

PATHFINDER SOCIETY



Year of the Risen Rune



FEAST OF SIGILS

By Dennis Baker



FEAST OF SIGILS

PATHFINDER SOCIETY SCENARIO #4–10

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Pathfinder Society Scenario #4–10: Feast of Sigils is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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FEAST OF SIGILS

BY DENNIS BAKER



The city of Kaer Maga is the home of a very active node of Lissala worshipers. They established a presence in the city several years ago and have slowly been building a following among the poor and desperate underclass of the city. The cult does not worship overtly; instead they operate a business called a lethe house. In the lethe house, a person can buy forgetfulness and a few hours of mild euphoria for just a few coins. The lethe house created a flourishing clientele that has provided them with a steady income and, more importantly, unwitting participants in a ritual designed to gather power the priests of Lissala need to waken Krune, a runelord of ancient Thassilon.

Lethe users who run out of coin are given the opportunity to participate in a feast to Lissala in lieu of payment. During the Feast of Sigils, cultists and lethe users alike sacrifice small portions of their souls in the creation of *sigil wafers*. The cultists quickly consume their own wafers, restoring the integrity of their own souls and temporarily empowering themselves. Meanwhile, they hoard their patrons' *sigil wafers* and give them more lethe to addle their brains.

When the adventurers arrive, the cult has been quietly harvesting from the lowborn citizens of Kaer Maga for some time. People appear in local temples with a mysterious, incurable malady, or simply disappear from the streets. The cultists realize their activities are starting to draw attention, and are ramping up their back-room activities for one final push before leaving Kaer Maga to join their fellow cultists in recovering the *refuge* spell components needed to awaken Runelord Krune from his long sleep.

SUMMARY

The party starts the adventure by meeting up with Miss Feathers, who contacted the Pathfinder Society with information about the church of Lissala's activities in Kaer Maga. The church has been forging contracts to gain property illegally, and keeping desperate people addicted to drugs in one of their dens. The description Miss Feathers provides leads the PCs to a block filled with condemned and abandoned buildings in one of the more rundown parts of the Hospice district.

WHERE ON GOLARION?

This scenario takes place in Kaer Maga, an isolated city perched on the edge of the Storval Plateau. The massive hexagonal monument the city is built within predates even the memories of the most ancient races living on the surface of Golarion. Its origins date back to the beginnings of the Thassilonian empire. The city has no official authority; instead, each region is run by factions or families with a vested interest in ensuring varying amounts of stability within the city walls.

Most of Kaer Maga is built inside the massive maze-like rim of the ancient structure that never sees the light of day. This adventure takes place in the Hospice district in the small central portion of the city open to the sky known as the Core. Hospice houses countless inns, taverns, and markets that cater to outsiders and traders who frequent the city. It also boasts the most impressive red-light district in all of Varisia, catering to the whims of even the most demanding clients.

For more information on Kaer Maga, be sure to check out *Pathfinder Campaign Setting: City of Strangers*, available in bookstores and game stores everywhere, and online at paizo.com.



The only building on the block with any activity is an old converted building currently used to peddle a drug called lethe. Drollis, a foul-smelling Tian dwarf, runs the place and offers the PCs a tour and even some

GM RESOURCES

Feast of Sigils makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG GameMastery Guide*, the *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

sample goods (first time is free!). In spite of the relatively low profile, the place is crowded throughout much of the day. If the PCs show interest in Lissala or mention the Feast of Sigils, Drollis offers to show them the ceremony later that evening. Whether the PCs witness the ceremony or not, they eventually must fight or otherwise subvert Drollis and his toughs to gain access to the surface chapel and discover what the cultists are up to.

After dealing with Drollis, the PCs discover a few dozen wafers with intricate runes on the surface. The wafers are the end result of the Lissalan ritual known as the Feast of Sigils. In addition, in Drollis' office, the players discover a letter that alludes to the purpose of the feast sigils and the fact that Kesoulla has caught wind of the Pathfinders' presence in Kaer Maga and plans on leaving that evening.

The cult owns the entire block the lethe house is on, but only the lethe house and one large warehouse are occupied currently. The warehouse behind the lethe house is accessed via a small alleyway. Inside, dozens of nearly catatonic people sit waiting to die. The suffering here drew a small number of variant will-o'-wisp to feast. The will-o'-wisps are not allies of the cultists, but have an uneasy truce. The will-o'-wisps protect their food source and attack anyone who tries to heal or remove any of the victims.

Underneath the warehouse and the lethe house, the cultists carved a convoluted temple that is accessed through a stairwell in the warehouse. The temple is layered with protections and a series of rune traps the cult leader, Kesoulla, relies on for protection. The PCs must defeat Kesoulla and prevent her from escaping with her cache of *sigil wafers*.

GETTING STARTED

After getting a summons from Sheila Heidmarch, the PCs find themselves meeting with Venture-Captain Ollysta Zadrian in one of several libraries in

the Magnimar Lodge. Read the following to get the adventure underway.

Sheila Heidmarch's brief is short and to the point. "Thousands of years ago, a group of insanely powerful wizard kings ruled Thassilon, a vast world-spanning empire. Many of the great monuments in Varisia, including the Irespan here in Magnimar and the Storval Stairs, are relics of this forgotten age. The wizard kings wielded powerful rune magic and declared themselves rune lords. The Thassilonian empire was destroyed by some immense cataclysmic event, but the runelords were prepared and entombed themselves in hidden, well-protected chambers and put themselves into deep, magical sleep.

"Until recently, we thought the secret of the location of these chambers and methods of waking the runelords of Thassilon was forgotten. However, recent findings revealed that a powerful group of Lissalan cultists knows where Runelord Krune is sleeping and are working to waken him from his long sleep. Awakening a powerful and ambitious wizard like Krune would

have a massive impact on Golarion the Decemvirate would prefer to avoid."

Sheila nods to the armored woman next to her. "Ollysta has been actively pursuing the activities of the cult. She just got a lead about a powerful branch of Lissalan cultists operating in Kaer Maga. We need you to track down the cultists and find out what they are planning and disrupt their operation in Kaer Maga."

If the players have any questions, Sheila defers to Ollysta, who helpfully provides the following replies.

How will we find the cultists? "Several weeks ago a friend of the Society in Kaer Maga sent me a letter asking for help with a criminal element in the City of Strangers. She realized that they were tampering with foul magic, and that we were her best chance to find help. You'll meet her at or near the Blushing Rose brothel. Ask for Miss Feathers. We're not sure how embroiled in this she is, so make sure she's doing well. She can be a valuable contact in the city."

Why are the cultists in Kaer Maga? "We don't know why they chose Kaer Maga. Perhaps they're taking advantage of the lack of authority and chaos."

Who or what is Lissala? "During the rule of the runelords, there were huge temples to Lissala and worship was common. She is the goddess of runes and knowledge, but is twisted and corrupt. The Lissalan cultists believe



Ollysta Zadrian



the return of Krune will bring back some shadow of the Thassilonian empire and that worship of the mostly forgotten goddess will return.”

Knowledge (religion) or Knowledge (history)

The PCs can recall information about Lissala and her cultists by succeeding at sufficiently high Knowledge checks.

15+ She is the corrupt goddess of runes and knowledge, and her holy symbol is the Sihedron.

20+ Lissala’s high priest was Krune, the Runelord of Sloth. In spite of the fact that she has vanished and her high priest is sleeping, a cult survives dedicated to returning her influence to Golarion.

25+ During holidays in Thassilonian times, the followers of Lissala practiced a ritual called the Feast of Sigils, which emphasized indulgence and excess.

30+ The ancient Lissalan Feast of Sigils was a ritual of power in which participants would sacrifice a small part of themselves and in return gain great power.

PART ONE: FINDING THE CULT

The PCs talk to Miss Feathers to learn the information they need to track down the cult. Give PCs time during this section to complete their faction missions.

Faction Notes: Szarni faction PCs will want to track down Parfus Erigol and discuss allying with Guaril. Finding Parfus is easy; he even frequents the Blushing Rose and will stop by if the PC waits for a bit. When anyone mentions Guaril, the crafty old Szarni insists on sitting down and continuing the discussion while puffing a sweet-smelling substance from his pipe. After smoking for a few minutes, the sweet smelling smoke deals 1d4 points of Wisdom damage and the PCs can plead their case. Szarni faction PCs who succeed at a DC 20 Diplomacy check after smoking with Parfus earn 1 Prestige Point. They can attempt to talk to him again, but each further attempt deals an additional 1d4 points of Wisdom damage.

Taldor faction PCs should take the time to disguise themselves as Holborg Greunolo and purchase some of the stranger services at the Blushing Rose or one of Kaer Maga’s many other brothels. Taldor faction PCs who succeed at a DC 25 Disguise check and who spend an hour with a prostitute in the city of Kaer Maga earn 1 Prestige Point.

A. The Blushing Rose

The PCs find **Miss Feathers** (N female human commoner 5) drinking scotch in a tavern across from her workplace

CONTINUITY

Miss Feathers plays a prominent role in the beginning of this adventure. For the sake of continuity and a more interesting roleplaying experience, it's a good idea to establish before play begins whether any of the characters have encountered her in Kaer Maga previously (most likely in Pathfinder Society Scenarios #51 and #52, *The Shadow Gambit* and *The Twofold Demise*). Rather than ask specifically about Miss Feathers, which might spoil some of the early plot, ask the players if their characters adventured in Kaer Maga previously and which NPCs they interacted with.

If the PC successfully completed the two City of Strangers scenarios from Season 1, some city residents will recognize the PCs or know of their reputations; grant those PCs a +2 circumstance bonus on Charisma checks and Knowledge (local) checks made during this adventure. If a character dealt with Miss Feathers previously, increase the bonus to +4 on Diplomacy checks to influence her attitude.

at the Blushing Rose. Though she stands a full head taller and muscles ripple beneath her white sequin dress, Miss Feathers looks right at home sitting with half a dozen more traditional working ladies. Miss Feathers' deep, booming voice and hearty laugh fills the otherwise quiet tavern, and she'd be easy to find even if it weren't for the signature boa of feathers draped around her neck. When the PCs approach, Miss Feathers motions with her hand and the other working girls clear out quickly.

Miss Feathers tells the PCs, "Oh, finally. Look, let's get through with this quickly. This girl's got drinking to do. I appreciate what you do, blah blah blah, but I don't need to be seen with you. I only told Ollysta a little bit, but here's the score. Some of the girls at the Blushing Rose went missing, and Madam Rose was none too happy. She figured I'm a girl who can take care of herself, so she sent me around to look into where they got off to or to see whether maybe another cathouse snagged 'em. This guy Gelwin—a customer—had seen some of them. I ask him and he says they'd been feeling down and he sent them to this lethe house he'd done some forged contracts for. I go looking around and they rope me into this weird ritual. I ain't felt right since, and I knew it was some magic business that your sort should look into. Those girls still haven't showed up. Gelwin's gone, too, though I can't say I want him to start coming back around. I seen some other Pathfinders—at

least that's what they said they was—that put this in my mind. Didn't seem like the real helpful type, so I sent my letter instead."

She hands the PCs a slip of paper with an address in the Hospice district. They can ask her some questions, which she answers to the best of her ability, though her patience might run out since she fears getting caught talking to the Pathfinders.

What was the ritual like? "Strange. I didn't pay too much attention, but they had us bleed a bit and painted our blood on some crackers. I felt sort of... incomplete afterwards. Like something was missing."

What's the location like? "It's a scuzzy lethe house. Lethe's this drug that makes you forget your troubles for a while. Lot of sad, sad people around there."

Are you sure the prostitutes are there? "If they aren't, I can't find them. Anyway, this seems like a job for you either way."

Who's Gelwin? "Oh, he does forgeries, contracts mostly. Has an in at the Church of Asmodeus who makes sure these end up in the official records. Seems to spend most of his earnings at the Rose."

Faction Notes: Lantern Lodge and Shadow Lodge faction PCs will be interested in locating the renegade Pathfinders. Miss

Feathers doesn't like to kiss and tell and refuses to share her source since it's not related to the job at hand. However, with an additional successful Diplomacy check, Miss Feathers is willing to speak with her client to see if there are any additional details. Offering to cover her normal fee of 50 gold pieces gives PCs a +5 circumstance bonus on this Diplomacy check. Reward Shadow Lodge and Lantern Lodge faction PCs 1 Prestige Point for collecting the additional information from Miss Feathers.

Qadira Faction PCs should be interested in discovering some way to get on Madam Rose's good side, and learn that finding the missing prostitutes would greatly please the Madam.

PART TWO: A SUBTLE EVIL

The Lissalan cult has taken over an entire city block. All the structures in the block are boarded up save the lethe house detailed below. These areas are presented in the order they will most likely be encountered, but its possible the party can avoid some areas. When the players arrive, read or paraphrase the following description of the lethe house and it's surroundings.



Miss Feathers

In a block filled with several boarded-up houses and businesses, this graying wooden structure appears to have once been a tavern many years ago. The sign in the front has been pulled down and the front windows are boarded up, but unlike the other houses on the block, the door is open and a few patrons can be seen entering and leaving the place.

The block the lethe house resides on is filled with condemned houses and businesses. Most of these buildings are boarded up. If the PCs break into an abandoned building, there is a 25% chance the building contains large piles of dirt and debris and a 50% chance a boarded-up door in the rear exits to the alleyway in area **E**. At one time, the alleyway was a service access between rows of buildings; now the ends are blocked with large piles of rubbish. Carefully searching the debris on the north end of the alley (Perception DC 30) reveals a hidden exit with no apparent latch on the outside. It can be pried open with a successful DC 35 Disable Device check; the door has a break DC of 25, a hardness of 5, and 60 hit points. The large, street-facing door on the east side of area **B6** is sealed up so tightly as to be inoperable.

Patrons exiting the lethe house can be questioned; almost all of the ones leaving look buoyed and happier than when they went in. Patrons who pay using the feast keep the ceremony secret, as Drollis has made it very clear that telling others means they lose the “privilege.” A few typical patrons and their responses to questions are listed below (though there are many more similar stories among the patrons).

Kellin: This wealthy-looking youth has a haunted look on his face and wears a bright red fedora. Kellin uses lethe to help him dull his memory and forget his witnessing of a brutal street killing. “It’s not about the buzz. Sometimes it’s best to just put things behind you. The lethe helps.”

Bol: This emaciated man with hollow eyes is garbed in ragged clothes. A former adventurer, Bol was struck by a curse he couldn’t afford to have removed. Now homeless and destitute, he takes lethe to forget his former life. Bol pays for the drug by participating in the Feast of Sigils, and today’s effort has nearly wiped him out. He tears up a bit when confronted “I used to be great—I had a sword and killed things. The lethe helps me sleep now.”

Helcret: A young Varisian woman, Helcret makes a meager living selling small Shoanti crafts. When she was hustling a wealthy merchant, her daughter wandered into the street and was crushed to death by a passing wagon. She blames herself for her daughter’s death and takes lethe when she can afford it. “It doesn’t make me happy, it just dulls the hurt.”

Ormyth: This youth came to Kaer Maga chasing a merchant’s daughter. A reckless nature and a penchant for doing odd jobs with few questions asked has left him with a few short digits on each hand. For Ormyth, lethe is a pleasure drug to be used with friends or more intimate company. “Hey, sometimes its better if people don’t remember things all too clearly.”

B1. The Lobby (CR 10 or CR 12)

During the afternoon and into the evening, a small crowd of patrons gathers here, usually 7–15 people circulating in small groups. Some of the patrons pass around small pipes and even offer some to friendly PCs. The pipes create a slight haze of chemical laden smoke, making everyone a little light-headed (this has no mechanical effect).

The lethe house is run by Drollis, a lazy, foul-smelling dwarf who relishes his position of authority. He sits in a large armchair in the corner, flirting crudely with female patrons and laughing raucously at jokes only he gets. A ceremonial stand behind him is topped with a jagged circular object covered by a heavy cloth. Drollis occasionally targets a spittoon to the side of his chair with a large gob of tobacco spit.

When the Pathfinders arrive, Drollis is friendly and offers to let them sample a few doses of lethe. The foul dwarf even invites the PCs to tour the lethe house. He waddles around the lethe house, grunting and complaining quietly to himself as if he were burdened greatly by the effort. If the PCs comment about the ceremony room, ask about Lissala, or mention the Feast of Sigils, Drollis explains that he and a small number of worshipers of Lissala use the lethe house for a feast celebrating the goddess. He even invites them back later in the evening to participate in or observe the Feast of Sigils. He does ask that animals and otherworldly creatures wait in the lobby during the ceremony. For details on the feast, see area **Bz**.

Drollis meets inquiries about other missing people that might be tied to the lethe house with smooth denials, and points out that lethe is never lethal or even addictive, and has few side effects. If pressed, Drollis assures the PCs that all the activities that take place in the lethe house are done with the consent of the clients and they are free to talk to any of the patrons.

Creatures: Drollis and two of his thugs are in this room. Drollis sits in the large chair in the southeast corner of the room and his thugs are in the spaces marked with a G. There are two thugs in Subtier 7–8, one on each side of Drollis. In Subtier 10–11, there are five guards, four in the marked spaces and a fifth mingling with patrons.

Traps: The ceremonial stand behind Drollis is topped with a large Sihedron covered in a heavy cotton cloth.

SCALING ENCOUNTER B1

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 7–8: Remove one thug.

Subtier 10–11: Remove two thugs.

In the center of the Sihedron, Kesoulla has placed a symbol. In Subtier 7–8, it's a *symbol of sleep*, and in Subtier 10–11, a *symbol of weakness*. In each case, the symbol has been altered with a magical aura so it can't be discovered with *detect magic* or similar effects. Kesoulla has attuned these symbols to Drollis and his thugs so they are immune to the effects (though other patrons in the room are not so lucky).

Subtier 7–8 (CR 10)

SYMBOL OF PAIN CR 5

Type spell; **Perception** DC 30;

Disable Device DC 30

EFFECTS

Trigger reads the rune; **Reset** none

Effect Creatures within 60 feet take a –4 penalty on attack rolls, skill checks, and ability checks (Fort DC 21 negates).

DROLLIS CR 7

Male dwarf monk 8

LE Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 24, touch 20, flat-footed 19 (+4 armor, +5 Dex, +2 monk, +3 Wis)

hp 63 (8d8+24)

Fort +10, **Ref** +13, **Will** +11; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantment

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +11/+6 (1d10), flurry of blows +11/+11/+6/+6 (1d10)

Ranged mwk shuriken +12/+7 (1d2)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, flurry of blows, stunning fist (8/day, DC 17)

TACTICS

Before Combat Drollis ate a *sigil wafer* that contained a fragment of a lethe house victim's soul 3 months ago. It gives him a +2 profane bonus to Dexterity. He drinks his *potion of mage armor* before interacting with the Pathfinders.



During Combat Drollis initiates combat by pulling the cover off the symbol in the room, or he pulls it during the first round of combat. Drollis is lazy and doesn't like to move, even in combat. If forced to do so, he grudgingly waddles into position, grumbling the whole way. On a round he's limited to a standard action, Drollis expertly lobs a disgusting ball of chewing tobacco into an opponent's eyes (using the dirty trick combat maneuver to blind).

The rest of the time, Drollis trips opponents so he can set up thugs to do his dirty work with sneak attack. Anytime he can make a full attack, Drollis spends a ki point to get an extra attack. Additionally, Drollis uses Stunning Fist on the first qualified attack each round.

Morale Loyal to the cult, Drollis will give his life to prevent anyone from getting to the basement temple.

Base Statistics Without *mage armor*, Drollis's statistics are **AC** 20, touch 20, flat-footed 15.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 13, **Wis** 17, **Cha** 6

Base Atk +6; **CMB** +13 (+15 dirty trick, grapple, or trip); **CMD** 26 (30 vs. bull rush or grapple, 32 vs. trip)

Feats Agile Maneuvers, Combat

Expertise, Deflect Arrows, Improved Dirty Trick^{APG}, Improved Grapple, Improved Trip, Improved Unarmed

Strike, Stunning Fist, Weapon Finesse

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

Skills Acrobatics +23 (+39 when jumping), Bluff +8,

Intimidate +7, Perception +16 (+18 to notice unusual stonework), Sense Motive +12, Stealth +18; **Racial**

Modifiers +12 Acrobatics when jumping, +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ fast movement, high jump, ki pool (7 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, wholeness of body

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of mage armor*;

Other Gear 50 mwk shuriken, *belt of incredible dexterity* +2, *boots of striding and springing*, *sigil wafers* (15), 500 gp

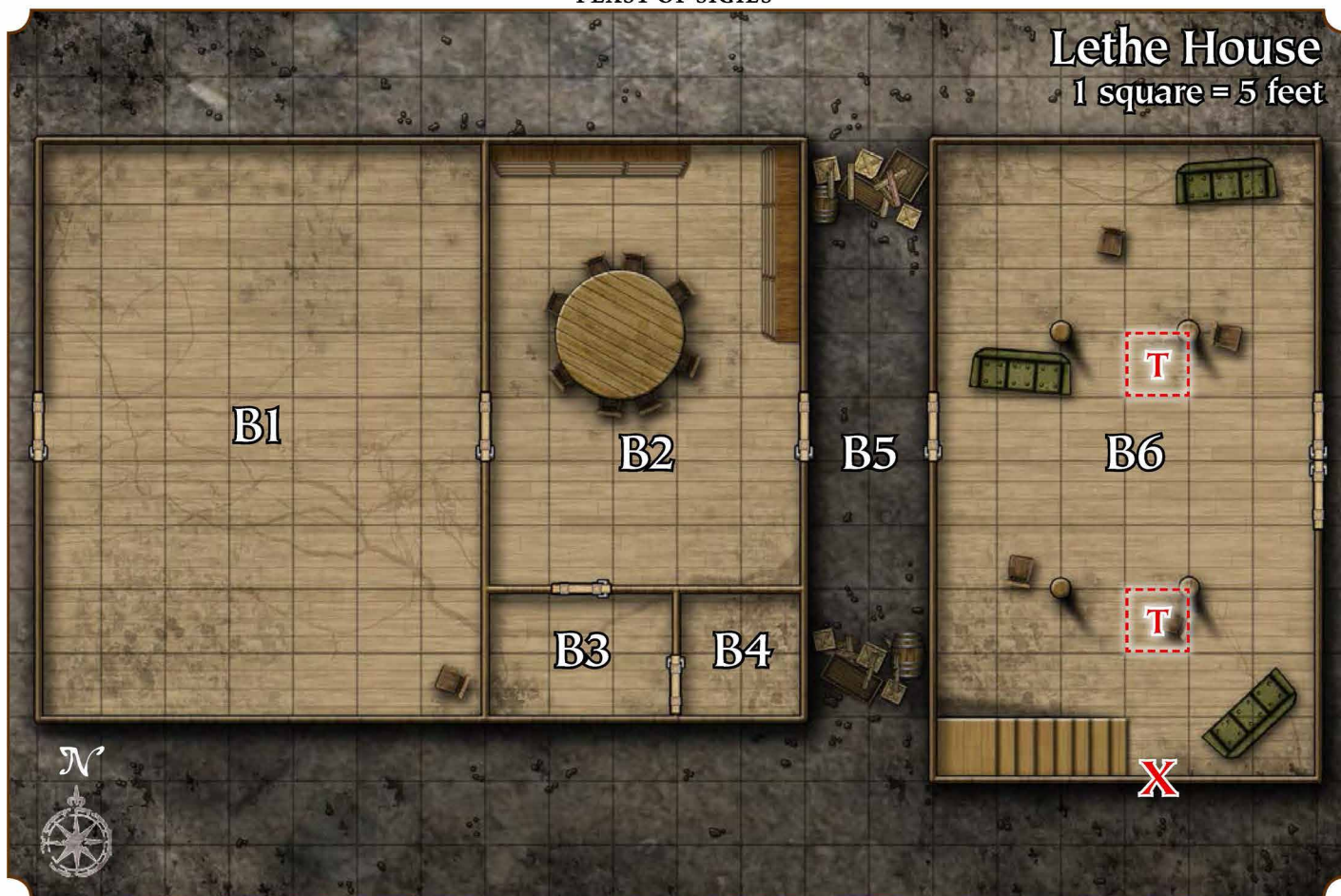
THUGS (2) CR 6

LE highwayman (*Pathfinder RPG Game Mastery Guide* 259)

hp 53 each

TACTICS

During Combat If Drollis isn't able to pull the cover off the symbol, one of the thugs hurries to remove the cover. The thugs try to trip opponents and flank with Drollis so they



can sneak attack their enemies. The thugs focus attacks on downed foes Drollis has blinded.

Morale These thugs are loyal to Drollis, but if the fight goes poorly, they flee.

Subtier 10–11 (CR 13)

SYMBOL OF WEAKNESS CR 8

Type spell; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger reads the rune; **Reset** none

Effect Creatures within 60 feet take 3d6 points of strength damage (DC 23 Fort negates).

DROLLIS CR 10

Male dwarf monk 7/rogue 4

LE Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 24, touch 20, flat-footed 19 (+4 armor, +1 deflection, +5 Dex, +1 monk, +3 Wis)

hp 94 (11 HD; 7d8+4d8+41)

Fort +10, **Ref** +16, **Will** +11; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantment

Defensive Abilities defensive training (+4 dodge bonus to

AC vs. giants), evasion, trap sense +1, uncanny dodge;

Immune disease

OFFENSE

Speed 40 ft.

Melee +1 unarmed strike +14/+9 (1d8+1 plus 1d6 electricity), +1 flurry of blows +14/+14/+9 (1d8+1 plus 1d6 electricity)

Ranged +1 shuriken +14/+9 (1d2+1)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, flurry of blows, sneak attack +2d6, stunning fist (8/day, DC 18)

TACTICS

Use the tactics from Subtier 7–8.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 13, **Wis** 17, **Cha** 6

Base Atk +8; **CMB** +15 (+19 dirty trick, grapple, or trip); **CMD** 28 (32 vs. bull rush or grapple, 34 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Deflect Arrows, Greater Trip, Improved Dirty Trick^{APG}, Improved Grapple, Improved Trip, Improved Unarmed Strike, Ki Throw^{APG}, Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +21 (+32 when jumping), Bluff +14, Climb +8, Intimidate +14, Perception +19 (+21 unusual stonework), Sense Motive +19, Stealth +21; **Racial Modifiers** +11 Acrobatics when jumping, +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

SIGIL WAFERS

The ritual performed by these cultists creates one *sigil wafer* per participant, containing a portion of each person's soul. Normally, these were meant to be eaten by the participants, blessing them for the coming year and restoring their damaged souls. The cultists have perverted this ritual, keeping the wafers for themselves to boost their own abilities and to eventually use in the restoration of Runelord Krune. The ritual is detailed in area **B2**.

SIGIL WAFER

Aura moderate necromancy [evil]; **CL** 9th

Slot none; **Weight** —

DESCRIPTION

A *sigil wafer* must be created in a special ritual involving seven participants. Their blood is combined and painted onto wafers, and in the process a fragment of each participant's soul becomes bound into a wafer. Anyone whose soul fragment gets bound into a wafer takes 2 points of ability drain divided as he chooses between one or two of his ability scores. If a participant in the ritual consumes the *sigil wafer* containing the fragment of his soul, he recovers this ability drain immediately.

If instead someone other than the person whose soul is inside the *wafer* consumes it, she gains a +2 profane bonus to an ability score of her choice for 1 year. A character can benefit from only one bonus from a *sigil wafer* at a given time. The person whose soul fragment was in that wafer loses that part of his soul permanently, so consuming a wafer in this way is an evil act. The one consuming the wafer shifts her alignment one step toward evil. Players who do so should be given the opportunity to atone for such actions before the scenario's conclusion if such an alignment shift would result in their removal from the Pathfinder Society Organized Play campaign.

DESTRUCTION

A *sigil wafer* crumbles to dust if the creature whose soul it contains a fragment of dies. A *sigil wafer* can also be destroyed in a manner that returns its soul fragment to the rightful host (and heals his ability drain). The *sigil wafer* must be soaked in holy water until it dissolves.

Languages Common, Dwarven

SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, purity of body, rogue talents (finesse rogue, stand up), slow fall 30 ft., still mind, trapfinding +2, wholeness of body

Combat Gear *potions of cure moderate wounds* (3), *potion of invisibility*, *potion of mage armor*; **Other Gear** 50 +1 shuriken, *belt of incredible dexterity* +2, *ring of protection* +1, *shock amulet of mighty fists*, *sigil wafers* (15), permanent *magic fang* on one arm and one leg

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

THUGS (5)

CR 6

LE highwayman (*Pathfinder RPG Game Mastery Guide* 259)

hp 53 each

TACTICS

Use the tactics from Subtier 7–8.

Treasure: Inside the footlocker are 40 pouches, each holding 1 ounce of lethe (worth 5 gp each), and 225 gp in Subtier 7–8 and 150 gp in Subtier 10–11.

Rewards: If the PCs defeat Drollis and his thugs, reward them as follows.

Subtier 7–8: Give each PC 1,865 gp.

Subtier 10–11: Give each PC 3,194 gp.

B2. The Chapel

Several shelves filled with books and small containers line the north and east walls of this room. The floor is covered with a lush red rug, and the walls are decorated with oaken and cherrywood panels inlaid runes with at regular intervals. Black and burgundy satin curtains block the room's small windows high on the north and east walls. An oaken veneer covers each of the three doors heading east, west, and south out of the room.

The centerpiece of the room is a large, seven-sided table with an ornate, seven-pointed star inlaid into the surface. Between the points of the star, seven blackened runes are also set in the oak. Seven chairs with filigree backs surround the table; each chair back exhibits a rune that corresponds with a rune on the table.

If the PCs agree to observe the feast, it takes place here in the chapel. The feast is fairly short and simple. Seven people sit around the table and Drollis passes the Chalice of Signs around to each person. Participants read a brief prayer to Lissala from a slip of parchment and cut their arms to bleed into the chalice. At this point, participants feel drained as the magic of the chalice also pulls a small portion of each one's soul to power the magic. Drollis then mixes a small amount of ink with the blood in the chalice and intones a final prayer. The chalice glows briefly, then Drollis pulls out seven wafers and dips a small brush into the blood and uses it to paint a small, unique sigil on each, which he passes to one of his thugs to distribute.

Drollis's thugs and any PCs participating receive a wafer that restores their now-sullied souls and benefits (see the Sigil Wafers sidebar) while nonpaying participants aren't allowed to eat their the *sigil wafers*. Drollis carefully places any wafers from the nonpaying patrons into a small gilded box and places it on a shelf behind him. At that point, Drollis reaches over and pulls the cover from the holy symbol of Lissala, revealing the symbol trap etched on it.

Creatures: If the PCs are participating or observing in the Feast of Sigils, Drollis and his men are here. In addition, a few other patrons are present to fill up the seven seats at the ceremonial table. Use the stat blocks from area **B1** above for this encounter.

Traps: Drollis places the stand with the holy symbol of Lissala into the chapel before the PCs arrive for the feast. Use the trap details for the symbol trap in area **B1** for this encounter.

Faction Notes: Osirion faction PCs will want to observe the entire Feast of Sigils. If they observe the feast and succeed at a DC 27 Knowledge (Religion) or DC 32 Perception check, they understand enough of the ritual to make detailed notes, earning 1 Prestige Point. If they can understand Azlanti, they gain a +5 bonus on this check. If they participate in the ceremony, they gain a +5 bonus on the check. These bonuses stack.

B3. Office

This area serves as Drollis' office. A single piece of parchment with a crisp crease rests conspicuously in the center of an otherwise empty desk. The office is barren and looks mostly unused, but a man with a greasy cloth gag in his mouth sits at the table, his foot chained to the leg. This is Gelwin, the forger and Miss Feather's contact.

The cult caught wind of Miss Feather's letter, but thought it came from Gelwin. They captured him so he couldn't reveal their scheme to authorities, and they've been making him forge more contracts for them—this time for free.

Development: If the players choose to examine the letter on the desk, give them the Player Handout on page 20.

Faction Notes: Andoran faction PCs are meant to deliver the forger to Andoran "mostly intact," so strong-arming him too intensely is discouraged. He's willing to leave town with a DC 20 Diplomacy check. After all, disappearing when you work for criminals is a good way to get a bad reputation. Award Andoran faction PCs who are able to successfully deliver Gelwin to their home country 1 Prestige Point.

Cheliox faction PCs will want to track down Gelwin's contact in the Church of Asmodeus, a woman named Renna. If he thinks it will save his skin, Gelwin agrees to give them a letter with some of her dark secrets in it so she can be blackmailed. Doing so requires a successful DC 20 Intimidate check or DC 25 Diplomacy check. Cheliox faction PCs who have this information earn 1 Prestige Point.

B4. Bedroom

A tangle of blankets and foul-looking sheets adorns a plain-looking bed here. There is a small wardrobe and a footlocker

at the end of the bed. The room reeks of body odor, cheap perfume, formaldehyde, and ever so slightly of rot.

B5. Alleyway

The alley here goes behind the lethe house. The ends of the alley are blocked with large piles of rubbish, dirt, and debris. The piles are large but someone can clamber over one with a successful DC 15 Climb check. Succeeding at a DC 15 Survival check or DC 20 Perception check reveals that most traffic goes directly between the lethe house and the warehouse (area **B6**).

B6. Cold Storage (CR 11 or CR 14)

This room appears to be a sort of waiting area. A harsh, bright light pulsates near the ceiling, casting the occupants of the room in an eerie blue light. A dozen people lounge here, many lying on couches or slumped in uncomfortable-looking chairs. Pallid skin, dry mouths, and unblinking eyes make several appear lifeless. The most ambitious of the waiting occupants lifts an arm briefly as if to gesture, but the arm collapses back down and her head lolls to one side as if the effort sapped all her remaining strength.

The cultists keep their burned-out patrons in this room while they recover enough to take part in another ritual. The fear and suffering of these souls drew will-o'-wisps from the depths below the city like moths to a flame. Kesoulla and the rest of the cultists learned quickly that so long as they continue to supply the will-o'-wisps with "food" and don't show any fear, they can come and go without being in danger. Also, when the will-o'-wisps stop paying attention to a victim, it's a good indication that he's either ready for another ritual or has died.

Creatures: In Subtier 7–8, there are two war wisps, a variant will-o'-wisp. These are the source of the flickering light illuminating this chamber. In Subtier 10–11 there are three war wisps and a more powerful ancient war wisp. As long as the war wisps are in this chamber with slowly dying and despairing victims, they gain fast healing 5.

Traps: In Subtier 7–8, there is a *greater glyph of warding* in the northernmost space marked with a T. In Subtier 10–11, both spaces marked with a T are trapped. In each subtier, a *symbol of scrying* is scribed on the southern wall in the space marked with an X. The symbol has no effect on this encounter, but triggering it alerts Kesoulla.

Subtier 7–8 (CR 11)

GREATER GLYPH OF WARDING (FLAMESTRIKE) CR 7
Type spell; Perception DC 31; Disable Device DC 31

SCALING ENCOUNTER B6

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 7–8: Remove the *greater glyph of warding*.

Subtier 10–11: Remove both war wisps and one *greater glyph of warding*.

EFFECTS

Trigger location; **Reset** none

Effect 9d6 hit points of damage, 50% fire, 50% divine (Reflex DC 20 half).

WAR WISPS (2) CR 8

Advanced will-o'-wisp

(*Pathfinder RPG Bestiary* 277)

NE Small aberration (air)

Init +14; **Senses** darkvision 60 ft.;

Perception +21

DEFENSE

AC 27, touch 27, flat-footed 16

(+5 deflection, +10 Dex, +1 dodge, +1 size)

hp 60 each (11d8+11)

Fort +4, **Ref** +13, **Will** +10

Defensive Abilities natural

invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +19/+14 touch (3d8 electricity)

Special Attacks lightning form

TACTICS

During Combat The war wisps are immune to the various glyphs and traps in the room and try to lure the PCs into triggering them.

STATISTICS

Str 1, **Dex** 31, **Con** 12, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +2; **CMD** 28

Feats Alertness, Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +24, Bluff +13, Escape Artist +24, Fly +34, Perception +21, Sense Motive +5, Stealth +28

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Lightning Form (Ex) Twice per day, a war wisp can transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 50 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 7d6 points of electrical damage and are staggered for

1 round (a successful DC 16 Reflex save halves the damage and negates the staggered condition). The save DC is Constitution-based.

Subtier 10–11 (CR 14)

GREATER GLYPH OF WARDING (FLAMESTRIKE) CR 7

Type spell; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger location; **Reset** none

Effect 13d6 hit points of damage 50% fire, 50% divine (Reflex DC 22 half).

ANCIENT WAR WISPS (2) CR 12

Advanced will-o'-wisp

(*Pathfinder RPG Bestiary* 277)

NE Medium aberration (air)

Init +13; **Senses**

darkvision 60 ft.;

Perception +26

DEFENSE

AC 28, touch 28, flat-footed

18 (+8 deflection, +9 Dex, +1 dodge)

hp 136 each (16d8+64)

Fort +10, **Ref** +14, **Will** +13

Defensive Abilities electrified, natural invisibility; **Immune** electricity, magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +21/+16/+11 touch (3d8 electricity)

Special Attacks lightning form

STATISTICS

Str 1, **Dex** 29, **Con** 16, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +12; **CMB** +7; **CMD** 35

Feats Alertness, Blind-Fight, Dodge, Flyby Attack, Great

Fortitude, Improved Initiative, Toughness, Weapon Finesse

Skills Acrobatics +28, Escape Artist +28, Fly +36, Intimidate +21, Perception +26, Sense Motive +5, Stealth +28

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Electrified (Su) An ancient war wisp generates a continuous electrical charge. Creatures attacking it using natural attacks, unarmed strikes, or melee weapons made primarily of metal take 3d6 points of electricity damage. A successful DC 21 Reflex save halves the damage. The save DC is Constitution-based.

Lightning Form (Ex) Twice per day, a war wisp can transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 50 feet, rematerializing

in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of electrical damage and are staggered for 1 round (a successful DC 21 Reflex save halves the damage and negates the staggered condition). The save DC is Constitution-based.

WAR WISPS (2)**CR 8**

hp 60 each (Use the statistics from Subtier 7–8.)

During Combat The war wisps are immune to the effects of the various glyphs and traps in the room and try to lure the PCs into triggering them. They take turns being visible to confuse their numbers.

Development: The prisoners here can be restored to some semblance of sanity if the appropriate *sigil wafers* can be located and either fed to them or destroyed in holy water (see page 10). A successful DC 25 Spellcraft check identifies which wafer contains the tattered remains of a particular victim's soul. On a failed check, the wafer is misidentified. If a victim eats the wrong wafer, he gains the ability score bonus of the wafer, but doesn't recover the lost fragment of his soul. Most of the wafers needed to restore these victims are with Kesoulla in the Basement Temple.

Treasure: In Subtier 7–8, a chest of drawers in the corner contains treasures collected over time from the cult's victims, plus a *wand of lightning bolt* with 20 charges. In Subtier 10–11, the cultists have already spent this treasure in other resources.

Faction Notes: Qadira faction PCs will want to rescue the three working ladies from this room. The three prostitutes in here can be restored using the wafers Drollis possessed if the PCs can identify the correct three wafers out of the 15 total he carried. Word gets back to Madam Rose, who arranges for some substantial discounts for the Trade Prince in the future. If the three prostitutes are restored to health, award Qadira faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the will-o'-wisps and search the room, reward them as follows.

Subtier 7–8: Give each PC 828 gp.

Subtier 10–11: No reward.

PART THREE: BASEMENT TEMPLE (CR 11 OR CR 14)

The basements of most of the buildings on this block have been converted into one giant, misshaped temple dedicated to Lissala. Impromptu pillars and buttresses tenuously support a mismatched ceiling. The floor of the chamber is equally patchwork, though it has been leveled smooth

SCALING ENCOUNTER C1

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 7–8: Remove the *forbiddance* effect from the basement temple area.

Subtier 10–11: Remove three guards and the *symbol of pain*.

underneath a huge Sihedron symbol. The symbol pulsates with a sickly reddish light, filling the room with a dim red glow. In the northeast corner of the temple, a mostly intact basement provides the most obvious egress from the subterranean area.

The ceiling is low and irregular, dipping to 5 feet tall in some places. Large bipeds and huge creatures treat this room as difficult terrain and mounted combat is impossible. Additionally, area effect spells such as fireball that hit the ceiling have a 50% chance of causing a small cave-in, dealing an additional 3d6 points of bludgeoning damage to creatures in the area and creating difficult terrain underneath.

Kesoulla believes they have enough of the *sigil wafers* to fill the runestones and gain access to the *refuge* spell components now. After a warning divination earlier in the day, Kesoulla is anxious to get out of Kaer Maga. She is currently preparing to leave, waiting for Drollis and the last of the *sigil wafers*.

Creatures: Kesoulla awaits the PCs here. If the PCs observed or participated in the Feast of Sigils with Drollis or if they triggered the *symbol of scrying* in the warehouse in area B6, Kesoulla is ready for them.

Traps: Two powerful spell effects protect the basement temple. Starting at the base of the stairwell and extending to cover the entire basement temple, an area of *forbiddance* prevents dimensional travel, prohibits summoning spells, and damages creatures whose alignments are not lawful evil. Additionally, at Subtier 10–11, a *symbol of pain* is inscribed in the southwest corner of the room; the symbol is marked with an X on the map. Kesoulla has attuned these symbols to her allies so they are unaffected.

Subtier 7–8 (CR 11 or 12)

FORBIDDANCE**CR 8**

Type spell; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger location; Reset none

Effect Lawful neutral, lawful good, neutral evil, and chaotic evil creatures exiting the stairwell take 6d6 points of damage. Creatures of other alignments take 12d6 hit

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points of damage (Will save DC 19 half), though Lawful Evil creatures take no damage. *Forbiddance* also blocks summoning and teleportation.

KESOULLA CR 8

Female human cleric of Lissala 9

LE Medium humanoid (human)

Init +1; **Senses** *true seeing*; Perception +14

DEFENSE

AC 22, touch 11, flat-footed 21 (+8 armor, +1 Dex, +3 shield)

hp 80 (9d8+36)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities 20% miss chance on ranged attacks, *freedom of movement*

OFFENSE

Speed 20 ft.

Melee +1 *bastard sword* +10/+5 (1d10+3/19–20)

Special Attacks channel negative energy 2/day (DC 13, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +14)

At will—*lore keeper* (29), *remote viewing* (9 rounds/day)

8/day—*blast rune* or *spell rune* (1d6+4 energy damage or spell, 9 rounds)

Cleric Spells Prepared (CL 9th; concentration +14)

5th—*flame strike* (DC 20), *greater command* (DC 21), *true seeing*^D

4th—*air walk*, *divination*^D, *divine power*, *freedom of movement*

3rd—*dispel magic*, *glyph of warding*^D, *magic vestment* (2), *wind wall*

2nd—*cure moderate wounds*, *detect thoughts*^D (DC 17), *grace*^{APG} (2), *hold person* (DC 18), *sound burst* (DC 17)

1st—*comprehend languages*^D, *cure light wounds* (2), *obscuring mist*, *sanctuary* (DC 16), *shield of faith* (2)

o (at will)—*detect magic*, *light*, *mending*, *read magic*

D Domain spell; **Domains** Knowledge, Rune

TACTICS

Before Combat Kesoulla keeps *magic vestment* on her armor and shield at all times. If alerted by the *symbol of scrying* in area **B6**, she also casts *entropic shield*, *freedom of movement*, and *true seeing*. These effects are reflected in her stat block.

During Combat Kesoulla puts up a *wind wall* to prevent ranged attacks against herself, then pounds the party with ranged spells. She uses *blade barrier* if she can effectively split up the party. Otherwise, she continues to use ranged spells as long as possible. When forced into melee, Kesoulla uses *greater command* (flee) and *grace* to slip away. (Remember that characters who reenter the area need to make the save against *forbiddance* again.) When other choices are exhausted, she casts *divine power*, then fights defensively.

Morale Once her guards are slain and it's clear she is going to lose the fight, Kesoulla tries to grab the chest filled with *sigil wafers* and flee out the back exit. Once she reaches the

surface, she quaffs her *potion of invisibility* and flees using *air walk*. If the PCs withdraw from the room even briefly, she takes the opportunity to grab the *sigil wafers* and flee.

Base Statistics If Kesoulla is not alerted by the *symbol of scrying* in area **B6**, there is no miss chance to hit her with ranged attacks and she lacks *true seeing* and *freedom of movement*. Without *magic vestment*, her statistics are **AC** 18, touch 11, flat-footed 17.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 19

Feats Combat Casting, Exotic Weapon Proficiency (bastard sword), Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Toughness, Weapon Focus (bastard sword)

Skills Diplomacy +7, Knowledge (religion) +8, Perception +14, Sense Motive +12, Spellcraft +7; **Racial Modifiers** –4 Acrobatics when jumping

Languages Common

SQ aura

Combat Gear *potion of invisibility*, *scroll of blade barrier*, *scroll of cure serious wounds*; **Other Gear** mwk breastplate, mwk light steel shield, +1 *bastard sword*, *cloak of resistance* +1, *headband of inspired wisdom* +2

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

GUARDS (2) CR 6

LE highwayman (*Pathfinder RPG Game Mastery Guide* 259)

hp 53 each

TACTICS

During Combat The guards keep between Kesoulla and any enemies, allowing her to use them for cover. If there are no melee enemies, the guards fire their bows and keep close to Kesoulla. If the PCs close into melee, the guards try to flank and trip enemies with their spiked chains.

Morale These guards are loyal to Kesoulla and fight to the death as long as she is alive. If she is killed, they quickly surrender or flee.

Subtier 10–11 (CR 13 or 14)

FORBIDDANCE CR 8

Type spell; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger location; **Reset** none

Effect Lawful neutral, lawful good, neutral evil, and chaotic evil creatures exiting the stairwell take 6d6 points of damage. Creatures of other alignments take 12d6 hit points of damage (Will DC 19 half), though lawful evil creatures take no damage. *Forbiddance* also blocks summoning and teleportation.

SYMBOL OF PAIN CR 6

Type spell; **Perception** DC 30; **Disable Device** DC 30

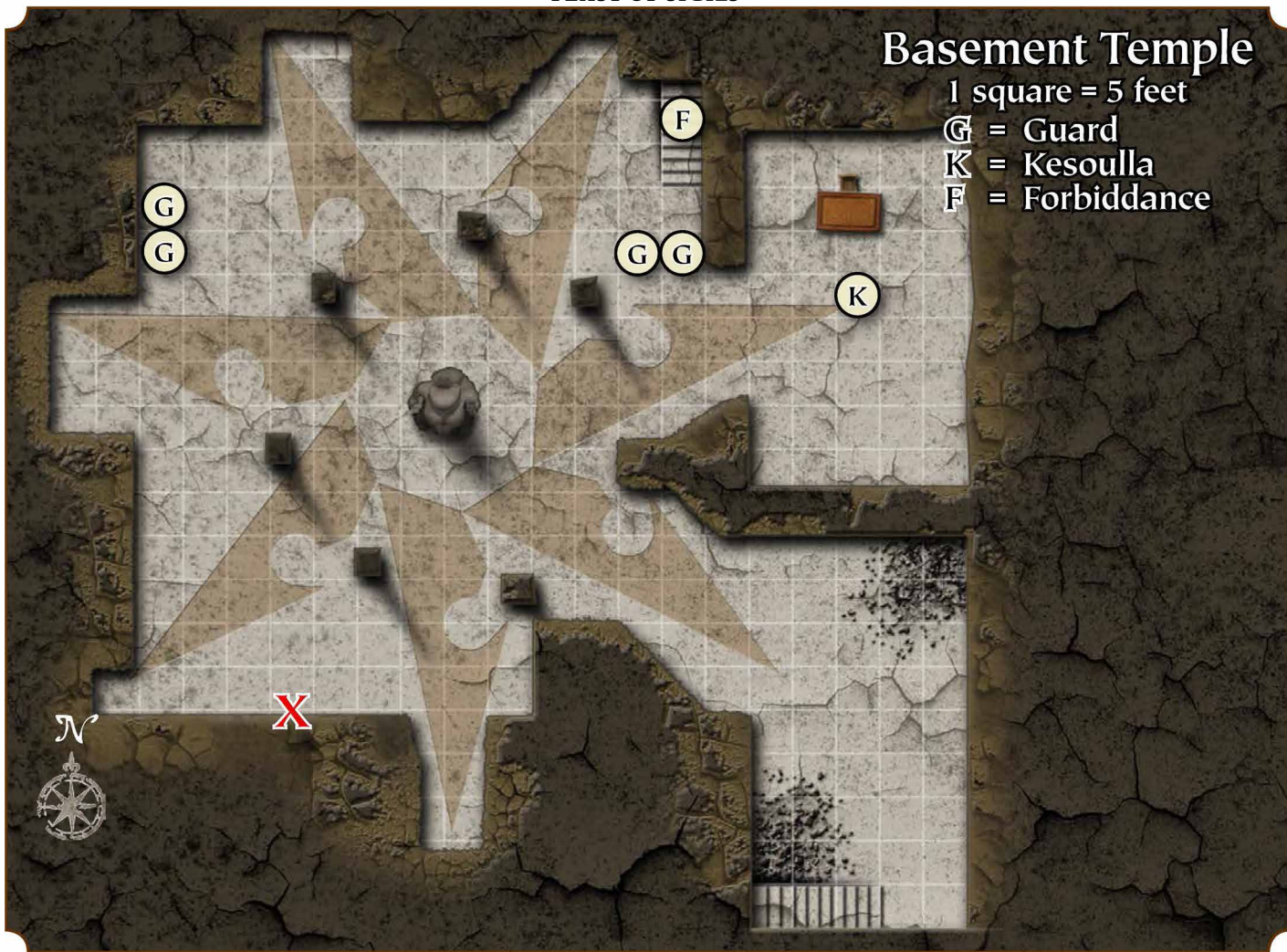
Basement Temple

1 square = 5 feet

G = Guard

K = Kesoulla

F = Forbiddance



EFFECTS

Trigger reads the rune; **Reset** none

Effect Creatures within 60 feet take a –4 penalty on attack rolls, skill checks, and ability checks (Fort DC 21 negates). This penalty lasts for 1 hour after the creature moves more than 60 feet from the symbol.

KESOULLA

CR 12

Female human cleric of Lissala 13

LE Medium humanoid (human)

Init +1; **Senses** *true seeing*; Perception +19

DEFENSE

AC 29, touch 15, flat-footed 28 (+9 armor, +4 deflection, +1 Dex, +1 natural, +4 shield)

hp 127 (13d8+65)**Fort** +13, **Ref** +9, **Will** +16

Defensive Abilities 20% miss chance on ranged attacks, *freedom of movement*

OFFENSE

Speed 20 ft.**Melee** +2 *bastard sword* +15/+10 (1d10+5/19–20)**Special Attacks** channel negative energy 2/day (DC 17, 7d6)

Domain Spell-Like Abilities (CL 13th; concentration +19)

At will—lore keeper (34), remote viewing (13 rounds/day)
9/day—blast rune or spell rune (1d6+6 energy damage or spell, 13 rounds)

Cleric Spells Prepared (CL 13th; concentration +19)

7th—*blasphemy* (DC 23), *legend lore*^D6th—*blade barrier* (DC 22), *cold ice strike*^{UM} (DC 22), *harm* (DC 22), *greater glyph of warding*^D5th—*flame strike* (2, DC 21), *greater command* (DC 22), *righteous might*, *true seeing*^D4th—*air walk*, *cure critical wounds*, *divine power*, *divination*^D, *freedom of movement*, *greater magic weapon*3rd—*dispel magic* (2), *glyph of warding*^D, *magic vestment* (2), *wind wall*2nd—*cure moderate wounds* (2), *detect thoughts* (DC 18)^D, *grace*^{APG} (2), *hold person* (DC 19), *sound burst* (DC 18)1st—*comprehend languages*^D, *cure light wounds*, *entropic shield*, *obscuring mist*, *sanctuary* (DC 17), *shield of faith* (2)o (at will)—*detect magic*, *light*, *mending*, *read magic*

D Domain spell; Domains Knowledge, Rune

TACTICS

Before Combat Kesoulla keeps *greater magic weapon* on her

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bastard sword and *magic vestment* on her armor and shield at all times. If alerted by the *symbol of scrying* in area B6, she also casts *entropic shield*, *freedom of movement*, *shield of faith*, and *true seeing*. These effects are reflected in her stat block.

During Combat Kesoulla puts up a *wind wall* to prevent ranged attacks against herself, then pounds the party with ranged spells. She cast *blasphemy* early on, catching as many party members as she can, and being especially careful to hit extraplanar creatures. She then uses *blade barrier* or *flame strike*, attempting to drive enemies into an area that can be affected by her *symbol of pain*. When forced into melee, Kesoulla uses *greater command* (flee) and *grace* to slip away. (Remember that characters who reenter the area need to make the save against *forbiddance* again.) When other choices are exhausted, she casts *righteous might*, then fights defensively.

Morale See Subtier 7–8.

Base Statistics If Kesoulla is not alerted by the *symbol of scrying* in area B6, there is no miss chance to hit her with ranged attacks and she lacks *true seeing*, *shield of faith*, and *freedom of movement*. Without *magic vestment* and *shield of faith*, her statistics are AC 19, touch 11, flat-footed 18.

STATISTICS

Str 15, **Dex** 12, **Con** 16, **Int** 10, **Wis** 22, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 26

Feats Combat Casting, Exotic Weapon Proficiency (bastard sword), Improved Channel, Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Spell Focus (evocation), Toughness, Weapon Focus (bastard sword)

Skills Diplomacy +9, Knowledge (religion) +10, Perception +19, Sense Motive +15, Spellcraft +9; **Racial Modifiers** –4 Acrobatics when jumping

Languages Common

SQ aura

Combat Gear *potion of invisibility*, *scroll of heal*, *wand of blessing of fervor*^{APG} (5 charges); **Other Gear** mwk breastplate, mwk light steel shield, +1 *bastard sword*, *amulet of natural armor* +1, *belt of physical might* +2 (Str, Con), *cloak of resistance* +2, *headband of inspired wisdom* +2

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

^{UM} See *Pathfinder RPG Ultimate Magic*.

GUARDS (4)

CR 7

LE sellsword (*Pathfinder RPG Game Mastery Guide* 283)

hp 80 each

TACTICS

During Combat The guards keep between Kesoulla and any enemies, allowing her to use them for soft cover. If there are no melee enemies, they quaff their *potions of bull's strength*, then throw their javelins. If they are benefitting from *blessing of fervor*, they use the bonus to AC as long as they

are in ranged combat and switch to using it for an extra attack once they're in melee.

Morale See Subtier 7–8.

Development: Once Kesoulla is dead or flees Kaer Maga, the remaining cultists quickly surrender or flee and the Lissalan cultist presence in Kaer Maga effectively ends, thereby completing the Pathfinder mission in the city. If Kesoulla was able to escape, she takes with her vital resources the cultists need to raise Krune from his long sleep.

Treasure: The sole bit of loot to be had in this chamber is a small chest on a table in the northwest corner of the room. The chest is filled with 50 *sigil wafers*.

Faction Notes: Grand Lodge faction PCs must ensure all members of the cult are captured or killed. Capturing or killing both Drollis and Kesoulla earns members of the Grand Lodge faction 1 Prestige Point.

Silver Crusade faction PCs should be concerned with restoring the soul fragments put into the *sigil wafers*. They can attempt to feed the wafers to the right people, though this takes a day's work and requires a DC 25 Spellcraft check to have a decent enough success rate. They can instead destroy them in holy water as explained in the Sigil Wafers sidebar on page 10. To uncover this method of destruction, the PCs need to make a successful DC 20 Knowledge (religion) check. If they return enough soul fragments successfully, award Silver Crusade PCs 1 Prestige Point.

Rewards: If the PCs capture or kill Kesoulla, reward them as follows.

Subtier 7–8: Give each PC 1,649 gp.

Subtier 10–11: Give each PC 4,859 gp.

CONCLUSION

The Lissalan cultists are finishing the final tasks they need to perform before waking Runelord Krune. The *sigil wafers* Kesoulla and Drollis created are instrumental in charging the runestones needed to recover the *refuge* spell components. Once Kesoulla is killed, word spreads quickly through the Kaer Maga underground that something is amiss. The other Lissalan cultists begin working as hard as possible to make up for what was lost in Kaer Maga.

Success Conditions

If the players discover the basement temple under the lethe house and defeat or drive off the Lissalan cultists, the mission is considered a success, and each PC earns 1 Prestige Point.

Faction Missions

Player characters of a given faction who complete the listed mission earn 1 Prestige Point for their efforts.

FEAST OF SIGILS

Andoran Faction: Andoran faction PCs who rescue at least five prisoners in Part Two earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who get information from Gelwin that will help them blackmail Renna earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who are able to convince Gelwin to return with them to Andoran earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who help locate the renegade Shadow Lodge faction members earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who observe Drollis performing the Feast of Sigils in Part Two earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who rescue the prostitutes and restore them to health with the wafers earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who meet Parfus and are able to convince him to ally with Guaril earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who discover where the Kaer Magan Shadow Lodge cell fled to earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who restore enough soul fragments that were bound into *sigil wafers* earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who successfully disguise themselves as Holborg Greunolo and patronize a brothel earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Fellow Freedom Fighter,

Cheliox thrives on bureaucracy and paperwork, and contracts are an essential part of all slave trading activity that originates from that foul country. The idea of using this penchant for the written word against Cheliox has long intrigued the leaders of the Eagle Knights.

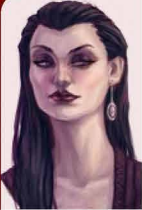
Your contact in Kaer Maga is a forger of unparalleled skill. He is also an amoral bastard with little care for those around him. Ensure that Gelwin makes his way to Andoran and that he's mostly intact when he gets here, taking particular care that he has all his fingers and eyes. With a man of his talents, we could free thousands of slaves through deception rather than blood.



Good Luck,

Major Colson Maldris

Cheliox



Most Worthy Servant,

Though your presence in this Varisian backwater will be missed greatly, it is rather fortuitous that your travels take you to Kaer Maga. As my unknown rival works to undermine my power, my agents in the field have been under attack. Fear not, my poppet, I believe your allegiance with the Pathfinders will protect you for the moment. Every servant I have in the field cements my interests here in Cheliox, even those in a city such as Kaer Maga.

While Cheliox has little official presence in Kaer Maga, the Church of Asmodeus has a substantial one there. Between your visits to the various fleshhouses in the Hospice district, find someone within the Church of Asmodeus who can offer us access to the labyrinthine excuse they have for a bureaucracy and bind that person to me. Find a weakness we can use to lean on the individual and press the advantage.



Awaiting word,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

These Lissalan cultists have long been operating in Kaer Maga, and I have reason to believe that their foul practices may be preparing the way for a truly great evil to unleashed upon the world. I've recently received intelligence that their plans may indeed be coming to fruition, or even worse, that they may well have already accomplished what they've set out to do.

Act quickly, and for the sake of the Society, don't let any of these cultists escape. If they do, they will surely set up their operations elsewhere to carry out their heinous scheme.



Best of luck on the open road,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Sibling,

The position of the Lantern Lodge within the Society remains tenuous. The values of those in the Inner Sea area are often slippery and their concept of honor is crude and unpolished. Restoring our honor is going to be difficult in Kaer Maga, where honor seems so rare a thing.

There is, however, an opportunity for us here. Not long ago in Kaer Maga, the Pathfinder Society was tainted by several rogue Pathfinder agents. Discovering the current location of the rogue Pathfinders who remain on the loose should help restore honor to the Society. By achieving your mission in Kaer Maga, you can help us rebuild our place in the Pathfinder Society.



Graciously,

Venture-Captain Amara Li

FEAST OF SIGILS

Osirion



Servant of the Ruby Prince,

Your efforts in the field have brought some small relief but it's clear that the Ruby Prince will continue to deteriorate in spite of those efforts.

My sources suggest the Society is sending you against a powerful Lissalan cult. Considering that the curse that befell our great emperor was based on the same rune magic the Lissalan cultists use, there is some small chance their magics will be able to heal the Prince. One ceremony interests me most: the Feast of Sigils, which is purported to be a restorative, empowering ritual. This feast may hold the key to the Prince's malady. Find out everything you can about the ritual—witness it if possible and pass on your most detailed observations.

For our beloved Prince,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Junior Partner Pathfinder,

The city of Kaer Maga is similar to many cities of Qadira, being built on trade and the ingenious crafts of the residents there. Of course, they have odd ways and even odder residents, but the City of Strangers shares many of our values.

When doing business in Kaer Maga, the services of their fine brothel houses can be useful incentives during some negotiations. The best brothels are in high demand and rarely offer preferential treatment to anyone. See if you can perform some favor for the brothels that you can parlay into favorable terms for our negotiators in that most curious of cities.

May the tradewinds be at your back,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Prestigious Cousin,

Kaer Maga is a city with great potential for the Szarni. Right now there is a small group in the City of Strangers run by my cousin, Parfus Erigol. Look up Parfus while you are there and see if you can speak with him on my behalf. If you can pry him away from the attractions of the brothel I'm told he frequents, I'm certain you can find a way to convince him of the benefits of a tighter bond between his humble operation and the Karela Szarni. If you can succeed in fostering such an alliance, great profit will surely follow.

Watching over you,
Guaril Karela
Guaril Karela

SHADOW LODGE



Fellow Watcher,

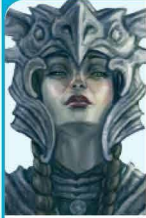
Kaer Maga is one of the first places where the Shadow Lodge renegades launched their foul betrayal, and your journey there is a painful reminder of past events. In the months since that tragedy unfolded, I've contemplated long and hard on the fate of the Shadow Lodge agents there.

While in Kaer Maga, ask around and see if you can find any details about where the renegade Shadow Lodge Pathfinders in the city might have fled after their last run-in with the Society.

Luck be with you,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Virtuous Pathfinder,

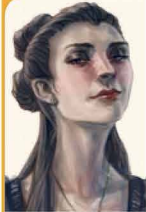
The Lissalan cultists have been quietly preaching their tainted religion for thousands of years. Even when they depart a place, they leave behind relics of depraved rituals and horrid doctrine. I have information that a cult of Lissala is even now practicing a foul ritual in the city of Kaer Maga. I want you to travel there, observe the ritual, and bring the cultists to justice.

Once you have vanquished these Lissalan cultists, destroy any of the unholy relics they might use in their ritual so they can't fall into the hands of innocents and lead them to harm.



With Faith and Honor,
Ollysta Zadrian
Ollysta Zadrian

TALDOR



Fellow Patriot,

Our plans to elevate Grobaras to something beyond a simple Lord-Mayor has met a serious snag. Torblot Greunolo, a cloth merchant and one of Grobaras's more vocal opponents in the House of Ushers is gaining in popularity and power recently. While he won't likely challenge Grobaras's authority, the cloth merchant has become a thorn in the Lord-Mayor's side. Seriously discrediting Greunolo or his close family members would undermine his power. This should will cement Grobaras's loyalty to the Taldan Empire.

Fortunately, Greunolo has a caravan passing through Kaer Maga concurrent with your visit, captained Greunolo's oldest boy, Holborg. Using the enclosed sketch, disguise yourself as Holborg and visit one of the city's many brothels, thereby ensuring that Greunolo will be fighting rumors about his boy for years to come.



Closing,
Lady Gloriana Morilla
Lady Gloriana Morilla

PLAYER HANDOUT

THIS MORNING'S DIVINATION WITH THE GODDESS WAS NOT GOOD. WE HAVE BEEN BETRAYED AND SOMEONE STALKS US. NO LONGER SHOULD WE LINGER. WE HAVE MORE THAN ENOUGH SIGIL WAFERS TO CHARGE THE RUNESTONES AND THE SOONER WE GET TO THE RITUAL AND DO OUR PART, THE BETTER OUR PLACE IN THE NEW KINGDOM WHEN OUR LORD WAKENS.

THE TIME IS UPON US, I AM LEAVING TONIGHT.

FEAST OF SIGILS

Pathfinder Society Scenario #4-10: Feast of Sigils

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
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