full round of absolute concentration, at which point the psychic essence violently and forcibly enters the candidate's mind. This process deals 2 points of Wisdom damage to any PC who attempts it, though such effects are negated by a DC 21 Will save. If the PC makes her save against the effect, Aistor's essence is released from its prison, but it does not transfer into the PC's mind and thus cannot be carried back to Almas; the PC who releases Aistor's spirit may voluntarily fail this save to permit Aistor to enter her mind. Once the psychic transfer is complete, the individual occasionally experiences flashbacks of Aistor's life. If an Andoran faction member releases the spirit, all members of the faction earn 1 Prestige Award. If the Andoran faction PC carries Aistor's

spirit back to Almas, all members of the faction earn 1 bonus Prestige Award.

#### 4. Guest Observatory

This room serves as an observatory for guests. Facing north, its broad windows allow viewers a stunning view of Absalom and the surrounding isle. The walls are decorated with framed maps of the Inner Sea, sky charts, and various instruments of astronomy and navigation. Three dead Pathfinders lie strewn across the furniture, their throats slashed and their equipment stripped. These murders were perpetrated by Woaltog, though this knowledge can only be revealed by a *Speak with Dead* or other divination spell. The Pathfinders still retain knowledge of various locations within Skyreach, so if a PC uses this tactic to query the corpses, they can also give basic directions to both the Faction Rooms and the stairs.

#### 5. The Orvian (CR 8)

This room is entirely lightless. Within the center stands a massive, metal-framed cylinder filled with strange black liquid. A plaque upon its base reads “The Orvian.” The strange liquid within the cylinder seems to devour any light and gives off an eerie chill. The liquid is a strange substance known as black blood, collected from the lightless Vaults of Orv far below Golarion’s surface.

**Trap:** A secret compartment beneath the plaque holds a number of old Pathfinder Society missives related to black blood; it may be located with a DC 25 Perception check. The compartment is trapped, and failure to disarm it before opening the hidden door results in a stream of black blood covering the missives and the creature opening the door.

<b>BLACK BLOOD TRAP</b>	<b>CR 8</b>
<b>Type</b> mechanical; <b>Perception</b> DC25; <b>Disable Device</b> DC25	
<b>EFFECTS</b>	
<b>Trigger</b> touch; <b>Reset</b> repair	
<b>Effect</b> gouts of black blood (10d6 cold damage, DC 28 Reflex save for half damage)	

**Treasure:** The missives within the compartment have little monetary value, but the black blood itself can be quite useful to PCs should they wish to risk its dangers. A PC who makes a DC 30 Knowledge (arcana or dungeoneering) check may deduce its properties. Any creature who touches the liquid takes 1d6 points of cold damage, while total submersion deals 10d6 cold damage. A pint of black blood extracted from the larger cylinder may be used as unholy water, though once removed it loses its cold-dealing abilities. Alternatively, if a creature drinks at least a pint of the black blood, it may cast any necromantic spells at +1 caster level for the next 10

minutes, though it takes 3d6 points of cold damage and 1 point of Constitution damage. Whether used as unholy water or to bolster necromantic magic, black blood loses either quality if not used within 1 hour of being removed from its source. A *gentle repose* spell can preserve a container of up to 1 gallon of black blood away from its source for increased lengths of time (which is how the column preserves the blood within).

**Mission Notes:** In the secret compartment beneath the plaque rests a collection of six missives associated with several ill-fated Society-sanctioned expeditions into Orv to recover black blood. Qadira faction PCs should be interested in retrieving these missives. If they disable the trap and prevent the torrent of black blood from soaking the missives, they may retrieve all six, earning 2 Prestige Award. If, however, they retrieve only the three that survive the trap’s effects, Qadira faction PCs instead receive only 1 Prestige Award.

#### 6. Tusk Room

This room is lined with iron stands displaying massive scrimshaw tusks from great woolly mastodons, each engraved with thousands of tiny pictographs. Canvases displayed about the room depict artistic renderings of the pictographs along with their conceptual meanings. These translations tell the histories of various tribes living in the Realm of the Mammoth Lords.

#### 7. Nexian Ballroom

One of the many ballrooms within Skyreach, this room carries the distinction of serving as the only ballroom within the Decemvirate’s inner sanctuary. All of the room’s furnishing are magically fabricated or pure illusion, and the chamber’s appearance changes regularly. Currently, it is prepared for an upcoming event entitled “The Masquerade of Hideousness.” Its nauseatingly gaudy decor includes thick, violet carpeting and glass tables set upon white marble bases carved to resemble pyramids. The room is walled with crushed gold-leaf panels set in ebon-lacquered walnut frames and lit by six tremendous iron and crystal chandeliers.

#### 8. Outer Hall

A long, curved hallway encircles the perimeter of the tower. Numerous doorways throughout the hallway lead to various interior rooms. During the day, light filters in from rows of narrow, steeply arched windows. At night, waxy, incense-scented torches set into sconces between the windows light the corridor.

#### 9. Faction Chambers

These are the five faction chambers to which Eliza referred the PCs before being separated from them by the

portal. Faction members need to enter the appropriate chamber to claim their faction missions.

Each of these rooms exists in a quasi-dimension, creating a neutral sanctuary for representatives of various factions allied with the Pathfinder Society spending time at Skyreach—the Ten’s small acknowledgement of what the Society gets in return from the various factions that make up its membership. All are identical in shape: small hexagonal rooms with a single entrance. Each door is marked with a faction symbol. The doors are labeled on the map as follows: **a** is Qadira, **b** is Andoran, **c** is Cheliah, **d** is Taldor, and **e** is Osirion.

The interior of each sparsely furnished room is decorated according to the aesthetics of its faction and contains a handful of faction resources. These include a small library containing general information as well as a dozen or so pre-published journals, rough drafts, and similar works in progress. Another shelf holds ledgers with an array of names and dates, presumably signed by visitors. Some of the names have numbers referencing journals or notes supposedly filed elsewhere within the chambers. Also within each room, one half of a small, rough-cut geode rests on a brass stand (the color of the geode is determined by the faction). The geode is half of a *stone of sending* (see the sidebar), part of an enchanted stone that a faction member may activate to contact his or her faction leader. An individual of the appropriate faction who concentrates on the geode for 1 round contacts her faction leader. Once contact is established, the PC receives her faction mission in the form of a *sending*.

## 10. The Mwangi

A towering stone totem pole serves as this hall’s centerpiece, its faces consisting of various jungle animals with anthropomorphic features. A bronze plaque set into its display base reads, “The Mwangi.” Framing the totem, and set upon a backdrop of colorfully patterned cloth, hang an arrangement of wooden masks and shrunken heads. Eerily, the heads are enchanted such that when they are addressed, guests can converse with them, though they express mere pleasantries and offer no real information.

## 11. The Gallery

This small gallery displays an impressive collection of Tian art. Upon shelves lining the room rest dozens of handblown glass baubles, each hiding a tiny etching of a bucolic scene within. Above the baubles, stylized brush and ink paintings hang upon the walls, depicting carp and dragons amid rolling waves and wind-whipped mountains. Wooden stands about the room display a menagerie of small ivory carvings, including a pair of foo dogs, several unusual dragons, a bear, a fisherman, a cluster of rats, and an osprey.

### NEW MAGIC ITEM

#### STONE OF SENDING

**Aura** moderate evocation; **CL** 8th

**Slot** —; **Price** 16,000 gp; **Weight** 2 lbs.

#### DESCRIPTION

This paired item is created from a single geode divided into two halves. Any individual who concentrates upon one of the halves can use it to send a mental message to the individual possessing the other half as though she had cast a *sending* spell. The sender must spend a full round concentrating upon his half of the stone to deliver the message. The message can be longer than for a *sending* spell, but no longer than 100 words. If the receiving stone is unattended when a message comes through, the gems on its inner surface glow faintly until the geode is touched, releasing the message to its new possessor. If a message comes to an unattended stone that already holds a message, the new message erases and replaces the first message. A stored message lasts for 24 hours before dissipating naturally.

Each half of a *stone of sending* can be used once per day to initiate contact with the other.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *sending*; **Cost** 8,000 gp

An arch to the north opens to a curved passage. To the east, a small antechamber houses a curved staircase rises up into darkness.

**Development:** The osprey statuette here is a *figurine of wondrous power* with the properties of a silver raven. Its owner is the famed Osprey of Diobel. Clever PCs can use the figurine to attempt to send him an alert or plea for aid, inform him of Eliza’s disappearance, or deliver a similar message to keep him abreast of the current situation. If given a message, the osprey exits Skyreach through windows in area 8, and flies west.

## 12. The Hall of Blades

The walls of this wide hallway are hung with hundreds of exotic masterwork swords, daggers, and other bladed weapons from distant locations within and beyond the Inner Sea region. Small placards beneath each provide the weapon’s name and details on its use, history, and country of origin. To the west, the hallway ends at the foot of a massive, curving staircase. A hall to the south leads to area 10, while the double doors at the eastern end of the hall open onto the outer walkway that encircles this floor.

**Treasure:** Among the many historically important (though mostly only masterwork) weapons in the room

## NEW MAGIC ITEM

**VOTHUEMONT'S BLADE**

**Aura** strong transmutation; **CL** 20th

**CONSTRUCTION**

**Alignment** N; **Ego** 12

**Int** 14, **Wis** 10, **Cha** 10

**Senses** blindsense

**Communication** speech (Common), telepathy

**Lesser Powers** fly 30 ft., *magic aura* on self at will

**DESCRIPTION**

This +2 *dancing greatsword* is staunchly dedicated to the protection of its owner's honor, though it still believes its master to be the long dead swordsman Vothuemont. It challenges any who attempt to wield it to a duel to become its new master, surrendering when reduced to 10 or fewer hit points. The weapon has an attack bonus of +20, AC 10, hardness 22, hp 70.

is *Vothuemont's Blade*, an intelligent +2 *dancing greatsword* once owned by a skilled Taldan swordsman in the service of Stavian I. When the *Vothuemont's Blade* sensed the escaped criminals rifling through the collection in search of gear, it cast *magic aura* upon itself, and thus it does not detect as magical. A PC who is specifically looking for the blade may locate it with a DC 15 Perception check. As soon as anyone attempts to touch the weapon, it springs to life to defend itself, refusing to let anyone touch it who can not first subdue it in combat.

**Mission Notes:** If a Taldor faction member locates *Vothuemont's Blade* and reduces the sword to 10 hit points or fewer, it surrenders, allowing the PC to take it into his possession and deliver it to his faction leader. Doing so completes the faction mission and earns Taldor faction PCs 1 Prestige Award. Still, the sword refuses to keep quiet about the past and frequently spouts off about Prince Stavian's betrayal to his beloved master (the king purportedly slept with Vothuemont's wife). While the tale is fascinating, and the sword would gladly expose the shame of Stavian to all to honor Vothuemont's memory, the story it tells may cast doubts upon the legitimacy of the current ruler's claim to the throne, so Taldor faction members should quickly realize it is in their best interest to convince the sword to keep quiet about such matters. Those attempting to calm the sword must convince it that they love Taldor and that the current ruler is no longer Stavian I, who betrayed his country by betraying its greatest servant, Vothuemont. Persuading the sword to keep quiet about the affair requires an opposed Diplomacy check and earns Taldor faction PCs an additional Prestige Award.

## ACT 2: SANCTUM OF THE TEN—SECOND LEVEL

This level was designed to serve as a protective barrier between the lower and upper chambers of Skyreach. When the criminals were freed from temporal stasis, the floor's defenses automatically activated. This level can be entered from either of the curving stairwells on the floor below.

### 13. Clockwork Massacre

Atop the stair, a short hall opens into a small, rectangular room. The walls within are scarred and gouged. Gears, scrap metal, and other remnants of mechanical contraptions lie recklessly strewn about. Many of the scattered metal parts possess slightly anthropomorphic features. A fair amount of blood is splattered about the walls, floors, and ceiling. On the far side of the room, a metal-reinforced door hangs loosely, bashed open and dangling from a single hinge.

This chamber marks the site of a recent scuffle between the criminal escapees from the Decemvirate's private planar vault and a pair of clockwork golems built to protect against intruders. Though victorious, the thugs suffered severe injury and have headed back to area 18 to recuperate, counting on Woaltog to find them more equipment.

### 14. Azlant (CR 14)

This hall displays architectural artifacts recovered from the ruined islands of lost Azlant, far to the west. Renderings of strange designs hang as backdrops behind scale models of various structures. Excerpts from Pathfinder journals document the post-Starfall migration and cultural progression of the survivors of Azlant's destruction.

**Creatures:** Activated by Shemis, a pair of clockwork golems from the adjacent Gearspawn Chamber lurk here, searching for intruders. Magically attuned to recognize current members of the Decemvirate, they immediately attack and destroy any individual they cannot identify.

**CLOCKWORK GOLEM (2)****CR 12**

*Pathfinder RPG Bestiary 2 137*

N Large construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

**AC** 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)

**hp** 118 (16d10+30)

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

**DR** 10/adamantine; **Immune** construct traits, magic

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +23 (2d10+8 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** death burst, grind, wall of gears

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**STATISTICS**

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**Str** 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +16; **CMB** +25 (+29 grapple); **CMD** 36

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**SPECIAL ABILITIES**

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**Death Burst (Ex)** When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

**Grind (Ex)** A clockwork golem deals an additional 2d10+12 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

**Immunity to Magic (Ex)** A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.
- A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

**Wall of Gears (Su)** As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

**Development:** The constructs are rigged with an arcane alarm system that triggers upon their destruction. The alarm alerts all living members of the Decemvirate that the security of Skyreach has been breached.

## 15. Gearspawn Chamber

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The granite walls of this narrow chamber are mounted with metal plates supporting huge iron gears, all turning slowly, churning an array of chains, belts, cogs, and other devices. The west section of the chamber opens into a wider, clover-shaped chamber to the south, its walls armored in bronze and copper plates. Copper nozzles protrude from between the plates, dripping black grease. The grease stains the floor beneath in pools of scintillating rainbow.

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Here the Decemvirate's most trusted engineers create and maintain the level's clockwork

golem guardians. Three such creatures are active and awaiting deployment at any given time, each waiting in one of the three alcoves in the clover-shaped chamber until it receives orders. One such golem was destroyed by the escaped prisoners in area 13; the others presently patrol area 14.

## 16. Hallway

The hallway empties into an angular, irregularly shaped room. A DC 28 Perception check notes gouges in the floor and walls, all telltale signs of a scuffle. Prior to their arrival, the escaped prisoners and guardian constructs had an altercation in this hall. After taking several grievous wounds and having Woaltog break from their company, the remaining prisoners forced the constructs into area 14, then fled back to area 18 to recuperate. In their retreat, they barred the eastern set of iron doors to prevent the constructs from immediately tailing them (hardness 8, hp



45, Break DC 28). The eastern doors are covered with metal plates engraved with strange glyphs. An engraving above the entrance reads “The Numerian.” The non-magical glyphs are artistic renditions of various Numerian symbols. Arranged for aesthetics only, they do not say anything.

**Development:** If the PCs make excessive noise in this chamber and have not yet defeated the golems in area 14, allow the constructs Perception checks to hear the PCs and move into this chamber to defend the Decemvirate. Similarly, the noise of combat or breaking down the door alerts the escaped prisoners hiding in area 18.

## 17. The Numerian (CR 15)

Dozens of artistically displayed chunks of twisted, unidentifiable metal, embossed with alien symbols, decorate this chamber. Maps placed near individual chunks denote the locations and specific years in which the items were discovered. The north wall has two alcoves. On the floor in front of the eastern arch lies a metal door, apparently blown off its hinges. Numerous spatters of blood crisscross the floor.

With a DC 18 Perception check, a PC notes a path of dripped blood leading to area 18. The metal pieces on display were recovered from and can be associated with the strange metallic objects found within that region with a successful DC 25 Knowledge (geography) check. The assortment of metal artifacts were claimed by various explorers from several different locations. There is no clear relationship between any of the pieces, and thus their purpose cannot be deciphered.

**Creatures:** The remaining three escapees from temporal stasis now camp out in the shadows of the adjacent doorway that runs through the dimensional hall to the Decemvirate’s vault (see areas 18 and 19.) Forced to retreat by the clockwork golems, they keep watch over this chamber while reworking their plan of escape. Though they each possess a few items and weapons Shemis left for them, they remain short on combat gear and other supplies. As soon as they spot the PCs, they size them up, greedily eyeing their equipment. As soon as an advantageous opportunity arises, they strike, then immediately retreat into the dimensional corridor in area 18, hoping to bait the PCs into pursuing them toward the *mirror of life trapping*. If they can get a PC to touch one of the many facets of the giant gem, they can collect the gear that the PC left behind.

### FEROCLEUS CR 12

Male half-elf druid (blight druid) 13 (*Pathfinder RPG Advanced Player’s Guide* 98)

NE Medium humanoid (elf, human)

**Init** +0; **Senses** low-light vision; Perception +17

**Aura** miasma

#### DEFENSE

**AC** 19, touch 12, flat-footed 19 (+7 armor, +2 deflection)

**hp** 101 (13d8+39)

**Fort** +9, **Ref** +6, **Will** +12; +2 vs. enchantments

**Defensive Abilities** blightblooded, plaguebearer; **Immune** disease, sickened, nauseated; **Resist** acid 20

#### OFFENSE

**Speed** 20 ft.

**Melee** +2 scythe +15/+10 (2d4+6/19–20/x4)

**Special Attacks** acid dart (1d6+6 acid, 7/day), miasma, wild shape 13 hours/day

**Druid Spells Prepared** (CL 13th; concentration +17)

7th—*creeping doom* (DC 21), *elemental body IV* (earth only)<sup>D</sup>

6th—*antilife shell*, *repel wood*, *stoneskin*<sup>D</sup>

5th—*baleful polymorph* (DC 19), *cure critical wounds*, *insect plague*, *wall of stone*<sup>D</sup>

4th—*dispel magic*, *flame strike* (DC 18), *freedom of movement*, *ice storm*, *rusting grasp*, *spike stones*<sup>D</sup> (DC 18)

3rd—*contagion* (DC 18), *poison* (DC 18), *protection from energy*, *sleet storm*, *stone shape*<sup>D</sup>, *wind wall*

2nd—*bull’s strength*, *flaming sphere* (DC 16), *heat metal* (DC 16), *lesser restoration*, *soften earth and stone*<sup>D</sup>, *spider climb*

1st—*jump*, *longstrider*, *obscuring mist*, *magic stone*<sup>D</sup>, *pass without trace*, *produce flame*

0 (at will)—*detect magic*, *light*, *stabilize*, *read magic*

**D** Domain spell; **Domain** Earth

#### TACTICS

**Before Combat** Ferocleus casts *antilife shell*, *longstrider*, and *freedom of movement* once he becomes aware of the PCs.

**During Combat** Ferocleus depends on magic as his primary weapon, preferring to avoid melee and attack with ranged spells. If possible, he isolates a single PC with a *wall of stone*, allowing his fellow escapees to focus their attacks on a single target. If melee is unavoidable and he has no more touch or close-range spells, he wild shapes into a huge earth elemental.

**Morale** Ferocleus knows what his future holds if he’s recaptured and placed back in temporal stasis, and he fights to the death to avoid such a fate.

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 13, **Int** 12, **Wis** 18, **Cha** 8

**Base Atk** +9; **CMB** +12; **CMD** 24

**Feats** Combat Casting, Eschew Materials, Improved Critical (scythe), Lightning Reflexes, Spell Focus (necromancy), Toughness, Weapon Focus (scythe)

**Skills** Climb +12, Craft (alchemy) +11, Fly +6, Handle Animal +7, Heal +12, Knowledge (nature) +13, Perception +17, Ride +6, Spellcraft +15, Survival +19, Swim +11

**Languages** Common, Druidic, Elven, Terran

**SQ** blightblooded\*, elf blood, nature bond (Earth domain), nature sense, vermin empathy +12, woodland stride

**Gear** +3 *hide armor*, +2 *scythe*, *ring of protection* +2

**SPECIAL ABILITIES**

**Vermin Empathy (Su)** A blight druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. A blight druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but takes a –4 penalty on the check unless the animal or undead has a disease special attack.

**Miasma (Ex)** Whenever a blight druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a DC 20 Fortitude save or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures that are immune to disease.

**Plaguebearer (Su)** Any creature that strikes a blight druid with a touch attack, unarmed strike, or natural weapon must succeed at a DC 20 Fortitude save or contract a disease, as the *contagion* spell. If the creature makes its save, it is immune to this effect for 24 hours.

**PYCERAT****CR 12**

Female elf sorcerer 9/assassin 4

LE Medium humanoid

**Init** +8; **Senses** low-light vision; Perception +9**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)**hp** 72 (13 HD; 9d6+4d8+22)**Fort** +6, **Ref** +9, **Will** +8; +2 vs. enchantments, +2 vs. poison**Defensive Abilities** uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +2 *short sword* +14/+9 (1d6+1/19–20)**Ranged** ray +12**Special Attacks** death attack (DC 15), sneak attack +2d6, true death**Bloodline Spell-Like Abilities** (CL 9th; concentration +12)

6/day—laughing touch

9 rounds/day—fleeting glance

**Sorcerer Spells Known** (CL 9th; concentration +12)4th (4/day)—*greater invisibility*, *phantasmal killer* (DC 17), *poison* (DC 17)3rd (7/day)—*deep slumber* (DC 18), *displacement*, *lightning bolt* (DC 16), *ray of exhaustion*2nd (7/day)—*bear's endurance*, *detect thoughts* (DC 15), *hideous laughter* (DC 15), *scorching ray*, *see invisibility*1st (7/day)—*entangle* (DC 14), *feather fall*, *magic missile*, *shield*, *shocking grasp*, *true strike*0 (at will)—*arcane mark*, *daze* (DC 13), *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *ray of frost*, *read magic***Bloodline Fey****TACTICS****Before Combat** If given time to prepare, Pycerat casts *bear's endurance*, *shield*, and *greater invisibility* before entering combat.**During Combat** Pycerat uses her spells and invisibility to

deceive and confuse opponents, allowing her to make the most of her assassin abilities and sneak attack.

**Morale** Pycerat wants to live. If reduced below 30 hit points, she breaks from combat and attempts to escape. If captured, she surrenders and attempts to bargain with the PCs for her freedom.**STATISTICS****Str** 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +6; **CMD** 20**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Silent Spell, Toughness, Weapon Finesse, Weapon Focus (short sword), Weapon Focus (ray)**Skills** Acrobatics +11, Bluff +10, Craft (alchemy) +8, Diplomacy +8, Disable Device +9, Disguise +8, Escape Artist +9, Fly +8, Intimidate +8, Knowledge (arcana) +5, Knowledge (dungeoneering) +2, Knowledge (history) +2, Knowledge (local) +2, Perception +9, Sense Motive +6, Sleight of Hand +11, Spellcraft +10 (+12 identify magic item properties), Stealth +12**Languages** Common, Elven, Sylvan**SQ** bloodline arcana, elven magic, hidden weapons, poison use, weapon familiarity, woodland stride**Gear** +2 *short sword*, *bracers of armor* +4**VALICIA NARIKOPOLUS****CR 12**

Female human fighter 13

LE Medium humanoid

**Init** +3; **Senses** Perception +1**DEFENSE****AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge)**hp** 128 (13d10+52)**Fort** +10, **Ref** +7, **Will** +5; +3 vs. fear**Defensive Abilities** bravery +3**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +18/+13/+8 (1d6+4/19–20) or +1 *dagger* +19/+14/+9 (1d4+4/19–20)**Ranged** +1 *composite longbow* +22/+17/+12 (1d8+10/x3) or +1 *dagger* +20 (1d4+6/19–20)**Special Attacks** weapon training (bows +3, thrown +2, light blades +1)**STATISTICS****Str** 15, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +13; **CMB** +15; **CMD** 29**Feats** Disruptive, Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Spellbreaker, Toughness, Weapon Focus (short sword), Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Climb +12, Craft (bows) +8, Intimidate +10, Knowledge (dungeoneering) +7, Ride +10, Survival +10, Swim +10**Languages** Common**SQ** armor training 3

**Combat Gear** human slaying arrows (3); **Other Gear** +3 chain shirt, +1 dagger, +1 composite longbow with 40 arrows, +1 short sword

**Mission Notes:** A former bodyguard, Valicia carries in her head a magical glass eye containing a map of the layouts to numerous crucial subterranean passages running beneath the four most populous cities in Cheliaz. A permanent *contingency* spell that protects the eye alerts a superior in House Narikopolus that the eye has been removed. A rogue PC can detect the *contingency* with a DC 26 Perception check as if it were a trap, or a PC of any class can detect it with a DC 26 Spellcraft check in conjunction with *detect magic*. A *dispel magic* spell temporarily suppresses the *contingency*. A daring PC may permanently suppress the *contingency* effect by placing the eye within his own skull. Performing this action deals 3d6 points of damage (DC 30 Heal for half). Cheliaz faction PCs who retrieve the magic eye earn 1 Prestige Award; doing so without setting off the *contingency* earns an additional 1 Prestige Award.

**Rewards:** If PCs defeat Ferocleus, Pycerat, and Valicia, give each player 6,073 gp.

## 18. The Dimensional Hall

A dimensional hallway creates an additional barrier between the Decemvirate's extraplanar vault and the main chambers of their sanctum. While the room itself is only 15 feet across, anyone attempting to pass through the door on the other side must pass through a dimensional anomaly that increases the overall travel distance to 200 feet. On either side, 5-foot-deep alcoves connect to the initial 15 ft. of the corridor. A gray, translucent haze fills the alcoves, providing concealment to any sentries posted within. A creature in either of the alcoves treats all 200 feet of the passage between them as being adjacent.

## 19. The Decemvirate's Vault

An archway opens into a wedge-shaped room, its outer wall bisected by a spherical chamber. Blackened, lightning-shaped streaks run across the walls and floors. In the middle of the spherical chamber floats an ebon gemstone with fifteen facets. Long chains forged from a strange blue alloy run from the center of each facet to the chamber walls.

The black gem is the Decemvirate's vault, in which they keep wholly evil and destructive Pathfinders who are too much of a liability to let roam free but who are too valuable to simply eliminate. Each of the gem's 15 faces acts as a *mirror of life trapping*, activated by touch. A creature who touches one of the facets must make a DC 23 Will save to be pulled inside.

As a member of the Decemvirate, Shemis knows the command word for every prisoner contained within the prison, and foreseeing Adril's onslaught, she released four of the prisoners from within who were least likely to be able to further escape from the Sanctum of the Ten. She set out basic equipment appropriate to their skills and needs, and left them to fend for themselves. Their release triggered the security systems of the Sanctum, both keeping them in and making the PCs' progress to Shemis a challenge.

## 20. The Elemental Disk

The floor of this chamber is inlaid with giant circular mosaic of the four primary elements divided into quarters that swirl counter-clockwise. A brass plaque encircles the mosaic, engraved with a passage that reads: "The shortest year has five seasons of fire." In the northwest corner, a short passage leads to a door.

This cryptic engraving refers to the rotating chamber in the adjacent room.

## 21. Elemental Chambers (CR 14)

This large, cylindrical chamber is divided into four sub-chambers, each keyed to an elemental plane. The entire chamber rotates around a central column. Two external doors permit access to the main chamber, while doors within allow individuals to move from one sub-chamber to the next. The chambers serve a dual function. Originally constructed for the Decemvirate members to convene with elemental lords or supernatural beings tied to various elements, in times of turmoil the chambers activate, transforming into an elaborate and deadly trap.

The rotating chamber has a total of 8 positions (see map). When the PCs arrive, the chamber is in position 1 with the door to sub-chamber A aligned to area 20. The two doors along the outside of the circle (in sub-chambers A and C) open freely, while the four internal doors connecting the sub-chambers to one another may only be opened by means of a silver lever set into the wall to the right of each side of the doors.

Pulling a lever does five things in the following order: first, all doors—including the two external doors—slam closed; next, all four of the room's traps trigger (see page 17); next, the room rotates 45 degrees counter-clockwise (see the Elemental Chambers Detail section of the map on page 7; after the room reaches position 8, it next returns to position 1); the door adjacent to the pulled lever opens; all levers reset. If two levers are pulled simultaneously nothing happens—only a single lever may ever be pulled at any given time.

The rotating elemental chambers could potentially be both deadly and extremely time consuming. It may



take some groups quite a while to figure out the patterns involved, during which time they may sustain extensive damage. The fastest and easiest way for the PCs to reach the exit is to remain in sub-chamber A, pull either lever five times to bring the sub-chamber to position 6, and withstand the five resulting instances of the flaming trap within (either by sheer endurance, magical resistance to fire, or dispelling or disabling the trap). The engraving on the floor in area 20 may provide a clue to this tactic. If the PCs move from sub-chamber to sub-chamber or divide the party between several sub-chambers, they only complicate the situation for themselves. If the PCs disable all four traps, simply end the encounter and assume they eventually find their way out of an external door to area 22.

**Sub-Chamber A (Fire):** The room has a door set into its curved outer wall that can be used to exit the chamber (either into area 20 or area 22, depending on what position the chamber is in), and two interior doors that lead to sub-chambers B and D. While the chamber is in rotation, this sub-chamber fills with roiling flames from corner to corner and from floor to ceiling.

#### INCENDIARY CLOUD TRAP CR 10

Type magic; Perception DC 33; Disable Device DC 33

##### EFFECT

Trigger touch (lever); Reset automatic

Effect spell effect (*incendiary cloud*; 6d6 fire damage, DC 22 Reflex save for half); multiple targets (all targets within sub-chamber A)

**Sub-Chamber B (Water):** This sub-chamber has only interior doors, which connect it to sub-chambers A and C. While the chamber is in rotation, this sub-chamber fills with biting cold air.

#### CONE OF COLD TRAP CR 10

Type magic; Perception DC 32; Disable Device DC 32

##### EFFECT

Trigger touch (lever); Reset automatic

Effect spell effect (empowered *cone of cold*; 14d6 cold damage; DC 17 Reflex save for half); multiple targets (all targets within sub-chamber B)

**Sub-Chamber C (Earth):** The room has a door set into its curved outer wall that can be used to exit the chamber (either into area 20 or area 22, depending on what position the chamber is in), and two interior doors that lead to sub-chambers B and D. While the chamber is in rotation, this sub-chamber turns all creatures within to stone.

#### FLESH TO STONE TRAP CR 10

Type magic; Perception DC 31; Disable Device DC 31

##### EFFECT

Trigger touch (lever); Reset automatic

Effect spell effect (*flesh to stone*, DC 19 Fortitude save negates); multiple targets (all targets within sub-chamber C)

**Sub-Chamber D (Air):** This sub-chamber has only interior doors, which connect it to sub-chambers A and C. While the chamber is in rotation, all the air crackles with violent jolts of electricity.

#### CHAIN LIGHTNING TRAP CR 10

Type magic; Perception DC 33; Disable Device DC 33

##### EFFECT

Trigger touch (lever); Reset automatic

Effect spell effect (heightened *chain lightning*, 15d6 electricity damage, DC 22 Reflex for half damage [DC 20 for secondary targets]); multiple targets (one primary target plus 15 secondary targets within sub-chamber D)

## 22. The Copper Sphinx (CR 14)

The revolving elemental chamber empties into a broad, windowless hall. Half columns of marble flank the walls, and a carpeted path stretches towards the single exit: a curved stairwell carved of slick, gray basalt. In the center of the hall, atop a marble dais, sits perched a great copper-clad sphinx.

The Decemvirate trusts the defenses that guard the uppermost floor of Skyreach so much that they have created this luxurious chamber for the sole use of their final sentient guardian. The stairs at the far end of the hallway climb up into a block of unnatural shadow. The entire stairwell is treated as being under the effect of a continual *deeper darkness* spell.

**Creature:** Allow the PCs a DC 25 Knowledge (history) check to identify the creature on the dais as Andrexriel, the Copper Sphinx. The large, sphinx-shaped copper construct is sentient. For 2 centuries, it has lived in the upper chambers of Skyreach, serving as its sentry. As soon as it spots intruders, the creature rises from its perch to defend its masters.

#### ANDREXIEL, THE COPPER SPHINX CR 14

Female gynosphinx oracle 9 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 257, *Advanced Bestiary* 169)

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision, see *invisibility*; Perception +23

##### DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 211 (21 HD; 12d10+9d8+105)

Fort +16, Ref +12, Will +18

Defensive Abilities light fortification; Resist fire 10

OFFENSE

**Speed** 30 ft., fly 50 ft. (poor)

**Melee** 2 claw +25 (1d6+7/19–20)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** brain drain (2/day, DC 20 Will negates, 9d4), pounce, rake (2 claws +17, 2d6+6)

**Spell-Like Abilities** (CL 12th; concentration +18)

Constant—*comprehend languages, detect magic, read magic, see invisibility*

At will—1/week—any one of the following: *symbol of fear* (DC 22), *symbol of pain* (DC 21), *symbol of persuasion* (DC 22), *symbol of sleep* (DC 22), *symbol of stunning* (DC 23); all symbols last for 1 week maximum

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic, legend lore, locate object, remove curse*

**Oracle Spells Known** (CL 9th; concentration +15)

4th (5/day)—*discern lies, inflict critical wounds* (DC 20), *legend lore, sending*

3rd (7/day)—*blindness/deafness* (DC 19), *dispel magic, glyph of warding, inflict serious wounds, locate object*

2nd (8/day)—*hold person* (DC 18), *inflict moderate wounds* (DC 18), *resist energy, silence, tongues, zone of truth* (DC 18)

1st (8/day)—*bane* (DC 17), *deathwatch, entropic shield, identify, inflict light wounds* (DC 17), *obscuring mist, sanctuary* (DC 17)

o (at will)—*bleed* (DC 16), *detect magic, guidance, mending, read magic, resistance, stabilize, virtue*

Mystery Lore

STATISTICS

**Str** 24, **Dex** 13, **Con** 20, **Int** 16, **Wis** 23, **Cha** 23

**Base Atk** +18; **CMB** +26; **CMD** 37 (41 vs. trip)

**Feats** Alertness, Combat Casting, Flyby Attack, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Iron Will, Skill Focus (Fly), Weapon Focus (claw)

**Skills** Bluff +17, Craft (alchemy) +7, Diplomacy +22, Fly +12, Intimidate +17, Knowledge (arcana) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +23, Sense Motive +26, Spellcraft +19

**Languages** Common, Draconic, Ignan, Kelish, Osiriani, Sphinx  
**SQ** oracle's curse (clouded vision), revelations (brain drain, lore keeper)

SPECIAL ABILITIES

**Brain Drain (Su)** Andrexriel can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per oracle level. After successfully attacking with this ability, Andrexriel may use a full-round action to sort through the jumble of

stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in her mind for a number of rounds equal to her Charisma modifier. Treat the knowledge gained as if she had used *detect thoughts*. This is a mind-affecting effect.

**Light Fortification (Ex)** When a critical hit or sneak attack is scored on Andrexriel, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

**Mission Notes:** Embedded in Andrexriel's chest is a divine artifact called the *heartscarab*, which binds the last vestiges of her mortality to her new, metallic form. Osirion faction PCs can attempt to deactivate the device with a DC 30 Disable Device check. If the check fails, the artifact remains active and slowly burns itself out, though the Ruby Prince still desires its return. If the check is successful, the *heartscarab* deactivates and the life-spark within remains strong. Successfully retrieving the *heartscarab* earns Osirion faction PCs 1 Prestige Award; also deactivating it earns Osirion faction PCs 1 bonus Prestige Award.

## ACT 3: THE OBSERVATORY

At Skyreach's pinnacle stands the Decemvirate's observatory. From here, the Ten keep close watch on the goings on of the organization's members throughout the Inner Sea and across Golarion.

### T23. Adril Revealed (CR 17)

Atop the stairs, the unnatural shadow disperses, emptying like a river of gray swirling fog into a tremendous, circular atrium. The fog collects along the perimeter of the room, hovering no more than a foot above the ground. The remainder of the floor is exposed. Its surface appears slick and glasslike. Light from below penetrates the translucent surface, giving off a faint, eerie glow. The walls too appear made of the same, glassy substance. They climb almost twenty feet, then curve inward into a shadowy metal dome. Pinholes of light twinkle on the surface of the dome ceiling, giving it the appearances of the night sky. A shifting array of scenes twist and dance across the surface of the murky windows, depicting scores of people and places in dozens of realms throughout Golarion.

In this chamber, the Decemvirate monitors the activities of its entire membership—the successes, failures, loyalties, and betrayals that make up the Pathfinder Society. Furniture here is often changed to meet the needs of specific occasions, and is generally created magically out of raw force or through conjuration. Currently, the room is eerily empty.

The smoky gray floor is almost transparent, but no amount of looking through it provides any insight into what forms may be below. The walls, however, clearly display

scenes of Pathfinders throughout Golarion, completing missions in Irrisen and the Mwangi Expanse, resting in Lodges from Magnimar to Goka, and some sitting amid stacks of books in the great libraries of the world. A DC 20 Knowledge (geography or local) check allows a PC to identify any scene on which she concentrates for a full round. One scene even depicts the PCs themselves as they move about this very chamber.

**Creatures:** A lone figure—the Decemvirate member named Shemis—stands in the center of the floor staring into the walls. Her face is covered with an ivory mask, featureless except for pale, pupil-less white orbs lined with jade where her eyes should be. Its surface is inlaid with complex patterns of runes and upon its left cheek rest three, blood-red, crystalline tears. Dozens of silver rings pierce the perimeter of the mask, and it is hooded with a bristling mane of peacock feathers. Beneath the mask, Shemis wears a gown of peacock feathers, porcupine quills and shimmering plates of scintillating opalescent abalone.

Shemis is a master diviner and something of a depressive enigma. Having seen the events that are bound to now play out, she silently and somberly stares through the windows of the massive structure into the strange realms beyond, stoically waiting for the inevitable conflict. She senses the PCs when they enter; however, she keeps her gaze on the morphing scenes within the massive windows. She holds her thoughts until the PCs approach. If they attempt to speak to her, initiate a private conversation, or come within 20 feet of her without speaking, she begins her soliloquy. Throughout, she remains aloof and detached, never pulling her gaze from the wall.

---

“Well Adril, you have found me at last. I see you have once again manipulated the members of the Society into performing your dirty work. I congratulate you on your ingenuity. Well played. Now that you’re here, you may as well reveal yourself to your pawns.”

---

After speaking, Shemis falls silent. Seconds later, all the *eraminho stones* about the PCs’ heads fade to a dull gray color and fall to the floor. Ether spills from the stones and within moments, materializes in the form of Adril Hestram and the death squad of *doppelgangers* that serve as his personal squad of assassins. Complicating the matter, the *doppelgangers* materialize in Adril’s form.

Upon materializing, one of the burly warriors (whether it’s the real Adril or not is up to the GM) grins a toothy grin and replies.

“And so it begins, Shemis... Endgame.”

Adril offers no further information or explanation, but simply draws his massive earthbreaker and launches into battle, heading straight for Shemis. The PCs are free to

react to this however they desire. Adril targets Shemis while his bodyguards engage the PCs.

### ADRIL HESTRAM

CR 16

Male human fighter 16

NE Medium humanoid

Init +6; Senses Perception –1

#### DEFENSE

AC 29, touch 17, flat-footed 26 (+12 armor, +3 deflection, +2 Dex, +1 dodge, +1 insight)

hp 220 (16d10+128)

Fort +20, Ref +13, Will +10; +4 vs. fear,

Defensive Abilities bravery +4, Resist fire 20; SR 20

#### OFFENSE

Speed 30 ft.

Melee +1 wounding earth breaker

+26/+21/+16/+11 (2d6+14/19–20/x3)



Adril Hestram

**GM TIP: SHEMIS**

As a highly specialized seer, Shemis is all but useless in combat, and she knows it. Aside from *blur*, she has no defensive spells prepared, and nothing in the way of offensive spells, and her AC and hit points are relatively low. She is a target and should be played as such. While you may use her to back the PCs where she can, she was designed to allow the PCs to be the heroes and fight this fight. Part of the challenge of the encounter is keeping her alive, but don't pull any punches—if Adril or one of his doppelganger minions deals her a killing blow, allow the Decemvirate member to fall. Her stat block is included in this encounter for reference only.

**Ranged** +1 *returning throwing axe* +22/+17 (1d6+10)

**Special Attacks** weapon training (hammers +3, axes +2, heavy blades +1)

**TACTICS**

**During Combat** Adril initiates combat by charging Shemis, attempting to bash in her skull. At least for the first few rounds, Adril focuses his attacks on her, leaving the PCs to his allies. He only focuses on the Pathfinders once they prove to be a threat. Still, he furiously attacks anyone obstructing his target. He wastes little time on blockers, hoping to drop them with a single full-attack. If the PCs take to the air, Adril activates his *winged boots* to combat them in flight.

**Moral** Adril accepts that this event will be either his ultimate triumph or his swan song. He fights to the death.

**STATISTICS**

**Str** 20, **Dex** 15, **Con** 22, **Int** 10, **Wis** 8, **Cha** 12

**Base Atk** +16; **CMB** +21; **CMD** 37

**Feats** Cleave, Critical Focus, Dodge, Greater Weapon Focus (earth breaker), Greater Weapon Specialization (earth breaker), Improved Critical (earth breaker), Improved Initiative, Improved Iron Will, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Toughness, Weapon Focus (earth breaker), Weapon Focus (throwing axe), Weapon Specialization (earth breaker), Weapon Specialization (throwing axe)

**Skills** Bluff +11, Climb +15, Fly +2, Handle Animal +8, Knowledge (dungeoneering) +11, Survival +13, Swim +13

**Languages** Common

**SQ** armor training 4

**Combat Gear** *potions of cure serious wounds* (3), *potion of haste*; **Other Gear** +3 *full plate*, +1 *wounding earth breaker*\*, +1 *returning throwing axes* (2), *bag of holding* (type I) containing two dozen *eraminho stones*, *belt of physical might* +2 (Con and Str), *cloak of resistance* +4, *dusty rose prism ioun stone*, *ring of major energy resistance* (fire), *ring of protection* +3, *scarab of protection*, *winged boots*, 200 pp, 144 gp

**SPECIAL ABILITIES**

**PC Wealth** Adril's long career as a prominent venture-captain earned him considerable wealth, much of which he spent on a manual of gainful exercise +5 which has made him incredibly resilient in the years since he read it. This additional wealth increases his CR by +1.

\* See *Pathfinder Campaign Setting: Inner Sea World Guide*.

**DOPPELGANGER DEATH SQUAD (3) CR 10**

Doppelganger fighter 7 (*Pathfinder RPG Bestiary* 89)

CE Medium monstrous humanoid (shapechanger)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE**

**AC** 27, touch 14, flat-footed 23 (+9 armor, +3 Dex, +1 dodge, +4 natural)

**hp** 100 each (11d10+40)

**Fort** +10, **Ref** +9, **Will** +9; +2 vs. fear

**Defensive Abilities** bravery +2; **Immune** charm, sleep;

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk earth breaker +19/+14/+9 (2d6+11/x3) or 2 claws +17 (1d8+6)

**Special Attacks** weapon training (hammers +1)

**Spell-Like Abilities** (CL 18th; concentration +21)

At will—*detect thoughts* (DC 15)

**TACTICS**

**During Combat** The doppelgangers work together to try to keep the PCs from moving in on the real Adril, blocking for him and doing their best to take down those opponents who pose the most threat to their leader.

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

**STATISTICS**

**Str** 22, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 17

**Base Atk** +11; **CMB** +17; **CMD** 31

**Feats** Dodge, Great Fortitude, Iron Will, Lunge, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (earth breaker), Weapon Specialization (earth breaker)

**Skills** Bluff +18 (+22 while using change shape ability), Diplomacy +10, Disguise +11 (+31 while using change shape ability), Perception +8, Sense Motive +5, Stealth +13

**Languages** Common

**SQ** armor training 2, mimicry, perfect copy

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** full plate, masterwork earth breaker\*

\* See *Pathfinder Campaign Setting: Inner Sea World Guide*.

**SHEMIS CR 13**

Female half-elf diviner 8/lorekeeper 6

N Medium humanoid

**Init** +5; **Senses** low-light vision; Perception +4

**DEFENSE**

**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

**hp** 48 (14 HD; 8d6+6d6)

**Fort** +4, **Ref** +5, **Will** +11; +2 vs. enchantments

**OFFENSE****Speed** 30 ft.**Melee** quarterstaff +6/+1 (1d6–1)**Arcane School Spell-Like Abilities** (CL 14th; concentration +18)

7/day—diviner's fortune (+4)

**Diviner Spells Prepared** (CL 14th; concentration +18)7th—*greater arcane sight, greater scrying, vision*6th—*analyze dweomer, legend lore, stone to flesh, true seeing*5th—*contact other plane, prying eyes, secret chest, telepathic bond*4th—*arcane eye, detect scrying, locate creature, minor creation, mnemonic enhancer, scrying* (DC 19)3rd—*arcane sight, clairaudience/clairvoyance, illusory script, secret page, tongues, water breathing*2nd—*blur* (2), *detect thoughts* (DC 17), *locate object, magic mouth, obscure object, see invisibility*1st—*comprehend languages, detect undead, erase, identify* (2), *magic aura, unseen servant*o (at will)—*arcane mark, detect magic, detect poison, message, read magic***Opposition Schools** Abjuration, Evocation**STATISTICS****Str** 8, **Dex** 13, **Con** 10, **Int** 18, **Wis** 14, **Cha** 14**Base Atk** +7; **CMB** +6; **CMD** 17**Feats** Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Eschew Materials, Scribe Scroll, Skill Focus (Knowledge [planes]), Skill Focus (Knowledge [arcana])<sup>8</sup>, Spell Focus (divination), Spell Penetration**Skills** Appraise +17, Craft (alchemy) +15, Diplomacy +17, Fly +10, Intimidate +13, Knowledge (arcana) +25, Knowledge (history) +21, Knowledge (planes) +27, Knowledge (religion) +17, Linguistics +19, Perception +4, Spellcraft +19**Languages** Aboleth, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Osirian, Tekritanin, Thassilonian, Tien, Varisian**SQ** arcane bond (staff), elf blood, forewarned, greater lore, lore +3, scrying adept, secrets (applicable knowledge, newfound arcana, more newfound arcana)**Combat Gear** *staff of revelations* (augury [1 charge], *speaking with dead* [1 charge], *divination* [2 charges], *commune* [3 charges]);**Other Gear** quarterstaff, *amulet of natural armor* +2, *bracers of armor* +3**Rewards:** If PCs defeat Adril and his death squad, give each player 15,734 gp.

## CONCLUSION

Once PCs defeat Adril, they have successfully thwarted one of the Society's most pernicious adversaries, one who threatened to pull apart the organization by its seams. If Adril survives, he may be persuaded to speak

about his motivations and the history of his betrayal as outlined in the adventure background, though he does so grudgingly and with as much hate and vitriol for the PCs as he can muster. Throughout the discourse, he continually promises that control of the Society will be his, and that when it is, the PCs will pay for their loyalty to the Decemvirate.

If Shemis lives, she thanks the PCs profusely for their services, and requests they accompany her to other chambers within Skyreach where she can contact her allies and convene an immediate council to restore order to the Society and determine its next phase. If Shemis is dead, the PCs can use the Faction rooms to contact whomever they wish to notify them of the events. After the PCs have taken care of any outstanding business in the Sanctum of the Ten, Eliza Petulengro and several other high-ranking venture-captains, including Ambrus Valsin, Drandle Dreng, and Aram Zey (as well as Osprey if the PCs alerted him with the *figurine of wondrous power* earlier in the adventure), arrive to help restore order.

## Campaign Points

The Eyes of the Ten campaign arc offers a unique reward in the form of Campaign Points, an abstract measurement of how well each player character does at the business of the Pathfinder Society. Specifically, these points measure the confidence of the Society's leadership in the abilities of the player characters. Use the guidelines below to award each player a number of Campaign Points for this scenario, marking that total on the character's chronicle sheet as noted. At the conclusion of this scenario, player characters who have accumulated a certain number of Campaign Points will be eligible for a special reward from the Decemvirate.

Campaign Points come in two forms: group awards and individual awards. If any PC completes an action listed as a group award, all members of the group receive a Campaign Point for that action. Personal awards apply only to the characters who qualify for them, as appropriate.

Characters may gain 1 Campaign Point for this scenario from each of the following actions:

- The PC forgoes his or her faction mission in favor of protecting the Decemvirate at all costs (individual award).
- The PC deals no needless damage to the Decemvirate's property and steals none of the valuable relics held within the Sanctum of the Ten (individual award).
- The PCs activate the osprey figurine and send it to take some sort of alert to Osprey of the attack (group award).
- The PCs prevent Adril from slaying Shemis (group award).

**Venture-captain:** PCs who, over the course of all four parts of the Eyes of the Ten campaign arc, earn at least 12 Campaign Points are honored by the Decemvirate with

a promotion to the rank of venture-captain. While the new venture-captains aren't granted their own lodges immediately, they nevertheless gain an unparalleled amount of influence within the Society and among its allied factions. A venture-captain gains 5 bonus PA for her accomplishment.

Additionally, each venture-captain may designate one new initiate into the Pathfinder Society to take under her wing. This tutelage manifests in a +2 bonus to a single ability score of the player's choice at character creation. A player must designate the new character's Pathfinder Society number at the time the Chronicle for this scenario is granted.

**Favored of the Ten:** PCs who earn at least 8 Campaign Points over the course of the Eyes of the Ten campaign arc gains the favor of the Decemvirate. They take on special missions for the Ten independent of the chain of command, and may even have Pathfinder subordinates who report to them, though they do not hold the official title of venture-captain. Gaining this boon puts a Pathfinder in the company of the enigmatic Osprey and other prominent Pathfinders who report directly to the Decemvirate. A favored Pathfinder gains 2 bonus PA for

the honor. This boon does not stack with the Venture-captain boon.

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who successfully release Aistor Garislog's psychic essence from the Pillar of Screaming Angels in area 3 earn 1 Prestige Award. Andoran faction PCs who host the essence in order to bring it back to Almas receive 1 bonus Prestige Award.

**Cheliox Faction:** Cheliox faction PCs who successfully recover Valicia's eye in Act 2 earn 1 Prestige Award. Cheliox faction PCs who recover the eye without triggering the *contingency* earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who recover the *heartscarab* from the Copper Sphinx in area 22 but fail to deactivate it earn 1 Prestige Award. If an Osirion faction PC recovers and deactivates the *heartscarab*, all members of the faction earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who recover at least half of the missives in area 6 earn 1 Prestige Award. A Qadira faction PC who successfully recovers all the missives also earns 1 bonus Prestige Award.

## Andoran Faction Handout

So you have found your way into Shyreach-  
Somewhere within the upper levels is displayed a disturbing piece of art known as the Pillar of Screaming Angels. I have recently learned that not all the screaming angels within are illusory. One was sculpted from the tortured psychic essence of an Eagle Knight named Aistor Garislog. Find the pillar, and attempt to free Aistor's essence by hosting it within in you and returning to Almas once you defeat Adril.

*Capt. Colson Maldris*

Godspeed...

Captain Colson Maldris



### Cheliox Faction Handout

*My Delectably Damned,*  
 Within the last hour I received word of a delightfully strange occurrence. My seer Eshyrlax has located an unfaithful assassin of House Narikopolus named Valicia, whose presence has long eluded me. As it turns out, she is roaming the upper levels of Skyreach, perhaps in the service of Adril Hestram, or perhaps not. In either case, she possesses something I desire—a glass eye etched with some maps. I ask that you take care extracting it, for I am not the only one seeking this relic and likely she has some sort of ward protecting it. Still, it would be delicious to see who among my faithful servants has the courage to waltz into my court with the eye set into her skull.

*By My Caressing Lash,*

*Zarta Draldeen*  
 Paracountess Zarta Draldeen

### Osirion Faction Handout

*Most Trusted Servant of Osirion,*

In the upper chambers of the Sanctum of the Ten sits an impressive guardian of Osirian origin known as the Copper Sphinx. I regret that you shall have to face this creation, for it was a gift given by my ancestors to the Decemvirate over two centuries ago. Upon defeating it, please honor us by delivering to me the heartscarab within its breast, for it contains the last vestiges of the creature's soul, which should be taken back to Sot his. Be careful, for the whatever life-spark remains inside the heartscarab will begin waning once you remove it. If you can, attempt to deactivate the device to conserve the energy within.



Return to us quickly,

*Otoneraphim*  
 Otoneraphim, Humble Scribe of the Ruby Prince



## Qadira Faction Handout

### *Servant of the Satrap,*

*A few years ago, a number of our most promising agents traveled into the depths of Orv in search of a unique substance called black blood. Of these missions only the last succeeded, though in the years since, stray whispers and rumors have found their way back to my ears that others taking part in these missions were directed to perform unethical experiments to exploit the transformational effects of spells worked with black blood material components. These experiments resulted in the vile and ultimately deadly mutations of several Pathfinders, among them several loyal to our cause. For years, their true fates have been covered up, though one of my sources divulged to me that copies of these mission reports still exist. I seek to recover any evidence of these events in order to charge those responsible for their crimes. If you can recover any copies of these missives, please bring them to me as soon as possible.*

*Sincerely,*  
*Pasha Muhlia Al-Jakri* 

## Taldor Faction Handout

### *Our Champion,*

*In the upper levels of Skyreach hides one of our people's most beloved artifacts, an intelligent greatsword which was once wielded by Sir Wouden Vothuemont, a valued servant of King Stavian I. For reasons we know not, Vothuemont shamefully broke his service to the crown and ended his life in the service of the Decemvirate. He took his sword with him, though few outside our kingdom were aware of its great powers. When he died, all his belongings were sent back to his family in Taldor—all except his sword. The Decemvirate claims they have no knowledge of the weapon, and for years, we've been unable to locate it on our own. Given Vothuemont's loyalty to the Gen after he turned his back on the throne, we suspect that he bequeathed it to the Decemvirate. If so, they likely keep it in a place of honor in their private sanctum. If you come across the weapon, please attempt to recover it and return it to its rightful place in Taldor, but ensure that any secrets it might reveal about its dishonorable past are hidden from your companions.*



*Glory to the Empire;*  
*BARON JACUO*  
*Baron Jacquo Dalsine*



EYES OF THE TEN, PART IV: NOTHING VENTURED, NOTHING GAINED

**SCENARIO 2-22:**  
**EYES OF THE TEN PART IV—NOTHING VENTURED, NOTHING GAINED**

---

Event \_\_\_\_\_ Date \_\_\_\_\_

---

GM # \_\_\_\_\_ GM Name \_\_\_\_\_

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

Character # \_\_\_\_\_ - \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_  Andoran  Cheliox  Taldor  
 Osirion  Qadira

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**Pathfinder Society Scenario 2-22: Eyes of the Ten Part IV: Nothing Ventured, Nothing Gained.** © 2011, Paizo Publishing, LLC; Author: Tim Hitchcock.



# SCENARIO 2-22: EYES OF THE TEN PART IV

## NOTHING VENTURED, NOTHING GAINED

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

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

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

TIER	12		24,129	MAX GOLD
TIER				
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: small;">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: small;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

### Items Found During This Scenario

TIER  
all

- Favored of the Ten:** You gain the favor of the Decemvirate and may take on special missions for the Ten independent of the chain of command in the future, reporting directly to the Decemvirate. You gain 2 bonus PA for this honor on top of those earned through the regular completion of faction missions.
- Venture-Captain:** You are honored by the Decemvirate with a promotion to the rank of venture-captain. While not granted your own lodge immediately, you nevertheless gain an unparalleled amount of influence within the Society and among its allied factions. You gain 5 bonus PA for this accomplishment on top of those earned through the regular completion of faction missions.

Additionally, you may designate one newly created PC under your Pathfinder Society number as a protege. This tutelage manifests in a +2 bonus to a single ability score of your choice at character creation. You must include a copy of this Chronicle among the records of the new PC, though the PC gains access to no other boons, equipment, or wealth from this Chronicle.

Character number receiving this boon: \_\_\_\_\_ - \_\_\_\_\_ (GM Initials \_\_\_\_\_)

TIER  
12

- +1 returning throwing axe (8,308 gp)
- +1 wounding earth breaker (Inner Sea World Guide 290, 18,340 gp)
- +2 short sword (8,310 gp)
- +3 chain shirt (9,250 gp)
- +3 full plate (9,650 gp)
- +3 hide armor (9,165 gp)
- bag of holding, type I (2,500 gp)
- belt of physical might +2 (Con and Strength) (10,000 gp)
- bracers of armor +4 (16,000 gp)

- cloak of resistance +4 (16,000 gp)
- dusty rose prism ioun stone (5,000 gp)
- major ring of energy resistance [fire] (28,000 gp)
- potion of cure moderate wounds (300 gp)
- potion of cure serious wounds (750 gp)
- potion of haste (750 gp)
- ring of protection +2 (8,000 gp)
- ring of protection +3 (18,000 gp)
- slaying arrow (2,282 gp)
- winged boots (16,000 gp)

### 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 #