

PATHFINDER SOCIETY

YEAR OF THE SERPENT



ALL FOR IMMORTALITY, PART 1: FIRST TASTE OF ETERNITY

By Thurston Hillman



ALL FOR IMMORTALITY, PART 1: FIRST TASTE OF ETERNITY

PATHFINDER SOCIETY SCENARIO #7–20

Author • Thurston Hillman

Development Lead • John Compton

Contributing Artists • Scott Purdy, Sebastian Rodriguez, and
Kieran Yanner

Cartographers • Jason Engle, Sean Macdonald, and
Corey Macourek

Editor-in-Chief • F. Wesley Schneider

Creative Director • James Jacobs

Executive Editor • James L. Sutter

Senior Developer • Rob McCreary

Pathfinder Society Lead Developer • John Compton

Developers • Adam Daigle, Crystal Frasier,
Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens,
and Linda Zayas-Palmer

Managing Editor • Judy Bauer

Senior Editor • Christopher Carey

Editors • Jason Keeley and Josh Vogt

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland,
and Mark Seifter

Managing Art Director • Sarah E. Robinson

Art Director • Sonja Morris

Senior Graphic Designers • Emily Crowell and Adam Vick

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Vice President of Finance • Christopher Self

Staff Accountant • Ashley Kaprielian

Data Entry Clerk • B. Scott Keim

Chief Technical Officer • Vic Wertz

Software Development Manager • Cort Odekirk

Senior Software Developer • Gary Teter

Project Manager • Jessica Price

Organized Play Coordinator • Tonya Woldridge

Adventure Card Game Designer • Tanis O'Connor

Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie Teter, and Diego Valdez

Warehouse Team • Laura Wilkes Carey, Will Chase,
Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, William Ellis,
Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

Pathfinder Society Scenario #7–20: All for Immortality, Part 1: First Taste of Eternity is a Pathfinder Society Scenario designed for 12th- through 15th-level characters (Tier 12–15; Subtiers 12–13 and 14–15). 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 is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

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

Pathfinder Society Scenario #7–20: All for Immortality, Part 1: First Taste of Eternity © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc. "Dimensional Shambler" is © 2011, Chaosium Inc. and are used with permission.



ALL FOR IMMORTALITY, PART 1: FIRST TASTE OF ETERNITY

BY THURSTON HILLMAN



A CONSPIRACY OF SERPENTS

For several years, a conspiracy has spread within the Aspis Consortium's ranks. Known as the Korholm Agenda, this faction has escalated violence between the Aspis Consortium and the Pathfinder Society in the interest of the Agenda's enrichment and vengeance. As much as this campaign arc is about the Society thwarting the Aspis Consortium, it's also about the unraveling the mysteries of the Korholm Agenda and putting an end to the ongoing conflict between the Consortium and Society.

KEY ORGANIZATIONS

The following organizations are key players in the conspiracy surrounding the Korholm Agenda.

Aspis Consortium: Over the past two centuries, what began as a simple Chelish trade route has become the largest single business venture in both Avistan and Garund. The Aspis Consortium's eye for continued profits puts it in direct conflict with the explorers of the Pathfinder Society. The two organizations have maintained mutual animosity for decades, but the respective leaders of both groups have shied away from outright hostilities. The recent attack on the Grand Lodge by self-described Aspis Consortium members has drastically changed the dynamic between the Consortium and the Society, and only recently has the Pathfinder Society uncovered hints of a rogue faction within the Aspis Consortium responsible for the attack and increased enmity between the two larger groups.

Conference Z: This is an "off-the-books" coalition of research institutions throughout the Inner Sea region and beyond. The Aspis Consortium funds Conference Z research—almost entirely without the former's knowledge, thanks to secretive, generations-old budgetary deductions written in by the founders and now virtually forgotten by Aspis leadership. Various Conference Z research facilities study the great mysteries of existence, ostensibly to open up new markets for Aspis goods and new channels for long-distance trade. In practice, their studies tend toward the obscure and the occult.

WHERE ON GOLARION?

First Taste of Eternity predominantly takes place in the Thuvian city-state Pashow and its surrounding territory. More information on Thuvia, Pashow, and the *sun orchid elixir* can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in hobby stores and bookstores everywhere and online at paizo.com.



Korholm Agenda: This is a secretive faction within the Aspis Consortium. Dissidents within the Consortium formed the Korholm Agenda, each seeking to acquire further power or lash out against the Pathfinder Society for meddling in Consortium affairs. The Korholm Agenda is responsible for the increased aggression by the Consortium against the Pathfinder Society, and is directly responsible for the unsanctioned attack on the Grand Lodge of the Pathfinder Society. Suliji Peshar is the true mastermind behind the Agenda, and throughout Season 7 of the Pathfinder Society Organized Play campaign, Pathfinder agents have driven away or slain other key members of the Agenda.

Pashow: Until recently, the Thuvian city-state of Pashow had no noteworthy association with either the Aspis Consortium or the Pathfinder Society. The upcoming delivery of the vaunted *sun orchid elixir* to Pashow earns the attention of both organizations. The

GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). All rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

Aspis Consortium has plans to retrieve the elixir before it reaches Pashow, while Suliji Peshar and the Korholm Agenda seek to obtain the elixir for themselves—a plot that involves a local power player, the blue dragon Loaralis. Meanwhile, the Pathfinder Society has been hired on to assist in the defense of the *sun orchid elixir*'s delivery; this event triggers the commencement of the campaign arc.

KEY INDIVIDUALS

The following individuals have big roles to play in the *All for Immortality* campaign arc.

Guldis: The emir is the highest authority in Pashow. Guldis bears responsibility Pashow's failure to transport the last two deliveries of the *sun orchid elixir* for his city—fiascos that have cost Pashow hundreds of thousands in gold and immeasurable prestige. He seeks the Pathfinder Society's assistance in protecting the latest batch of elixirs delivered to his city, and plans on working closely with the field agents assigned to the cause.

Inphira Kramolag: The head of a Conference Z cluster of research facilities distributed across Nidal, she worked in relative seclusion for years. When Suliji Peshar learned of the professor's operation through the mummy Alexayn, Suliji began blackmailing Professor Kramolag; she would serve the Korholm Agenda's "polite requests" or risk her research's funding. Professor Kramolag specializes in alien faiths, with a particular affinity for the outer god Yog-Sothoth. The PCs will meet her during the second adventure of this series, but they first feel her influence in the first major encounter of this scenario as her assistant makes a desperate bid to claim the *sun orchid elixir* for her.

Jhandorage Vaulnder Alexayn: One of the original founders of the Aspis Consortium, Jhandorage died more than a century ago and is now a mummy. Suliji Peshar disturbed his body when she broke into his mausoleum in Ostenso, but the two have since agreed to help each other achieve otherwise impossible goals. Alexayn plays a more central role in the third and final adventure of this series. It is important to note that Suliji currently works as a proxy for this founder of the Aspis Consortium,

though their relationship is soon coming to a bloody close. Suliji learned of Conference Z only thanks to Alexayn's information.

Kitio Aspenthi: A gold agent of the Aspis Consortium, Kitio is responsible for Consortium's plot to intercept the *sun orchid elixir* delivery to Pashow. He plays a peripheral role in this adventure by coordinating the raid on a convoy. Other Pathfinders will confront him in *Pathfinder Society Scenario #7–28: Ageless Ambitions*.

Loaralis: The people of Pashow consider Loaralis to be a local myth. In truth, Loaralis is a blue dragon that resides within the extensive vaults below Pashow's church of Abadar. A conniving example of her species, she madly seeks to understand the catastrophe that befell Pashow's two previously failed deliveries of the *sun orchid elixir*—ideally in order recover and sell them for her own enrichment. Her influence in Pashow brought her to the attention of Suliji Peshar, and the two agreed to double-cross Kitio Aspenthi and stymie the Aspis Consortium's bid to steal the elixir. In exchange for obtaining the elixir for Suliji, Loaralis was promised the resources of Professor Kramolag in determining the cause and whereabouts of the two previous shipments of the elixir—a mystery that has wracked the mind of the blue dragon for far too long. The PCs encounter Loaralis as the final threat and ultimate antagonist of this adventure.

Suliji Peshar: The true mastermind and ultimate foe in the *All for Immortality* series, Suliji Peshar is responsible for the escalation in violence between the Aspis Consortium and Pathfinder Society. She has worked with the mummy Jhandorage Vaulnder Alexayn to facilitate his vengeance and earn herself more power. Obtaining the *sun orchid elixir* should grant her further financial independence from the Consortium, so she's entered into a bargain with the blue dragon Loaralis to obtain it. Suliji's full background and greater motivations are explored in the final adventure of this campaign arc.

THE CURRENT SITUATION

The Pathfinder Society has thwarted many Aspis schemes over the past year, managing to uncover the existence of the secretive Korholm Agenda. Suliji Peshar saw the this group—which she created—turn from a useful instrument into a potential liability, so she did what came naturally to her: she betrayed her former compatriots. Through her secretive identity as "Three Rings," Suliji fed information to the Pathfinder Society, directly leading to the downfall of her Korholm partners. This bought Suliji sufficient time to formulate a new plan.

Learning about the Aspis Consortium's plot to steal the upcoming batch of *sun orchid elixir* from the city-state of Pashow, Suliji realized that obtaining the elixir

for herself would grant her financial independence from the Consortium and further develop her reputation. She believes such a plan would also gain her freedom from the mummy of Jhandorage Vaulnder Alexayn, whom she feigns service to, in order to take advantage of the Aspis founder's wealth of information. Once she has the profits from selling the vials of elixir, Suliji intends to dispense with Alexayn, and enact a massive coup against the leading patrons of the Aspis Consortium, taking the entire organization for herself.

Suliji entered into secret negotiations with the blue dragon Loaralis, a resident power broker in Pashow. Loaralis, a being of considerable intellect, is unconcerned with the life-extending properties of the elixir, and is far more intrigued by the fate of the previous two lost shipments—an event she knows almost nothing about that occurred in her territory. Suliji offered the services of Professor Kramolag in uncovering the truth behind these disappearances, blackmailing her Conference Z contact to do so. Loaralis found herself content with the arrangement, and agreed to obtain the *sun orchid elixir* for Suliji. Meanwhile, Kramolag discovered the truth behind the disappearance of the previous elixirs; creatures from beyond the veil became attracted to the properties of the legendary alchemical compound as it travelled via teleportation magic. Believing she could turn this information to her advantage, Kramolag has placed an agent loyal to her to obtain the *sun orchid elixir*, a double-cross she hopes will gain her financial independence from the Aspis Consortium and the blackmailing she endures at the hands of Suliji; a plan ironically similar to that of her blackmailer.

Confounding this entire web of conspiratorial and political events is the planning of Pashow's leader, Emir Guldis, who calls for the assistance of the Pathfinder Society. Tipped off to the potential for Aspis Consortium meddling in the delivery of the vaunted *sun orchid elixir*, the Emir asks for the Society's best agents to aid his city in securing the vials bound for Pashow.

ADVENTURE SUMMARY

The PCs begin the adventure at the Grand Lodge in Absalom, where they meet with Master of Swords Marcos Farabellus to discuss an upcoming opportunity in Thuvia. The emir of Pashow has requested the Society's assistance in ensuring this year's shipment of the immensely valuable *sun orchid elixir* arrives safely, and Farabellus believes the PCs are best suited to oversee the Society's contribution. After he answers their questions, he introduces them to a Thuvian conjurer who transports the PCs to Pashow. There they meet with Emir Guldis, who explains the city's plans to transport the elixirs from the Citadel of the Alchemist.

THE ALL FOR IMMORTALITY CAMPAIGN ARC

First Taste of Eternity is the first installment in the *All for Immortality* campaign arc, a three-part Pathfinder Society series specifically designed for high-level Pathfinders (Subtiers 12–13 and 14–15). Much of the backstory to this series of adventures is detailed further throughout the scenarios of Season 7 of the Pathfinder Society Organized Play campaign, and players familiar with those scenarios might recognize many names and organizations referenced here. It's recommended—but not necessary—that players also participate in *Pathfinder Society Special #6–98: Serpents Rise* (which details the Korholm Agenda's attack on the Grand Lodge) and *Pathfinder Society Special #7–98: Serpents' Ire* (which presents an event that takes place between the first two parts of *All for Immortality*).

Scenarios in this series are designed to work in a standard 4–5 hour slot, with GMs advised that high-level play scenarios tend to take longer than average. At conventions and similar environments where time is strictly regulated, it is highly advised to avoid as many distractions as possible and keep players focused on the game.

Only 12th-level and higher Pathfinder Society Organized Play characters can play this series for credit. No pregenerated characters are allowed to participate in this series. After all, this story is meant as a grandiose capstone for PCs who have earned credit over dozens of sessions.

The emir keeps the PCs in reserve as he awaits news from his various convoys. Inevitably, one of them comes under attack, and it falls to the PCs to intervene. Teleporting to the location by means of the Emir's conjurers, the PCs find themselves in the aftermath of a brutal battle between three forces. As the PCs piece together what happened to the vial of *sun orchid elixir* and who ambushed the convoy, their presence and recent teleportation onto the scene attract an altogether alien threat: dimensional shamblers that have been scrounging the area for signs of the elixir with which Loaralis's agents absconded. The battle that follows involves the PCs traveling between the Astral and Material planes, combating the alien threat and an agent of Professor Kramolag. After the dust settles, the PCs learn that two vials of the elixir are now in the possession of Loaralis.

Pashow is on the brink of open rebellion as the PCs return, for rumors of the elixirs' theft have circulated with frightening speed. The PCs reconvene with other surviving Pathfinder teams, over which they've been given temporary field command. It falls to the PCs to organize their subordinates and help stabilize the city long enough to find Loaralis and retrieve the missing vials of elixir.

The PCs enter the lair of Loaralis, located in the sealed vaults under the local church of Abadar. There they encounter Loaralis's two loyal lieutenants, each enhanced by powerful and unique wishcrafted magic. Following this battle, the PCs enter Loaralis's lair far below the city where the blue dragon awaits the PCs, offering them a final chance to retreat. The battle that follows determines the fate of the stolen vials of *sun orchid elixir* and the ongoing prestige of the Society.

BEFORE PLAY BEGINS

As a high-level scenario, this adventure contains difficult challenges and complex tactical encounters specifically designed to engage skilled players. By the time a character qualifies to play this scenario, they have likely participated in more than 30 adventures, representing hundreds of hours of game experience. That means the group will have considerable expertise with these PCs, likely having maximized their equipment choices, discovered complicated spell combinations with near-miraculous results, and practiced their combat tactics. If they are playing together with friends, they probably work well together, giving them a number of advantages in both combat and problem solving.

Basically, the players will bring their A-game, and you should too.

The high-level nature of the encounters in this scenario requires special consideration. After reading through the adventure the first time, take a second (and maybe even a third) look at each of the encounters and think about how they will play out at the table once the PCs become involved. Pay close attention to unfamiliar spells or monsters, and take a few minutes to review any special rules associated with them. Doing this before you begin the game will make the scenario move more smoothly, and your players will appreciate your effort to facilitate a good time for all.

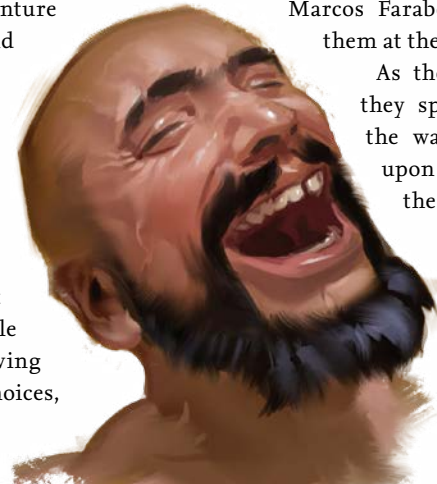
Presented in each of the combat encounters is a round-by-round description of enemy tactics. You should do what you can to adhere to these tactics while also adapting to the innumerable counter-tactics employed by the PCs. Remember that these encounters are meant to be difficult, but not impossible. Players should be challenged in this scenario, and their characters should be pushed the fullest extent of their abilities.

GETTING STARTED

Once the players are ready to begin, provide them **Player Handout #1** on page 28. If you're running this scenario for a pre-selected group of players, you can also deliver this handout in advance of the game session, adding to the gravitas of the campaign arc. As the game begins, inform the players that they each received the same missive directing them to the Grand Lodge in Absalom. These messages were hand-delivered by couriers to wherever they were in the world. As each of the PCs arrive at the grounds of the Grand Lodge, they're informed that Marcos Farabellus, the Master of Swords, awaits them at the Wall of Names.

As the PCs arrive at the Wall of Names, they spot Farabellus pacing the length of the wall, inspecting the names inscribed upon it with grim solemnity. By the time the PCs approach, Farabellus nears the end of the wall, and the most recent inscriptions. As he spots the PCs, the Master of Swords hails them over for their briefing.

To begin the adventure, read or paraphrase the following.



**MARCOS
FARABELLUS**

"I thought this place appropriate. You know, all of the agents who've fallen in service to the Society have their names inscribed here; for me, it's a reminder that the Society's deeds often come at a cost. I asked each of you to join me here today, for I could think of no better place to give

you this serious mission."

The Master of Swords is visibly pensive for a moment before continuing. "Through their proxies, the Decemvirate have completed negotiations with the Thuvian city-state of Pashow. As you may or may not know, Pashow is set to receive the latest shipment of Thuvia's famous sun orchid elixir—a tonic that rejuvenates and forestalls the ravages of age. The last two shipments of the elixir to Pashow over the last decade have failed to reach the city, and in their third attempt, they seek the aid of the Society to ensure nothing goes amiss.

"You might ask yourself what business the Society has in dealing with the sun orchid trade, or sending agents to act as convoy guards—especially agents as esteemed and talented as you. Well, the leader of Pashow, Emir Guldís, has solid evidence that the Aspis Consortium intends to make an attempt on the delivery, seeking to claim the elixir for the Consortium."

Farabellus sweeps his arm over a section of the wall inscribed with the names of dozens of fallen agents. "The Aspis wounded us, hit us here, on the grounds of this very lodge. These names are all those who fell in that heinous attack, and the one who we've learned organized that attack is also the one planning

to rob Pashow. Even if you have no care for vengeance, I ask that you lend your services to protect a troubled city from Aspis schemes and avert the chaos and hardship that would ensue. You'll act as representatives of the Pathfinder Society, ensuring that Emir Guldis and his city get their elixir, and that the Consortium gets nothing.

"As you ensure the delivery of an alchemical miracle capable of extending one's life by a few decades, remember that the names inscribed on this wall are immortal in a way far beyond anything that can be found within a vial. Remember that we owe the names on this wall for the sacrifice they made—a sacrifice that allows this Society to endure."

Marcos Farabellus is eager to see the PCs on their way, but he's just as eager to answer any questions they have about the *sun orchid elixir* delivery. He also congratulates the PCs on their varied accomplishments, even going so far as to admit that they've surpassed his career in many ways.

What is the Sun Orchid Elixir? "It is a unique alchemical liquid known to reverse the ravages of aging. A Thuvian alchemist developed it, and local authorities say that he resides in a vast—and some say impregnable—fortress called the Citadel of the

Alchemist. Every year, six vials of this miracle substance are released from the citadel and travel to one of Thuvia's city-states. In turn, the city-state sells each of the vials at an auction, commanding some of the highest prices seen on Golarion. After all, who doesn't want a taste of immortality?"

How are we traveling to Pashow? "As time is of the essence, Emir Guldis has sent one of his court conjurers to personally teleport you to the city. She awaits your arrival in Starhall."

What happened to the last shipments to Pashow? "No one knows. We've sent several groups to investigate the disappearances of the last two shipments, but they've all come up empty. There's been a taboo surrounding the use of teleportation magic to deliver the elixir from the Citadel of the Alchemist, and it seems the troubles of Pashow lend credence to that belief. Both times that Emir Guldis attempted to secure his city's shipments were with teleportation magic, and both went horribly wrong. At least teleportation magic for any other purpose seems safe."

What is the Aspis involvement? "Our field agents are actively working against a resident Aspis Gold Agent by the name of Kitio Aspenhi. Both our organization and Emir Guldis separately came to the conclusion that Kitio is making a play to claim some or all of the sun orchid vials for the Aspis Consortium. We have other agents tracking Kitio down, but we need our best—you—to ensure the sun orchid delivery reaches Pashow. Emir Guldis will have more information on site."

Treasure: Before they depart, Marcos Farabellus gives one of the PCs a palm-sized ceramic disk bearing the Glyph of the Open road on one side and a pair of crossed swords on the other. He explains that when broken, this allows the user to speak up to 100 words to the Master of Swords and receive a response. Farabellus asks that should the PCs' duties change, they should update him and reassess priorities together.

PART ONE: THE PASHOW ASSESSMENT

Once the PCs have finished the necessary discussions with Marcos Farabellus, they can meet **Farhaana Zadeh** (LN female conjurer 14), court conjurer of Emir Guldis. Farhaana is impatient to return to Pashow, and she offers to use *greater*

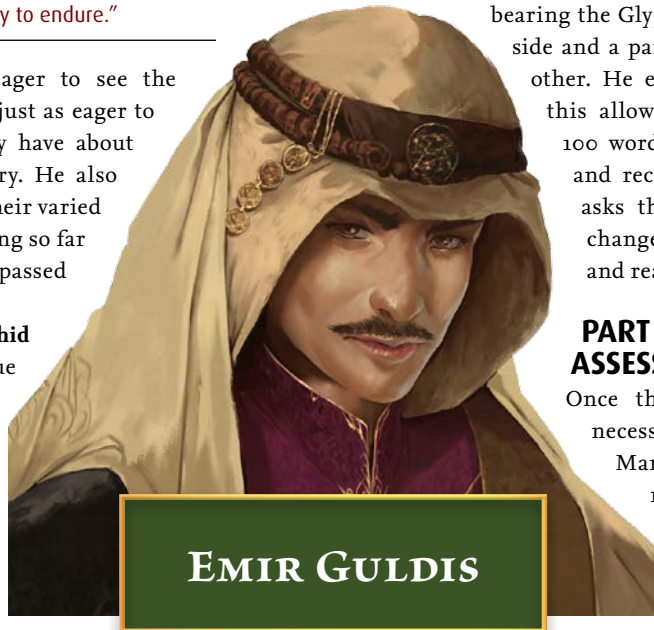
teleport (with the assistance of several proprietary magic items that boost her effective caster level to transport the whole group) to bring the PCs along with her. This is the intended means of travel to distant Thuvia, but the PCs can make their own magical teleportation arrangements if they're suspicious of the Emir's conjurer. Farhaana has few combat spells prepared, having specialized in transportation magic.

The PCs may want to spend some time making purchases for their upcoming mission. Both Farhaana and Farabellus understand if the PCs need to acquire anything in Absalom—Pashow only being a large town, and somewhat limited on available resources.

Regardless of the specifics, the PCs arrive safely in the emir's fortified palace in the heart of Pashow.

MEETING WITH THE EMIR

Guldis, Emir of the Thuvian city-state of Pashow, eagerly awaits the PCs' arrival in the central spire of his modest palace fortress. Having inherited his title at a young age, Guldis spent his first years of his tenure squandering



EMIR GULDIS

the good faith vested in him by the people of Pashow. He was once a corpulent specimen of humanity, and while he has since replaced fat with lean muscle, the people of Pashow still view Guldis as a slothful ruler. Most significantly, his regime's failure to transport Pashow's last two deliveries of the *sun orchid elixir* has eroded the citizens' confidence.

The emir is eager to talk with the PCs as they arrive, ushering them into a private meeting room in one of the palace's spires. Joining the group is **Saabira Taheri** (LN female human fighter 13), the head of Pashow's city guard and Guldis's personal security advisor. Saabira is secretly one of Loaralis's lieutenants, having risen to her position over the past few years with the help of the dragon's schemes. Saabira is a quiet woman, interjecting only to make her presence felt or point out important parts of the tactics employed to deliver the vials. She also carries a leather-bound dossier containing profiles of each of the PCs and their most noteworthy accomplishments. Both she and the emir have read through these with interest—the former in order to learn the PCs' strengths and weaknesses to pass to Loaralis.

The emir orders servants to bring food and drink for the PCs, but he only partakes in small amounts of either due to his anxiety. The chamber's central feature is a vast wooden table covered in maps with a tray of markers kept to one side. A semicircular glass window occupies much of one wall, providing a pleasant view of Pashow and the desert beyond.

Emir Guldis begins speaking as the PCs are seated; read or paraphrase the following.

"I thank you all for coming on such short notice; I know the negotiations between my city-state and your Decemvirate only recently came to a conclusion. Sadly, there is little time for pleasantries, as the sun orchid elixir is likely already being delivered into the hands of my agents at the entrance to the Citadel of the Alchemist."

Emir Guldis places a small marker near the mountains south of Pashow on the grand map before him.

"Dozens of convoys have convened to receive either one of the six vials of the sun orchid elixir or a convincing fake. From there, the convoys will split up to travel to Pashow by myriad means and paths. We do not expect any activity within sight of the citadel, and using a variety of travel methods gives us the best chance of ensuring at least some of the elixir makes its way here."

The emir places several small convoy markers near the marker at the south end of the map. Immediately, magical lines of color, matching the colors of their respective markers, form on the map. Each of the lines zigzags through the desert or moves in a direct line, ending at the northern edge of the map where Pashow is styled in deep crimson ink.

"I have retained your services not as mere caravan guards. No, you are the last contingency to assist should any of our true convoys come under attack. I have several conjurers on standby to magically transport wherever you are needed most. The Decemvirate have promised me that you are their most experienced agents, and your presence eases my mind in the face of potentially losing a third shipment."

CONVOYS APLENTY

It is quite likely that the PCs want information on the convoys engaged in trafficking the vials from the Citadel of the Alchemist. Ultimately, only one of the convoys comes under direct attack during this adventure, but the emir's staff has contracted an eclectic array of professionals to carry the elixirs. Saabira Taheri provides a professional overview of the numerous decoy convoys prepared—many mundane, though you are free to invent your own descriptions similar to those below. Saabira informs the PCs that the actual *sun orchid elixir* vials are spread among the following six convoys.

The Faithful Procession: The local church of Abadar has provided a juggernaut (*Pathfinder RPG Bestiary* 4 162) that can contain this group's vial. A host of divine servants follow the massive construct as it plows through the desert towards Pashow. The dragon Loaralis is well aware of this convoy, having maneuvered her lieutenant, the Abadarian high priest Kaarim, to suggest it in the first place. Unknown to the emir—and thus the PCs—Kaarim intends to take the elixir, returning to Pashow and Loaralis's lair by means of a *word of recall* spell.

Inquisition of Inevitables: When teleportation proved unreliable, Pashow's conjurers turned to their other specialty: summoning outsiders. Six kolyarut inevitables (*Pathfinder RPG Bestiary* 2 163) representing an Axis-based organization called the Axion Forge have agreed to transport one of the vials. These inevitables use their *invisibility* spell-like ability, and walk from the Citadel to Pashow. They are expected to be the last group to arrive.

Pashow's Parade Caravan: The officially touted caravan bound from Pashow to the Citadel, this group is made up of an overwhelming contingent of Pashow's armed forces. The massive caravan is guarded by hundreds of soldiers and hired mercenaries.

Pathfinder Delivery: A contingent of Pashow's elite military forces works alongside a group of Pathfinder agents to deliver this vial. The field agents employ a lead golem (*Pathfinder RPG Bestiary* 5 127) provided by the Decemvirate to obfuscate the caravan's position.

Lord Lightfoot: This Iroran monk and self-styled "lord" is capable of traveling at incredible overland speeds unrivaled by other runners. He plans to spring through the roughest terrain where raiders can hardly follow.

Sable Company Envoys: Emir Guldis has contracted a unit of Korvosa's famed Sable Company Marines to deliver one elixir. This unit is comprised of a dozen hippogriff riders, who plan to return to Pashow by means of flight.

PART TWO: STRIKING FOR THE SUN ORCHID

The PCs remain with Emir Guldis and Saabira as the convoys get underway. Magically relayed reports (typically via *sending* spells) keep everyone apprised of the ongoing progress of the convoys. Things begin looking up for Pashow as Lord Lightfoot and the Sable Company detachments return to Pashow with their two vials of the *sun orchid elixir*.

The progress takes a turn for the worse when one of the emir's conjurers bursts into the chamber in a panic. The conjurer disregards all formality in addressing the emir others.

"Emir! I've just received word from the Pathfinders' convoy. They're under attack by a company of bandits and require immediate assistance!"

Emir Guldis begins questioning the conjurer, obviously flustered by the development. It falls to Saabira to extract the convoy's coordinates, advise that the PCs head out as soon as possible, and request they carry back the elixir if necessary. Farhaana Zadeh once again stands by to teleport the PCs as necessary. If the PCs object to using of teleportation magic—a likely eventuality if the PCs learned of the fate of the previous sun orchid mishaps with teleportation—Saabira assures them by stating that only those carrying the *sun orchid elixir* have suffered problems.

A. RUINED CARAVAN (CR 16 OR CR 18)

The PCs arrive at the scene of a brutal skirmish waged on multiple fronts, made increasingly devastating as faction after faction arrived to compete for the same prize. Partway through the fight, one of the Pathfinders managed to activate a magic item that allowed him to contact the emir's palace.

The Aspis gold agent Kitio Aspenithi has made his move against the Pathfinder-sponsored convoy, waiting for his spy within that group to leave the divination screen of the lead golem and then pinpointing her location with divination magic. Kitio's subordinates The Consortium's thieves teleported in, attacked the guards, and began searching for the elixir. Shortly afterward, Loaralis's raiders arrived, secured the elixir, and risked teleporting back to Pashow. This ill-advised teleportation attracted the attention of a gang of dimensional shamblers. These planar-traveling aberrations descended on the weakened

convoy guards and its would-be ambushers, tearing through them and transporting several back to the Astral Plane shortly before the PCs arrive.

The PCs arrive roughly 200 feet to the north of the campsite (approximately 100 feet north of the edge of area A1). Farhaana Zadeh has dedicated most of her spells for the day to teleportation and utilitarian magic, so she chooses to keep her distance from the destroyed convoy. As she rightfully observes, the PCs shouldn't risk their best method home (or backup, if the PCs have access to teleportation magic).

Read or paraphrase the following as they approach.

The smoldering ruins of numerous wooden carts fill the area. Wooden debris rests against the sides of long-eroded stone walls. Bodies are strewn about the area, many felled by hideous wounds.

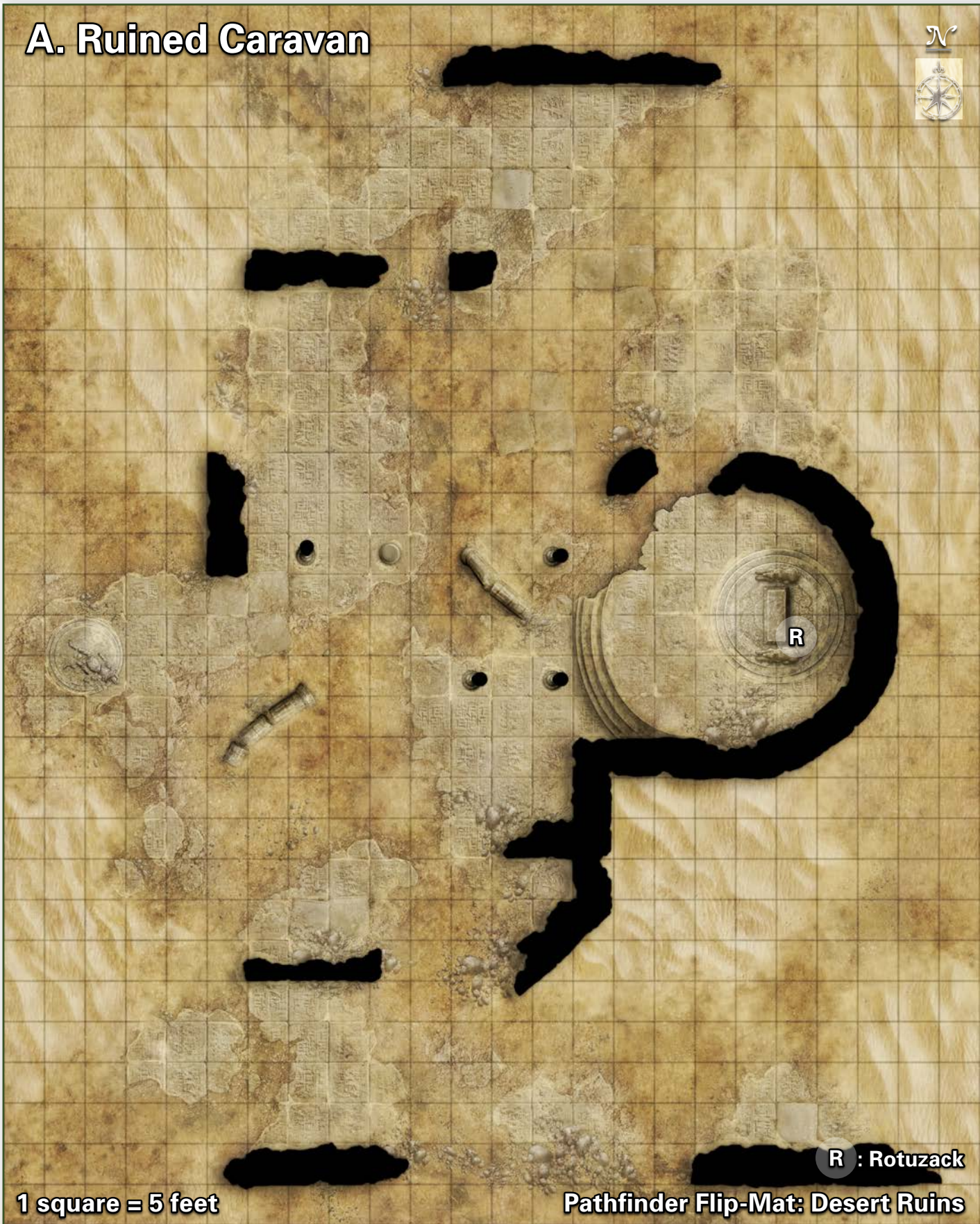
Once the PCs reach the site of the convoy, give them 5 rounds to search through the wreckage and piece together what they can in that time. At the end of the fifth round, the dimensional shamblers return, noticing the slight disturbance of the PCs' teleportation into the area. Refer to the Creatures section below for how to manage the ensuing combat.

Investigation: The Pathfinder Society-sponsored caravan made its way through the desert, stopping to rest at a set of ancient ruins. Now, the caravan and its constituent carts are nothing more than wrecks strewn about the area. PCs can examine the fallen and, with a successful DC 20 Heal check, discern that the types of wounds vary between four distinct types: crossbows, swords, magic, and claws. Kitio's and Loaralis's raiders were the cause of the first three wounds, whereas the claw wounds came from the dimensional shamblers later in the fight.

Shards of lead—remnants of the convoy's lead golem—festoon the battlefield. When Kitio's agents arrived, they overcame the golem's defenses by means of *golembane scarabs*. A PC who succeeds at a DC 24 Knowledge (arcana) check can identify the remains as pieces of a lead golem and assess that the attacks that destroyed the golem were somehow able to bypass its damage reduction. A PC who succeeds at a DC 18 Perception check finds a single *golembane scarab* partially buried in the sand near a decapitated body.

The badly burned gnome **Rotuzack Paan** (CN male gnome bard 4, hp 33 [currently 4]) is the lone Pathfinder survivor and now hides in the shell of the round tower. He was on the receiving end of a *fireball* early in the fight and managed to drag himself to safety and observe much of the assault. He can describe how first one group of mostly human raiders, then a second, attacked the convoy

A. Ruined Caravan

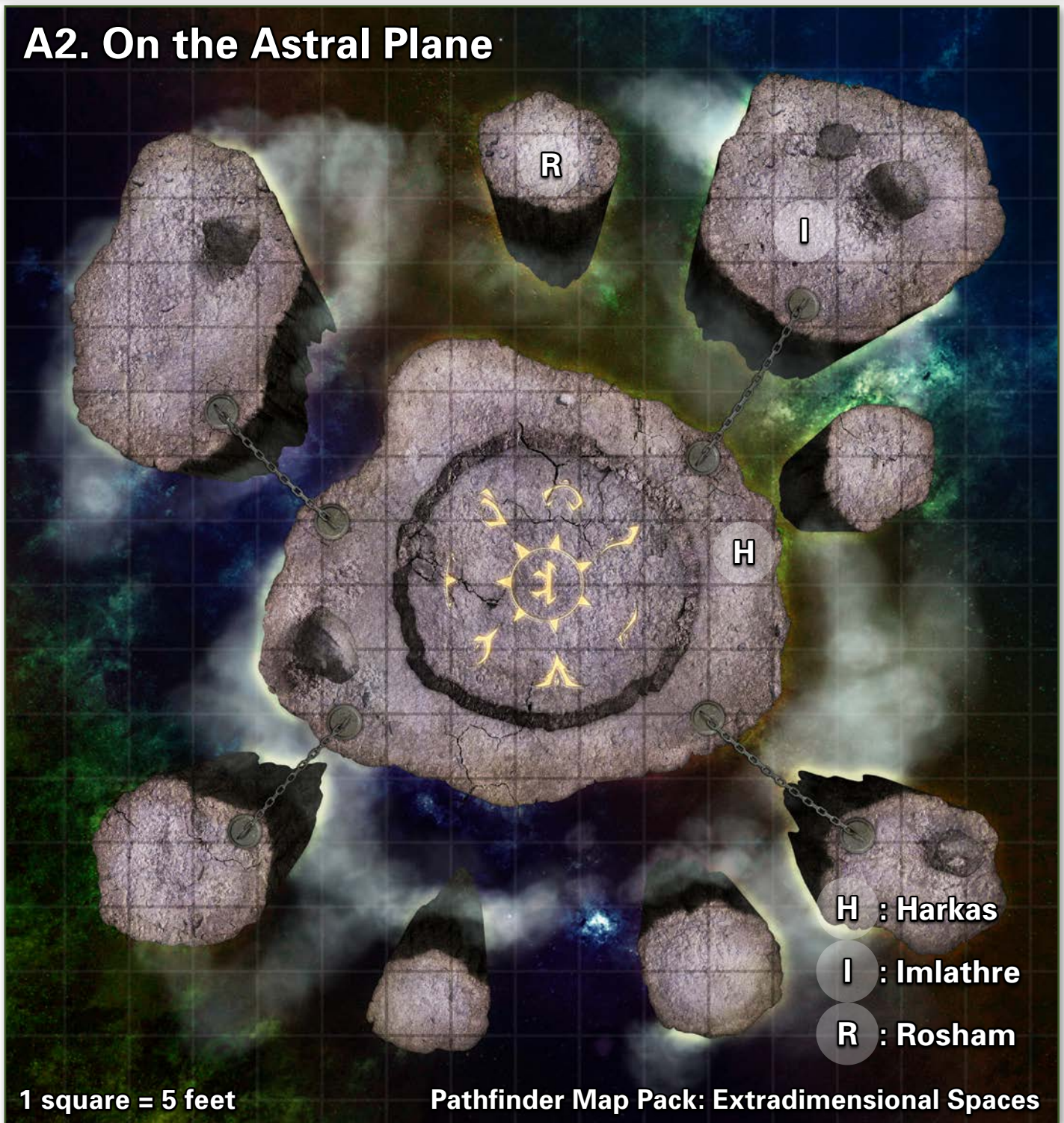


R : Rotuzack

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

A2. On the Astral Plane



1 square = 5 feet

Pathfinder Map Pack: Extradimensional Spaces

and seemed to be at odds with one another. A member of the second group proclaimed loyalty to “Loaralis the Great” before cutting down a Pathfinder. The gnome also witnessed the arrival of the dimensional shamblers shortly after several raiders teleported away, and although he couldn’t identify the creatures, he knows they can teleport away with live victims. He correctly assumes

that the raiders’ teleportation summoned the aberrant creatures. Rotuzack is in no condition to fight.

Terrain Effects: The mapped area is a hotbed of planar activity; the recently teleported vial of the *sun orchid elixir* has created a thinning effect between the Astral and Material Planes. A PC using *arcane sight*, *detect magic*, *true seeing*, or similar magical senses can detect the thinning

of the planes. With a successful DC 20 Knowledge (planes) check, a PC can assess that this effect makes travel between the two planes easier, such that any such effect (for example, *plane shift*) on one plane would take the affected creatures to a precise location on the other plane, and vice versa.

The region's planar effects interact uniquely with the dimensional shamblers, which have learned how to manipulate the planar thinning following their ambushes of the past decade's *sun orchid elixir* deliveries to Pashow. The dimensional shamblers can use their shift planes ability an unlimited number of times per day while within this area without the need to attempt a Knowledge check. Creatures transported along with a shambler take a –10 penalty on their Will save to resist this effect. The shamblers always transport themselves and their victims between the same region of the Material (area A1) and Astral Planes (area A2).

Creatures transported to the Astral Plane are subject to that realm's planar traits (*Pathfinder RPG Gamemastery Guide* 191): subjective directional gravity, timeless, and enhanced magic. The subjective gravity allows for a limited form of flight, and the enhanced magic trait allows all spells to be cast as though they were affected by the Quicken Spell metamagic feat. This is especially central to the tactics of the oracle Imlathre during the encounter here.

Creatures: Eight dimensional shamblers skulk about this territory, attracted by the presence of the *sun orchid elixir*. As the PCs arrive, the shamblers are located on the Astral Plane, depositing a few of Kitio's and Loaralis's surviving agents for interrogation. The shamblers are eager to return to the Material Plane to study the battlefield's magical energies, backtracking the recent teleportation to its source. They're wise enough to approach with caution (as listed in the tactics below), and their return after 5 rounds of the PCs investigating the site initiates the combat encounter.

The self-declared "prophet" Imlathre has spent most of his life as the research subject of Professor Kramolag, who refers to him only by 117, his test number. He has escaped many times only to be lured back by her threats or assurances. This time she has released him purposefully, promising him his freedom if he can recover a vial of the *sun orchid elixir* for her. Kramolag wants this prize not for her own vanity but rather to use it as a bargaining chip to end Suliji Peshar's ongoing blackmail. Imlathre has lurked on the Astral Plane for several weeks now in order to find and cow the gang of dimensional shamblers responsible for disrupting the last two elixir shipments. The shamblers dislike the human, yet after he destroyed two of their number and demonstrated his scholarly knowledge, they respect him enough to follow

his orders for now. With the shamblers' help, Imlathre has interrogated several of Kitio's and Loaralis's agents, giving him enough information to piece together where the stolen elixir is now. Suspecting that Pashow or his other rivals might send reinforcements to investigate the site, he has ordered the shamblers to return to the Material Plane, retrieve any newcomers, and remove any remaining evidence of his interference.

Following his astral interrogations, Imlathre has killed or cast away all but two of his captives. **Harkas** (NE female half-orc fighter 8) is one of Kitio Aspenith's Aspis contractors sent on the raid, and **Rosham** (NE male human sorcerer 8) is part of a mercenary company Loaralis hired to attack the convoy. Both are disabled at 0 hit points, die if reduced to –14 hit points, and present no threat to the PCs. Imlathre prefers not to kill them, but he willingly sacrifices them if doing so would allow him to harm more PCs. Assume their bonuses on all saving throws is +6. The PCs can question these captives, as detailed in this encounter's Development section.

Pre-Combat / Surprise (Round 0): The dimensional shamblers *plane shift* back to the Material Plane. They remain several hundred feet away from the ruined convoy, spending their actions to cast *blink* on themselves. Following this, they use *dimension door* to reach the convoy area. Position each of the shamblers so at least one is threatening each of the PCs. This sudden teleportation acts as a surprise round for the shamblers; roll initiative, and proceed to the first round of combat.

Round 1: Each shambler attacks its adjacent target, attempting to grapple the victims. Remember that the shamblers have a 20% miss chance on each attack because of *blink*. The shamblers' goal in this round is to grapple as many of the PCs as possible in this round. On the Astral Plane, Imlathre delays, awaiting the return of his shambler allies.

Round 2: If any of the PCs remain grappled, grappling shamblers use their shift planes ability to transport themselves and their targets to the Astral Plane. Due to the nature of the planar thinning in the region, PCs take a –10 penalty on Will saves to resist this effect. The actions of the remaining shamblers depend on the success of their grappling allies. If at least two PCs have been transported, the remaining shamblers spend their actions trying to damage the remaining PCs, hoping to weaken them before attempting to abduct more targets.

On the Astral Plane, Imlathre delays until a PC arrives. He chooses his targets based on appearance, typically assuming heavily armored PCs are physical threats, whereas those without heavy armor are likely spellcasters. Imlathre targets a spellcaster with *feblemind* enhanced with his Persistent Spell metamagic feat, further quickened by the effects of the Astral Plane. If multiple PCs

A BATTLE ON TWO PLANES

This encounter is designed to be both difficult and unique. It represents the first in a series of encounters that highlight the abilities of the PCs and how they've entered an entirely new stage in their adventuring careers. Please be sure to read and familiarize yourself with the tactics of each creature involved, read and re-read the round-by-round descriptions of the actions, and follow the tactics as closely as possible. They're written the way they are to encourage a difficult encounter but still let the PCs get out of it without dying. The point to this encounter is not to kill the entire group—it's to provide a memorable start to the *All for Immortality* story.

The dimensional shamblers are a lower-level threat for the players, and their purpose in this encounter is actually more of a means of transportation than aggression. Unless the party has a means of planar teleportation, the shamblers are the only immediate solution to travel to the Astral Plane. Canny players may realize this, especially in situations where one character is stranded on the Astral Plane against Imlathre. Remind players that they can voluntarily fail their save against the shambler's shift planes ability, allowing them to travel to the aid of their allies. Groups vulnerable to grappling may have problems with the shamblers, but the real threat remains Imlathre, especially given that the PCs will arrive in the Astral Plane piecemeal.

appear, he instead casts *waves of ecstasy* to quickly disable his enemies—even at the expense of the shamblers. Either way, the spell-quicken effects of the Astral Plane allow Imlathre to use his interstellar void revelation in addition to any spells he casts. If no PCs arrive this round, Imlathre activates his wings of darkness revelation.

Round 3+: The shamblers on the Material Plane attempt to grapple their enemies again, intending on plane shifting on the subsequent round. Those on the Astral Plane do not maintain existing grapples and instead return to the Material Plane alone. From this point onwards, the shamblers effectively repeat these tactics, grappling and shifting targets from the Material to the Astral Plane.

Imlathre continues his barrage of offensive magic and revelations, attempting to subdue one or more PCs for future interrogation and killing the rest. If no PCs are present at the beginning of this round, he instead casts *plane shift*, appearing in a tactically convenient spot at the convoy ambush site on the Material Plane. From here, he directs the shamblers, using *plane shift* to return to the Astral Plane if one or more PCs are successfully abducted. Otherwise, the battle continues on the Material Plane for the remainder of the encounter.

SUBTIER 12–13 (CR 16)

DIMENSIONAL SHAMBLERS (8)

CR 8

Pathfinder Adventure Path #46 80

CE Medium outsider (chaotic, evil)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +8, **Will** +10

Defensive Abilities resist conjuration; **DR** 5/lawful;

Immune summoning

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (2d6+5 plus grab)

Special Attacks dimension mastery, shift planes

Spell-Like Abilities (CL 8th; concentration +9)

At will—*dimension door*

3/day—*blink*, *dimensional anchor*

TACTICS

Before Combat The shamblers cast *blink* prior to entering combat.

During Combat The shamblers attack PCs with their claws, aiming to grapple their intended targets.



DIMENSIONAL SHAMBLER

They use their shift planes ability to transport grappled PCs to the Astral Plane. From here, a shambler returns alone to the Material Plane to repeat the process.

Morale The shamblers are cowardly creatures, retreating from the fight if reduced to 20 or fewer hit points. They also retreat if both half of them have been defeated and Imlathre has been slain.

STATISTICS

Str 21, **Dex** 16, **Con** 20, **Int** 7, **Wis** 14, **Cha** 13

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27

Feats Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Vital Strike

Skills Knowledge (planes) +18, Perception +14, Sense Motive +14, Stealth +15; **Racial Modifiers** +8 Knowledge (planes)

Languages Aklo

SPECIAL ABILITIES

Dimension Mastery (Ex) A dimensional shambler can take actions normally after using dimension door effects. A dimensional shambler under the effects of a dimensional anchor or dimensional lock spell can ignore the effects of the spell for 1 round by succeeding at a DC 25 Knowledge (planes) check as a move action.

Resist Conjuration (Ex) Dimensional shamblers detest being conjured by other creatures. They are immune to all spell effects of the summoning school, and are treated as if they had double their actual Hit Dice (18 HD for most dimensional shamblers) for the purposes of determining if they can be conjured by spells like planar ally or planar binding.

Shift Planes (Su) A dimensional shambler can shift between planes once per hour, using an effect that is similar to that created by the plane shift spell, save that a dimensional shambler is a master of such travel and can manifest at an exact location on its destination plane if it succeeds at a DC 20 Knowledge (planes) check. If it exceeds this DC by 10 or more, it can place itself in such a position upon arrival that if combat immediately results from its appearance, it gains a +10 bonus on its resulting initiative check. Using shift planes is a full-round action that provokes attacks of opportunity, during which the dimensional shambler shimmers and grows increasingly transparent. A dimensional shambler can use this ability while grappling a creature—doing so does not provoke attacks of opportunity from the creature it is grappling. If the creature is of the dimensional shambler's size or smaller (Medium for most dimensional shamblers), that creature shifts planes with the dimensional shambler unless it succeeds at a DC 15 Will save. The save DC is Charisma-based.

IMLATHRE

CR 14

Male human oracle 15 (*Pathfinder RPG Advanced Player's Guide* 42)

CN Medium Humanoid (human)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +1

DEFENSE

AC 27, touch 16, flat-footed 25 (+7 armor, +4 deflection, +2 Dex, +4 natural)

hp 161 (15d8+90)

Fort +11, **Ref** +9, **Will** +12; +4 vs. disease

Immune disease, nauseated, sickened; **SR** 27

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk sickle +11/+6/+1 (1d6-1)

Oracle Spells Known (CL 15th; concentration +21)

7th (4/day)—*destruction* (DC 23), *insanity* (DC 23), *mass cure serious wounds*, *waves of ecstasy*^{UM} (DC 23)

6th (7/day)—*greater dispel magic*, *harm* (DC 22), *heal*, *mass cure moderate wounds*, *planar binding* (DC 22)

5th (7/day)—*feeblemind* (DC 21), *flame strike* (DC 21), *mass cure light wounds*, *plane shift* (DC 21), *spell resistance*, *true seeing*

4th (7/day)—*air walk*, *black tentacles*, *blessing of fervor*^{APG} (DC 20), *cure critical wounds*, *death ward*, *spiritual ally*^{APG}

3rd (7/day)—*blindness/deafness* (DC 19), *cure serious wounds*, *deeper darkness*, *dispel magic*, *protection from energy*, *tongues*

2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds*, *dust of twilight*^{APG} (DC 18), *hold person* (DC 18), *resist energy*, *silence* (DC 18), *spiritual weapon*

1st (8/day)—*command* (DC 17), *cure light wounds*, *doom* (DC 17), *entropic shield*, *magic weapon*, *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*

Mystery Dark Tapestry^{UM}

TACTICS

Before Combat Anticipating enemy reinforcements, Imlathre sends his dimensional shambler allies to abduct targets from the ambush site. He then quaffs his remaining potions, and casts *entropic shield*, *shield of faith* and *spell resistance*.

During Combat Imlathre disables spellcasters with *feeblemind* and groups of PCs with *waves of ecstasy*. He continues to use his spells and revelations—particularly dweller in darkness and interstellar void—to punish his foes and heal himself. If his wings of darkness revelation is active, he prefers to fight about 100 feet above the floating rocks to stay away from melee threats. He aims to keep one PC alive for interrogation.

Morale If harried by an especially persistent opponent, Imlathre casts *deeper darkness* and hides within the bubble, taking full advantage of his see in darkness ability. Imlathre fights to the death, knowing that finding about the sun orchid elixir's whereabouts is his only means of escaping Kramolag.

Base Statistics Without *barkskin*, *bear's endurance*, *shield of faith*, and *spell resistance*, Imlathre's statistics are **AC** 21, touch 14, flat-footed 19; **hp** 131; **Fort** +9; **SR** none; **CMD** 24.

SCALING ENCOUNTER A

Make the following adjustments to accommodate a group of four PCs.

Subtier 12–13: Reduce the number of dimensional shamblers present by 2. Remove the ability to cast quickened spells on the Astral Plane portion of the encounter. Also remove destruction and waves of ecstasy from Imlathre's list of spells known.

Subtier 14–15: Remove the advanced simple template from the dimensional shamblers. Remove the ability to cast quickened spells on the Astral Plane portion of the encounter. Also remove destruction and fire storm from Imlathre's list of spells known.

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 10, **Wis** 13, **Cha** 22

Base Atk +11; **CMB** +10; **CMD** 26

Feats Abundant Revelations^{UM} (interstellar void), Combat Casting, Empower Spell, Extra Revelation^{APG}, Improved Initiative, Maximize Spell, Persistent Spell^{APG}, Spell Penetration, Toughness

Skills Bluff +2, Diplomacy +2, Disguise +2, Intimidate +24, Knowledge (planes) +18, Knowledge (religion) +18, Linguistics +2, Sense Motive +17, Spellcraft +18

Languages Aklo, Common, Shadowtongue

SQ oracle's curse (wasting), revelations (cloak of darkness^{UM}, dweller in darkness^{UM}, gift of madness^{UM}, interstellar void^{UM}, pierce the veil^{UM}, wings of darkness^{UM})

Combat Gear *potion of barkskin* (CL 9th), *potion of bear's endurance*; **Other Gear** +2 *scale mail*, mwk sickle, *cloak of resistance* +2, *headband of alluring charisma* +4, *ring of protection* +2, medical bracelet (reads "#117"), spell component pouch

SUBTIER 14–15 (CR 18)

ADVANCED DIMENSIONAL SHAMBLERS (8)

CR 9

Pathfinder RPG Bestiary 294, *Pathfinder Adventure Path* #46 80

CE Medium outsider (chaotic, evil)

Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 116 (9d10+63)

Fort +13, **Ref** +10, **Will** +12

Defensive Abilities resist conjuration; **DR** 5/lawful;

Immune summoning

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (2d6+7 plus grab)

Special Attacks dimension mastery, shift planes

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dimension door*

3/day—*blink*, *dimensional anchor*

TACTICS

Use the tactics from Subtier 12–13.

STATISTICS

Str 25, **Dex** 20, **Con** 24, **Int** 11, **Wis** 18, **Cha** 17

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 31

Feats Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Vital Strike

Skills Acrobatics +17, Knowledge (planes) +20, Perception +16, Sense Motive +16, Spellcraft +12, Stealth +17; **Racial**

Modifiers +8 Knowledge (planes)

Languages Aklo

SPECIAL ABILITIES

See Subtier 12–13.

IMLATHRE

CR 16

Male human oracle 17 (*Pathfinder RPG Advanced Player's Guide* 42)

CN Medium Humanoid (human)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +1

DEFENSE

AC 28, touch 16, flat-footed 26 (+8 armor, +4 deflection, +2 Dex, +4 natural)

hp 182 (17d8+102)

Fort +11, **Ref** +9, **Will** +13; +4 vs. disease

Defensive Abilities 25% chance to negate critical hits and

sneak attacks; **Immune** disease, nauseated, sickened; **SR** 29

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk sickle +12/+7/+2 (1d6-1)

Oracle Spells Known (CL 15th; concentration +21)

8th (4/day)—*mass cure critical wounds*, *fire storm* (DC 24), *orb of the void*^{UM} (DC 24), *reverse gravity* (DC 24)

7th (6/day)—*blasphemy* (DC 23), *mass cure serious wounds*, *destruction* (DC 23), *insanity* (DC 23), *waves of ecstasy*^{UM} (DC 23)

6th (7/day)—*mass cure moderate wounds*, *greater dispel magic*, *harm* (DC 22), *heal*, *planar binding* (DC 22)

5th (7/day)—*mass cure light wounds*, *feeblemind* (DC 21), *flame strike* (DC 21), *plane shift* (DC 21), *spell resistance*, *true seeing*

4th (7/day)—*air walk*, *black tentacles*, *blessing of fervor*^{APG} (DC 20), *cure critical wounds*, *death ward*, *spiritual ally*^{APG}

3rd (7/day)—*blindness/deafness* (DC 19), *cure serious wounds*, *deeper darkness*, *dispel magic*, *protection from energy*, *tongues*

2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds*, *dust of twilight*^{APG} (DC 18), *hold person* (DC 18), *resist energy*, *silence* (DC 18), *spiritual weapon*

1st (8/day)—*command* (DC 17), *cure light wounds*, *doom* (DC 17), *entropic shield*, *magic weapon*, *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*

Mystery Dark Tapestry^{UM}

TACTICS

Before Combat Use the tactics in Subtier 12–13.

During Combat Use the tactics in Subtier 12–13. Imlathre prioritizes casting quickened *orb of the void*, which he maneuvers on subsequent rounds. If surrounded, he casts *blasphemy*, despite being vulnerable to its effects.

Morale Use the tactics in Subtier 12–13.

Base Statistics Without *barkskin*, *bear's endurance*, *shield of faith*, and *spell resistance*, Imlathre's statistics are **AC** 23, touch 15, flat-footed 21; **hp** 148; **Fort** +9; **SR** none; **CMD** 26.

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 10, **Wis** 13, **Cha** 23

Base Atk +12; **CMB** +11; **CMD** 27

Feats Abundant Revelations^{UM} (interstellar void), Combat Casting, Empower Spell, Extra Revelation^{APG}, Improved Initiative, Maximize Spell, Persistent Spell^{APG}, Spell Penetration, Still Spell, Toughness

Skills Bluff +2, Diplomacy +2, Disguise +2, Intimidate +26, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +2, Sense Motive +19, Spellcraft +20

Languages Aklo, Common, Shadowtongue

SQ oracle's curse (wasting), revelations (cloak of darkness^{UM}, dweller in darkness^{UM}, gift of madness^{UM}, interstellar void^{UM}, pierce the veil^{UM}, wings of darkness^{UM})

Combat Gear *potion of barkskin* (CL 9th), *potion of bear's endurance*; **Other Gear** +3 *light fortification scale mail*, mwk sickle, *cloak of resistance* +2, *headband of alluring charisma* +4, *ring of protection* +3, medical bracelet (reads "#117"), spell component pouch

Development: Imlathre's defeat causes the remaining dimensional shamblers to scatter and gives the PCs ample time to finish surveying the wreckage of the convoy. In the event that some of the PCs are stuck on the Astral Plane, there are several means to return them to the Material Plane. First, if any of the PCs have *plane shift* or similar interplanar transportation effects, they can use such magic to travel back without error. Alternatively, you can assume Farhaana Zadeh has *plane shift* prepared twice and can retrieve the stranded PCs. Finally, it's possible that several minutes after the death of Imlathre, the planar thinning effect in the region ends, and the PCs are forcibly ejected back to the Material Plane. Ultimately, don't spend a lot of time reuniting the PCs. At this level, they have enough powerful allies on their side to resolve this minor hurdle.

If either Harkas or Rosham survived, the PCs can question them about the attack on the convoy; convincing either one to cooperate requires a successful DC 18 Intimidate check or use of magic. Kitio and Loaralis prefer to dole out information on a need-to-know basis,

so although both raiders can identify their employers by name, neither is clear what the next step of the plan would be after securing the elixir and escaping. Harkas knows that Kitio has operated out of Aspenthar for the past 2 months rather than from his base in Merab. Furthermore, it seems Kitio was able to mobilize considerable resources, as though he had the support of a high-ranking city official.

Rosham has never met Loaralis, and he recognizes that anyone operating under such a pseudonym is probably just borrowing the name for shock value. The orders to attack arrived only that morning out of Pashow, where Rosham and others were stationed. He knows that the mercenaries have ample teleportation abilities, so if the elixir disappeared, his comrades likely escaped with it and have already delivered it to their employer at a previously undisclosed location. He carries a copy of his orders, notarized with the seal of a middle-rank priest of Abadar in Pashow. This identifies the church of Abadar as a possible place to track down Loaralis. In fact, the high priest notarized these orders using a lesser seal, providing him a scapegoat should the orders be discovered.

The fate of these captives is up to the PCs. If they would rather turn the criminals over to the emir's guards, Pashow's constabulary can readily imprison the raiders until they can stand trial.

Rewards: If the PCs fail to defeat Imlathre and the dimensional shamblers, reduce each PC's gold earned as follows.

Subtier 12–13: Reduce each PC's gold earned by 3,802 gp.

Out of Subtier: Reduce each PC's gold earned by 5,041 gp.

Subtier 14–15: Reduce each PC's gold earned by 6,281 gp.

RETURN TO PASHOW

The PCs return to Pashow to find the city in a state of panic. The sounds of distant rioting is audible outside, even from within the walls of Emir Guldīs's palace—it's clear the people have heard about the theft of the *sun orchid elixir*! Dozens of informants loyal to Loaralis have spread inflammatory rumors throughout the city, creating a shroud of discord, panic, and revolution that allows the blue dragon to consolidate her gains.

Emir Guldīs is a mix of angry and worried, sweating profusely as the PCs meet him. He rushes towards the PCs as they arrive, seeking an update.

"Please tell me you secured the elixir! Please! I just received a report from the faith caravan that high priest Kaarim is missing, and their vial of the elixir is gone. I don't know how, but the people seem to have heard the news just as I did! I've had to send Saabira into the streets to direct the remaining guards to quell outright revolution, and it's not going well! So please, tell me you found the vial!"

The PCs need to be tactical in their answer, as a blunt admission that the elixir disappeared leaves Emir Guldis despondent and willing to accept the end of his reign at the hands of the growing revolution. With a successful DC 24 Diplomacy check, the PCs can break the news kindly and keep the emir focused on retrieving the vials. Similarly, a the PCs can snap Guldis back to reality with a successful DC 20 Intimidate check, especially if he fears earning the enmity of the Pathfinder Society on top of everything that's happened. Wasting time here grants the high priest Kaarim additional time to prepare, as noted in the encounter tactics in area **B**.

Any mention of Loaralis also gets the emir's attention, for her name has been connected to several crimes lately, including an attempted break-in in the sealed vaults below the church of Abadar. The conjurer Farhaana Zadeh recalls that most of the vaults below were cleared and sealed following tremors that struck the region three decades ago, leaving most unguarded but presumed empty. The PCs might also observe that the mercenary Rosham carried a contract notarized by a local priest of Abadar, and the sudden disappearance of the high priest Kaarim likely feels too well timed to be a coincidence.

The two missing vials of the *sun orchid elixir* is sufficient evidence for the emir to ask that the PCs investigate the Abadaran vaults, ascertain if there is a traitor there, and recover the vials of elixir if they can. Emir Guldis recognizes that this is a slight departure from the original contract, and he invites the PCs to update their superiors. This is an ideal opportunity for the PCs to use the token Marcos Farabellus gave them, allowing them to summarize recent developments in about 100 words and receive further instructions. Assuming the PCs provide the Master of Swords with a synopsis of their setback and request to help Emir Guldis find the lost elixirs, Marcos Farabellus responds as follows. If the PCs already used the token or convey insufficient information, the emir can supply a few *scrolls of sending* to finish the job.

"I have many questions. Where did the extraplanar invaders come from? Is Kitio still a threat? These issues could stand investigation, but tracking down Loaralis and the lost elixirs is more important. The mission has evolved, and it requires direct leadership in Pashow, not a voice from Kortos. You're now in command of the operation and have authority to direct the remaining Pathfinder teams as you see fit—they will report to you shortly and can assist where you cannot go. Leadership is a privilege but also a burden. Remember the Wall of Names, Pathfinders."

Development: True to his word, Marcos Farabellus contacts the three remaining teams in Pashow, and they convene at the palace 10 minutes later. Before the PCs

depart to inspect the church of Abadar, they can meet with the three teams, review Guldis's dossiers on each of the Pathfinder agents (summarized in **Player Handout #2**, **Player Handout #3**, and **Player Handout #4** on pages 28–30), and issue the teams orders. See **Appendix: Field Command** on page 31 for more information about how the PCs can prepare and direct their new subordinates in this crisis.

There's little information surrounding the vaults under the local fane of Abadar. The vaults were sealed after a prior liquidation of assets from Pashow prior to Emir Guldis's ascent to power in the city-state. The then-ranking priest of Abadar ordered the vaults sealed, switching to the use of above-ground storage chambers in the primary church complex. With the majority of the Abadaran priesthood away with the Faithful Procession, Emir Guldis uses his power to grant the PCs access to the previously sealed vaults.

PART THREE: VAULT OF THE ETERNITY THIEF

Pashow's temple of Abadar is mostly abandoned because many of the priests have accompanied the faith procession convoy. Fewer than a dozen priests remain behind to maintain the temple. The rioting townsfolk have chosen to ignore the temple, instead venting their anger on government agencies and non-religious shops and other areas. The PCs must push their way through angry mobs and urban unrest to reach the temple—little challenge for high-level PCs.

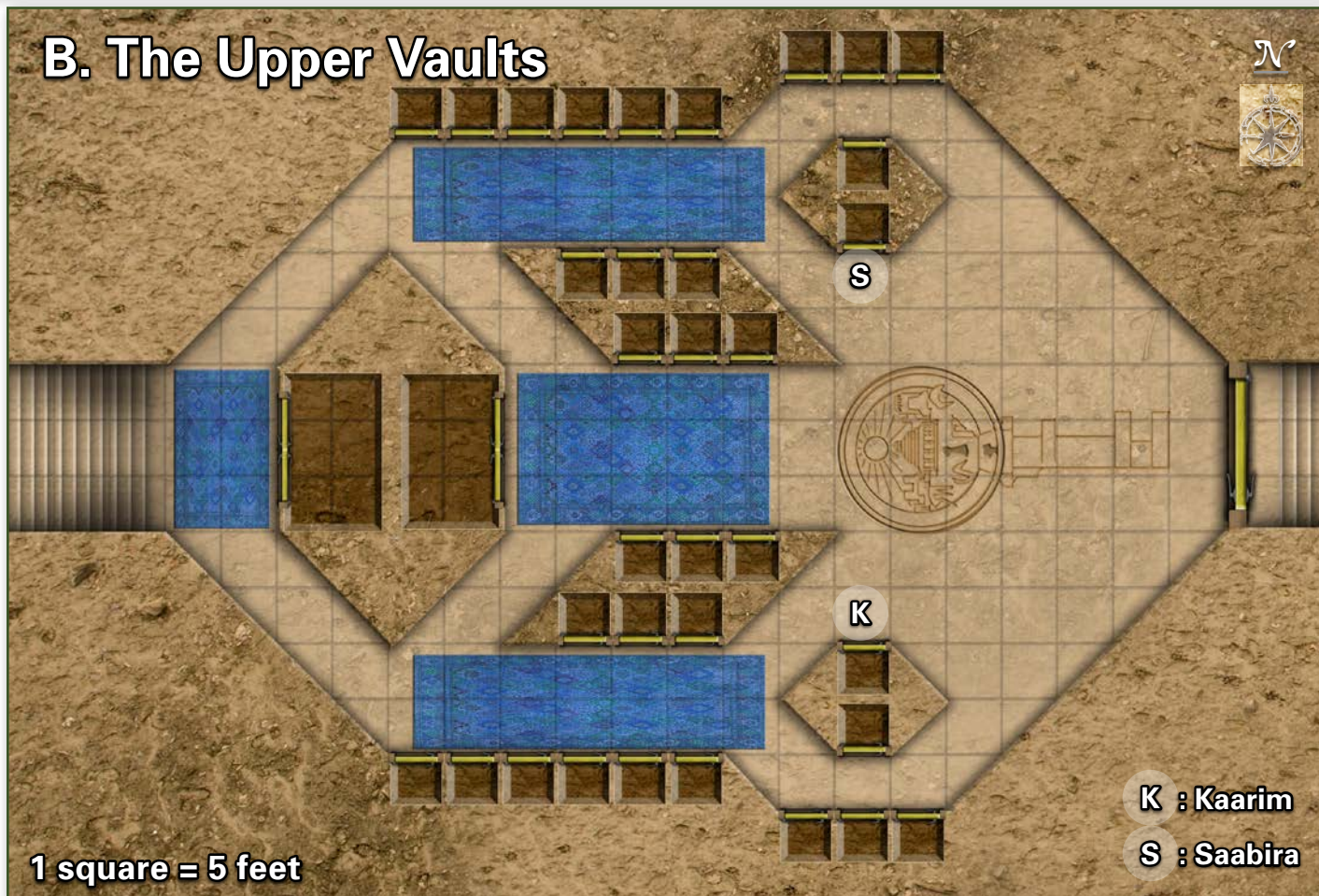
The priests on duty offer no resistance to the PCs, as the emir's spellcaster has already informed them of the PCs task using *whispering wind*. A mid-ranking cleric escorts to the sealed entrance of the lower vaults. The path is a 15-foot-wide staircase that descends into the earth.

B. THE UPPER VAULTS (CR 15 OR CR 17)

Walls of pale sandstone stretch throughout this vast chamber. The ceiling arches twenty feet over the floor, both outlined with broad stripes of gold leaf. Large golden frescos cover large stretches of the walls, each with a large keyhole near its center. Freshly cleaned blue carpets fill several of the short hallways, and a stylized rendition of a vast golden key is carved into the floor at the chamber's eastern end. The image points toward a grand, sealed golden door, ten feet in height.

This upper level of the temple's vault complex contains several abandoned personal vaults. The walls are polished stone (Climb DC 30), and each of the vaults is locked with a high quality lock (DC 30 Disable Device). The vaults' interiors are scoured of anything useful, but they act as potential sanctuaries for those engaged in combat in the area. The door at the eastern edge of the chamber is

B. The Upper Vaults



locked with a true masterpiece of a lock (Disable Device DC 40), but High Priest Kaarim is in possession of the key. Despite the door's golden appearance, it is actually gold-plated, magically hardened steel (hardness 20, hp 180, break DC 50, SR 25).

Creatures: Loaralis's two chief lieutenants await the arrival of the PCs in this chamber: High Priest Kaarim and Saabira Taheri, head of the city's guards. Loaralis's spies, alarms, and other safeguards have alerted the dragon to the PCs' imminent arrival. She is deeper in the vault arming traps, and has dispatched her most dependable minions to deal with the meddling Pathfinders. She believes Emir Guldís's reign is nearly over, and if she can defeat the PCs, there is no chance of anyone discovering her true identity before she can affect the emir's deposal.

Both lieutenants are zealously loyal to Loaralis. The dragon has rewarded this devotion by acquiring a unique advantage in the form of wishcrafted magic for them. This boon links both Kaarim and Saabira so closely that should one fall in combat, the other gains incredible power but quickly expires from the wish-fueled magic coursing through his or her system. The wishcraft bond ensures that neither of the lieutenants conspires against

the other, for their fates are inextricably linked. It also means they battle with a shared purpose, knowing the death of one will give the other the capacity necessary to continue the fight. For the purpose of calculating this encounter's effective Challenge Rating, this bond is treated as a CR 11 creature (CR 13 in Subtier 14–15).

Have the PCs roll initiative upon entering the chamber. Proceed with the tactics below.

Before Combat/Surprise (Round 0): The lieutenants use this time to perform all tactics listed in their respective Before Combat entries. Unless all of the PCs succeed at a DC 18 Stealth check to approach quietly, High Priest Kaarim has also cast his second set of spells by the time the PCs arrive.

Round 1: Kaarim begins combat by casting *repulsion*, creating a sizable field along the eastern edge of the chamber. Due to the wishcraft bond, Saabira is unaffected by this spell, and it helps her avoid the PCs' counterattacks when combined with her Spring Attack feat.

Round 2: Kaarim further impedes the advance of melee-oriented PCs by placing a *blade barrier* just in front of the edge of his repulsion field. Saabira moves to attack enemy spellcasters, continuing to spring behind the defenses Kaarim creates.

Round 3+: Kaarim switches to a more offensive role, entering melee or casting damaging and impeding spells against foes that pass through his barriers. Saabira continues to harry foes with her attacks, stopping to make full attacks against foes that enter her reach and using her last her last attack to trip her target. If either lieutenant is severely wounded, Kaarim attempts to escape to one of the larger alcoves to the west with *dimension door*, where he casts *heal* on whichever of them is most wounded.

Wishcraft Trigger: Once one of the lieutenants is defeated (including, for the purpose of this encounter, being knocked unconscious), the wishcraft bond triggers. If Kaarim is the one who survives, he casts his now-empowered most damaging spells, willingly switching to melee attacks adjacent opponents and weak targets. This close range also allows him to take full advantage of channeling energy against his foes. Should Saabira be the one who survives, she uses her teleportation abilities to rapidly spring throughout the chamber and strike as many PCs as she can, hoping to strike down as many foes as possible.

In either case, the stacking negative levels eventually lay low the surviving combatant.

SUBTIER 12–13 (CR 15)

KAARIM

CR 12

Male half-elf cleric of Abadar 13

LE Medium humanoid (elf, human)

Init -1; **Senses** low-light vision; Perception +8

DEFENSE

AC 25, touch 13, flat-footed 25 (+12 armor, +4 deflection, -1 Dex)

hp 114 (13d8+52)

Fort +10, **Ref** +3, **Will** +14; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +1 *cold iron heavy mace* +13/+8 (1d8+5)

Ranged mwk heavy crossbow +9 (1d10/19–20)

Special Attacks channel negative energy 5/day (DC 18, 7d6)

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

At will—*dimensional hop* (130 feet/day)

9/day—*touch of law*

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

7th—*dictum*^P (DC 24), *repulsion* (DC 23)

6th—*blade barrier* (DC 23), *greater dispel magic*, *harm* (DC 22), *hold monster*^P (DC 22)

5th—*dispel chaos*^S, *flame strike* (DC 22), *righteous might*, *true seeing*, *wall of stone*

4th—*dimension door*^P, *dimensional anchor*, *dismissal* (DC 20), *divine power*, *freedom of movement*, *order's wrath* (DC 21)

SCALING ENCOUNTER B

For a group of only four PCs, Kaarim's and Saabira's wishcrafted bond only grants them immunity to each other's offensive spells; ignore all other effects.

3rd—*blindness/deafness* (DC 19), *fly*^P, *invisibility purge*, *protection from energy*, *searing light*, *wrathful mantle*^{APG} (DC 20)

2nd—*align weapon* (law only)^P, *bull's strength*, *hold person* (DC 18), *spiritual weapon*, *status*, *undetected alignment* (DC 18), *weapon of awe*^{APG} (DC 18)

1st—*command* (2, DC 17), *comprehend languages*, *magic weapon*, *protection from chaos*^S, *remove fear*, *shield of faith*

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

D domain spell; Domains Law, Travel

TACTICS

Before Combat Kaarim prefaces combat by casting *bull's strength*, *magic vestment*, *shield of faith*, and *status* (already incorporated into his stat block). He then casts the special spell granted by his special preparations ability, and if the PCs do not approach quietly, he also casts *divine power*, *freedom of movement*, *righteous might*, and *true seeing*.

During Combat Kaarim casts *repulsion* to keep his enemies at a distance. He then uses spells such as *blade barrier*, *dictum*, and *greater dispel magic* to maintain battlefield control. He uses his dimensional hop ability to travel into the sealed vaults, where he heals or casts additional enhancing magic.

Morale Kaarim fights until death, linked to Saabira by their wishcrafted bond.

Base Statistics Without *bull's strength*, *magic vestment*, and *shield of faith*, Kaarim's statistics are **AC** 18, touch 9, flat-footed 18; **Melee** +1 *cold iron mace* +11/+6 (1d8+2); **CMB** +10; **CMD** 19.

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 23, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 25

Feats Combat Casting, Empower Spell, Extend Spell, Heavy Armor Proficiency, Maximize Spell, Skill Focus (Knowledge [religion]), Spell Focus (evocation), Toughness

Skills Diplomacy +8, Knowledge (history) +6, Knowledge (nobility) +6, Knowledge (religion) +12, Perception +8, Spellcraft +14; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ agile feet (9/day), elf blood

Combat Gear *potion of bear's endurance*, *scroll of antilife shell*, *scroll of heal*, *scroll of heroes' feast*; **Other Gear** +3 *full plate*, +1 *cold iron heavy mace*, mwk heavy crossbow with 10 bolts, *headband of inspired wisdom* +4, platinum holy symbol of Abadar^{UE}, key to Loaralis's lair, spell component pouch, eye salve worth 250 gp

SPECIAL ABILITIES

Special Preparations (Ex) Thanks to Saabira's access to dossiers on the PCs, their abilities, and their accomplishments, Kaarim gains and casts one of the following spells from a scroll (CL 15th) before the PCs arrive: *death ward*, *protection from energy* (affects both Kaarim and Saabira), or *spell immunity*.

SAABIRA TAHERI

CR 12

Female human fighter (polearm master) 13 (*Pathfinder RPG Advanced Player's Guide* 106)

LN Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 22, touch 14, flat-footed 18 (+8 armor, +3 Dex, +1 dodge)

hp 141 (13d10+65)

Fort +11, **Ref** +7, **Will** +5

DR 10/magic (ranged weapon attacks only; 30 points)

OFFENSE

Speed 30 ft.

Melee +2 *bardiche* +23/+18/+13 (1d10+13/17-20)

Special Attacks pole fighting, polearm training, steadfast pike

TACTICS

Before Combat Saabira quaffs her *potion of fly* and *potion of protection from arrows* prior to the PCs arrival.

During Combat Saabira takes advantage of Spring Attack, moving to attack foes with her polearm and then retreating. Her connection with Kaarim means that she's unaffected by any negative effects of the high priest's spells, meaning spells such as *blade barrier* and *repulsion* doesn't affect her. If viable, she also uses her *bardiche* to trip opponents, particularly if she's affected them with her Staggering Critical feat.

Morale Saabira fights until death, linked to Kaarim by their wishcrafted bond.

STATISTICS

Str 17, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +13; **CMB** +16; **CMD** 30

Feats Critical Focus, Dodge, Greater Weapon Focus (*bardiche*), Greater Weapon Specialization (*bardiche*), Improved Critical (*bardiche*), Improved Initiative, Mobility, Power Attack, Spring Attack, Staggering Critical, Step Up, Toughness, Vital Strike, Weapon Focus (*bardiche*), Weapon Specialization (*bardiche*)

Skills Acrobatics +9, Intimidate +16, Perception +5

Languages Common

SQ flexible flanker, sweeping fend

Combat Gear *potion of cure serious wounds*, *potion of fly*, *potion of protection from arrows*; **Other Gear** +2 *mithral breastplate*, +2 *bardiche*^{UE}, *belt of mighty constitution* +2

SPECIAL ABILITIES

Special Preparations (Ex) Thanks to Saabira's access to dossiers on the PCs, their abilities, and their

accomplishments, the GM can provide Saabira one of the following advantages to defend against the PCs' favorite tactics—ideally one they used earlier in the scenario.

- Saabira wears a locked gauntlet and has applied an oil to her weapon that increases its effective hardness to 22 and increases its hit point total to 60.
- Three enchanted iron bullets orbit Saabira and deflect other bullets, granting her a +10 bonus to AC against the first three firearm attacks attempted against her during this encounter.
- Saabira has consumed a variety of alchemical remedies that grant her a +5 alchemical bonus against effects that would blind, confuse, daze, nauseate, poison, sicken, or stagger her.

WISHCRAFT BOND

CR 11

This powerful bond affects both Kaarim and Saabira and was engineered through specially crafted *wish* spells arranged by Loaralis. This effect can only be dispelled by triggering the condition listed below. The wishcraft bond affects its two recipients in the following ways.

- When casting harmful spells, Kaarim does not affect Saabira. This includes impeding effects such as *repulsion* as well as magical damage such as *flame strike*.
- Saabira can make use of Kaarim's dimensional hop ability. Uses of this ability affect Saabira, but take up the uses available to Kaarim.

When either Kaarim or Saabira are reduced to 0 or fewer hit points, the wishcraft bond immediately triggers a contingency effect. This manifests with the defeated lieutenant dissipating into a pile of ash, leaving only that person's equipment behind, followed by the remaining lieutenant gaining several new abilities as listed below. Every round following the death of the first lieutenant, the surviving lieutenant gains 1 negative level at the start of his or her turn with no save. Once the surviving lieutenant's negative levels equals his or her Hit Dice, that lieutenant collapses into a pile of ash.

Kaarim: Kaarim immediately receives the benefits of haste and heal (CL 15th). Kaarim counts his melee weapon as having the *shocking burst* weapon special ability, and can count any spell he casts as having the Empower Spell metamagic feat applied to it. In addition, every time Kaarim gains a negative level at the start of his turn, he can channel negative energy as a free action.

Saabira: Saabira immediately receives the benefits of haste and heal (CL 15th). Her *bardiche* gains the *unholy* weapon special ability. In addition, she can now cast *dimension door* as an at-will spell-like ability (CL = Saabira's character level). Saabira also counts as possessing the Dimensional Agility^{UC}, Dimensional Assault^{UC}, and Dimensional Dervish^{UC} feats.

SUBTIER 14–15 (CR 17)

KAARIM

CR 14

Male half-elf cleric of Abadar 15

LE Medium humanoid (elf, human)

Init -1; **Senses** low-light vision; Perception +8

DEFENSE

AC 27, touch 13, flat-footed 27 (+12 armor, +4 deflection, -1 Dex, +2 natural)

hp 131 (15d8+60)

Fort +11, **Ref** +4, **Will** +15; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee +1 *cold iron heavy mace* +15/+10/+5 (1d8+5)

Ranged mwk heavy crossbow +11 (1d10/19-20)

Special Attacks channel negative energy 5/day (DC 19, 8d6), staff of order (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 15th; concentration +21)

At will—dimensional hop (150 feet/day)

9/day—touch of law

Cleric Spells Prepared (CL 15th; concentration +21)

8th—*fire storm* (DC 25), *shield of law*^o

7th—*dictum*^o, empowered *flame strike* (DC 22), *repulsion* (DC 23)

6th—*blade barrier* (DC 23), *greater dispel magic*, *harm* (DC 22), *heal*, *hold monster*^o (DC 22)

5th—*greater command* (DC 21), *dispel chaos*^o, *flame strike* (DC 22), *righteous might*, *true seeing*, *wall of stone*

4th—*dimension door*^o, *dimensional anchor*, *dismissal* (DC 20), *divine power*, *freedom of movement*, *order's wrath* (DC 21)

3rd—*blindness/deafness* (DC 19), *fly*^o, *invisibility purge*, *protection from energy*, *searing light*, *wrathful mantle*^{APG} (DC 20)

2nd—*align weapon* (law only)^o, *bull's strength*, *hold person* (DC 18), *spiritual weapon*, *status*, *undetected alignment* (DC 18), *weapon of awe*^{APG} (DC 18)

1st—*command* (2, DC 17), *comprehend languages*, *magic weapon*, *protection from chaos*^o, *remove fear*, *shield of faith*

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

D domain spell; **Domains** Law, Travel

TACTICS

Use the tactics from Subtier 12-13.

Base Statistics Without *bull's strength*, *magic vestment*, and *shield of faith*, Kaarim's statistics are **AC** 20, touch 9, flat-footed 20; **Melee** +1 *cold iron mace* +13/+8 (1d8+2);

CMB +12; **CMD** 21.

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 23, **Cha** 14

Base Atk +11; **CMB** +14; **CMD** 27

Feats Combat Casting, Empower Spell, Extend Spell, Heavy Armor Proficiency, Maximize Spell, Quick Channel^{UM}, Skill Focus (Knowledge [religion]), Spell Focus (evocation), Toughness

Skills Diplomacy +8, Knowledge (history) +6, Knowledge (nobility) +7, Knowledge (religion) +14, Perception +8, Spellcraft +15; Racial Modifiers +2 Perception

Languages Common, Elven

SQ agile feet (9/day), elf blood

Combat Gear *potion of bear's endurance*, *scroll of antilife shell*, *scroll of heal*, *scroll of heroes' feast*; **Other Gear** +3 *full plate*, +1 *cold iron heavy mace*, mwk heavy crossbow, *amulet of natural armor* +2, *headband of inspired wisdom* +4, platinum holy symbol of Abadar^{UE}, key to Loaralis's lair, spell component pouch, eye salve worth 250 gp

SAABIRA TAHERI

CR 14

Female human fighter (polearm master) 15 (*Pathfinder RPG Advanced Player's Guide* 106)

LN Medium humanoid (human)

Init +8; **Senses** Perception +6

DEFENSE

AC 24, touch 15, flat-footed 19 (+9 armor, +4 Dex, +1 dodge)

hp 162 (15d10+75)

Fort +12, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft.

Melee +2 *shocking adamantine bardiche* +25/+20/+15 (1d10+13/17-20 plus 1d6 electricity)

Special Attacks pole fighting, polearm training, steadfast pike

TACTICS

Use the tactics from Subtier 12-13.

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +15; **CMB** +18; **CMD** 33

Feats Crippling Critical^{APG}, Critical Focus, Dodge, Greater Weapon Focus (bardiche), Greater Weapon Specialization (bardiche), Improved Critical (bardiche), Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Spring Attack, Staggering Critical, Step Up, Toughness, Vital Strike, Weapon Focus (bardiche), Weapon Specialization (bardiche)

Skills Acrobatics +13, Intimidate +18, Perception +6

Languages Common

SQ flexible flanker, sweeping fend

Combat Gear *potion of cure serious wounds*, *potion of fly*, *potion of protection from arrows*; **Other Gear** +3 *mithral breastplate*, +2 *shock adamantine bardiche*^{UE}, *belt of physical might* +2 (Dex, Con)

WISHCRAFT BOND

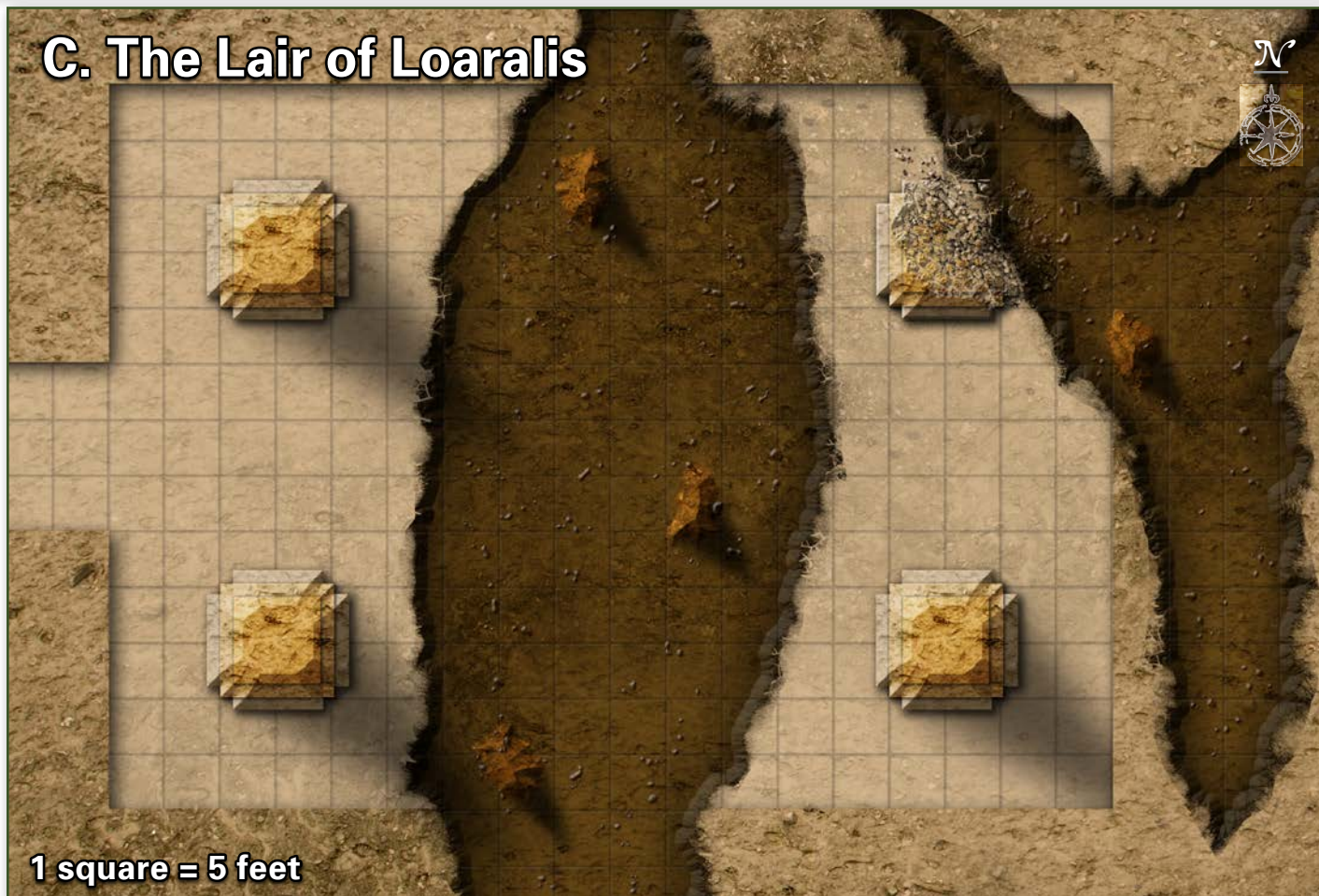
CR 13

See Subtier 12-13.

Development: The lieutenants represent the last obstacle before the PCs reach Loaralis's lair; the PCs can open the eastern door using the key retrieved from Kaarim's corpse.

The revelation of Kaarim's and Saabira's treachery comes as a shock to Emir Guldis, especially because Saabira has served as his captain of the guards for more than a year and might have given away any number of

C. The Lair of Loaralis



1 square = 5 feet

secrets. The ramifications of this are beyond the scope of the adventure, but Pashow has a short and bloody purge in its future as Guldís solidifies his rule by ousting Loaralis's many agents.

Rewards: If the PCs fail to defeat Kaarim and Saabira, reduce each PC's gold earned as follows.

Subtier 12–13: Reduce each PC's gold earned by 4,195 gp.

Out of Subtier: Reduce each PC's gold earned by 5,563 gp.

Subtier 14–15: Reduce each PC's gold earned by 6,931 gp.

THE DESCENT

The final effect of the wishcrafted bond between Kaarim and Saabira is to telepathically alert Loaralis as soon as her lieutenants are defeated. As the PCs descend the staircase leading to area C, Loaralis casts her preparatory spells. She then combines her sound imitation ability and a *ventriloquism* spell to address the PCs from below, shifting between the voices of Kaarim, Saabira, and even Emir Guldís.

Read or paraphrase the following.

"You've done well to defeat my valued lieutenants, but I dare say you're not prepared to face me. Let me provide you with an offer. Retreat from this foolish crusade against me and the

elixir I've rightfully taken. In return, I shall depart Pashow forevermore. If you require more reason to turn around, know that your descent shall take you below the rioting streets of the city above. Know too that there are certain... structural deficiencies, which if exploited, would be quite terrible for the sheep in the streets. Ask yourself if the price of an elixir is worth so many lives."

This is the PCs final warning before entering the lair of Loaralis. It also forewarns them of her traps.

C. THE LAIR OF LOARALIS (CR 17 OR CR 19)

Read or paraphrase the following as the PCs arrive. Note that the PCs' light sources or darkvision might not extend far enough for them to see the eastern portion of the room.

A staircase descends from the west into this roughly eighty-foot-wide chamber with polished stone floors. A five-foot-deep ravine cracks its way through the center of the room, extending into arterial passages to the north and south. Stalagmites jut from the rough ground of the crevice. The remainder of the chamber stretches to the east but is broken by a second crevasse that leads into a small cave complex. Three ten-by-ten-foot

square pillars reach from floor to ceiling, each pulsing with a lambent teal glow.

This former storage chamber under the austere vaults of the Abadaran church is now the lair of the dragon Loaralis. Each of the three vestigial tunnels branch off into other sections of a complex cave network, connecting to numerous safe houses and organizations held thrall to Loaralis. The ceiling in this chamber is a 40 feet high.

Traps: Each of the three surviving pillars in the chamber is psychically primed to explode at the mental command of Loaralis. The dragon activates one such pillar at on each of her turns, and she can select any target that she can perceive as a free action. An activated pillar explodes in a shower of debris that deals damage to nearby creatures.

Each of the pillars is considered a magical trap. Creatures can attempt to disable a pillar's enchantment by using a targeted *dispel magic* (the pillar's magic is considered to be CL 15th), and an *antimagic field* suppresses the effect. Alternatively, a PC can disable one of the enchantments as a magical trap using Disable Device.

Creature: The blue dragon Loaralis, secretive overlord of Pashow's criminal underworld, resides within this chamber. Loaralis brazenly wears two false vials of the *sun orchid elixir* on a golden necklace, taunting intruders into not using area of effect abilities against her. This is entirely a bluff, and PCs who succeed at a DC 45 Sense Motive check (DC 51 in Subtier 14–15) can see through the ruse. One of the vials shatters each time the PCs target her with a damaging area effect that could harm glass.

Loaralis hides under the soft earth of the central ravine, awaiting the PCs. The layer of soil grants her a +10 circumstance bonus on her Stealth check. She's in no mood to talk to the PCs, having given her ominous warning as they descended the staircase to her lair. Loaralis immediately attacks.

Proceed with the tactics below. Only roll initiative once Loaralis begins emerging from the ground.

Before Combat (Round 0): Loaralis casts her preparatory spells as the PCs descend into her lair. She concludes by using her *scroll of fickle winds*^{UM} to stymie any ranged combatants. She implants herself with a compel alacrity mesmerist trick, allowing her to move away from melee-focused enemies and avoid their full attack actions. Loaralis then burrows into the earth and remains hidden as the PCs arrive.

Round 1: Loaralis bursts from the ground, acting on her initiative. She delays her action until one or more PCs have begun exploring the ravine, or until a PC tampers with the pillars (an act she can psychically detect). If possible, position Loaralis so that she is within 15 feet (but no closer) to one or more PCs. Loaralis targets an obvious

COLLAPSE!

If Loaralis manages to detonate all three pillars in the chamber, the roof collapses. Rioters in the streets above tumble down alongside dirt and stone debris. Every creature within the rectangular bounded by the pillars takes 8d6 points of damage (DC 15 Reflex for half). Creatures outside this area take 3d6 points of damage (DC 15 Reflex negates). Failure on either save means the creature is also buried (*Pathfinder RPG Core Rulebook* 415).

Loaralis intends for the collapse to mask her escape. She hopes the cave-in impedes the PCs long enough for her to burrow to the surface and take flight, even if doing so means she must leave behind her hidden *sun orchid elixir* vials. If anything, the destruction and collateral damage she causes only improve Loaralis's fearsome reputation. PCs able to fly can choose chase her down; this climactic showdown potentially ends in the skies above Pashow. If pursued, Loaralis continues the fight in the air. She is unwilling to be seen as a coward by the city she believes is hers.

As a tragic side effect, one of the teams the PCs assigned to quell riots (determined at random) is caught in the collapsing street above. This causes one of those team members to fall to his death, landing in the western half of the room at -20 hit points. Another team member survives but is buried. This presents the PCs with a quandary of whether to save their fallen agents or pursue the dragon.

spellcaster or a PC meddling with the pillars with her hypnotic stare ability. Then each PC must attempt a Will saving throw against Loaralis's frightful presence (with the target of her stare suffering a -2 penalty on their save). Loaralis then makes a single bite attack against a target within her reach, preferring one that is flat-footed so that she can use her Deadly Stroke feat. If the attack is successful, she attempts to grapple her opponent by using her Snatch feat; if the target is particularly easy to grapple, consider having her take a -20 penalty on the combat maneuver check so that she doesn't gain the grappled condition.

At the end of her action, Loaralis detonates whichever pillar would harm the most PCs.

Round 2: Loaralis uses her breath weapon if she has a PC grappled by her bite attack. She positions the breath weapon to affect as many PCs as she can. The grappled creature receives no saving throw against the attack, and suffers full damage. Loaralis also uses a swift action to redirect her hypnotic gaze against a PC whom she has identified as the greatest threat.

Loaralis then detonates a pillar.

Round 3: Dispensing with prior tactics, Loaralis switches to melee combat. She takes a swift action to demoralize

the target of her hypnotic state by using her Intimidating Glance feat. Loaralis then makes a full attack against the target if able, taking advantage of demoralized enemies by employing her Shatter Defenses feat.

Loaralis detonates the final pillar if the trap on it is still active at this time. See sidebar for details on the aftermath of a collapse.

Round 4+: If the PCs have disabled one or more of the pillars and prevented the collapse of the roof, Loaralis continues to fight as long as she thinks she has a path to victory. She switches between melee and breath weapon, grappling enemies in the round before unleashing her breath weapon, so she ensures maximum damage on her snatched target. She uses her spells only if they would provide a greater advantage than her physical abilities. She tries to keep at maximum reach against melee-focused enemies, preferring to bite and grapple instead of letting enemies close into range to perform a full attack action.

SUBTIER 12–13 (CR 17)

LOARALIS CR 17
Female blue mature adult dragon mesmerist 6 (*Pathfinder RPG Bestiary* 94, *Pathfinder RPG Occult Adventures* 38)



LOARALIS

LE Huge dragon (earth)
Init +6; **Senses** dragon sense; Perception +31
Aura electricity (5 ft., 1d6 electricity), frightful presence (210 ft., DC 24)

DEFENSE
AC 38, touch 11, flat-footed 35 (+4 armor, +2 Dex, +1 dodge, +23 natural, -2 size)
hp 294 (24 HD; 6d8+18d12+150)
Fort +19, **Ref** +18, **Will** +25
DR 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25

OFFENSE
Speed 70 ft., burrow 40 ft., fly 230 ft. (poor)
Melee 2 bites +30 (2d8+12), 2 claws +29 (2d6+8), tail slap +27 (2d6+12), 2 wings +27 (1d8+4)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks bold stare (sluggishness^{OA}), breath weapon (100-ft. line, DC 25, 14d8 electricity), crush (Small creatures, DC 25, 2d8+12), desert thirst (DC 25), hypnotic stare (-2), manifold tricks (2 tricks), mental potency (+1), mesmerist tricks 8/day (astounding avoidance, compel alacrity, mesmeric mirror, psychosomatic surge), painful stare (+3 or +2d6)
Spell-Like Abilities (CL 18th; concentration +23)
At will—*create water*, *ghost sound* (DC 15), *minor image* (DC 17), *ventriloquism* (DC 16)
Mesmerist Spells Known (CL 6th; concentration +11)
2nd (4/day)—*blur*, *calm emotions* (DC 18), *glitterdust* (DC 17), *oneiric horror*^{OA} (DC 17)
1st (6/day)—*forbid action*^{UM} (DC 17), *grease*, *hideous laughter* (DC 17), *murderous command*^{UM} (DC 17)
0 (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *prestidigitation*, *read magic*
Sorcerer Spells Known (CL 7th; concentration +12)
3rd (5/day)—*dispel magic*, *haste*
2nd (7/day)—*false life*, *invisibility*, *resist energy*
1st (8/day)—*alarm*, *grease* (DC 16), *mage armor*, *true strike*, *unseen servant*
0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

TACTICS
Before Combat Loaralis casts *fickle winds*, *haste*, *invisibility*, and *mage armor* prior to entering combat (included in her statistics). Loaralis also uses her *compel alacrity* mesmerist trick on herself.
During Combat Loaralis’s full suite of tactics are described above. She deviates from these round-by-round tactics if the

PCs perform unexpected actions. To counter the unexpected, she employs her spells (for example, casting *glitterdust* against invisible enemies).

Morale Loaralis fights for 3 rounds, hoping to detonate all three pillars. She then proceeds to flee via magical flight, abandoning her hidden *portable hole* and *sun orchid elixir* vials as a result. If the PCs manage to disable one or more of the pillars, Loaralis fights until reduced to fewer than 40 hit points, at which point she wages a fighting withdrawal into the nearest adjoining tunnel to escape.

Base Statistics Without *haste* and *mage armor*, Loaralis's stats are **AC** 33, touch 10, flat-footed 31; **Ref** +17; **Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor); **Melee** bite +29 (2d8+12), 2 claws +29 (2d6+8), tail slap +27 (2d6+12), 2 wings +27 (1d8+4); **CMB** +31; **CMD** 43 (47 vs. trip).

STATISTICS

Str 27, **Dex** 14, **Con** 22, **Int** 18, **Wis** 19, **Cha** 20

Base Atk +22; **CMB** +32; **CMD** 44 (48 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Initiative, Intimidating Glance^{OA}, Multiattack, Shatter Defenses, Snatch, Spell Focus (enchantment), Weapon Focus (bite)

Skills Bluff +35, Fly +15, Intimidate +32, Knowledge (geography) +31, Knowledge (local) +31, Perception +31, Sense Motive +13, Spellcraft +31, Stealth +21, Survival +31, Use Magic Device +32

Languages Auran, Common, Draconic, Giant, Osiriani

SQ consummate liar +3, sound imitation, touch treatment 8/day (moderate)

Combat Gear *scroll of fickle winds*^{UM}

PSYCHIC PILLAR TRAPS (3)

CR —

Type magical; **Perception** DC 20; **Disable Device** DC 30

EFFECTS

Trigger mental activation; **Reset** none

Effect explosive debris (8d6 piercing damage, DC 20 Reflex save for half damage); multiple targets (all targets within 15 ft. of the pillar)

SUBTIER 14–15 (CR 19)

LOARALIS

CR 19

Female blue mature adult dragon mesmerist 10 (*Pathfinder RPG Bestiary* 94, *Pathfinder RPG Occult Adventures* 38)

LE Huge dragon (earth)

Init +6; **Senses** dragon sense; Perception +35

Aura electricity (5 ft., 1d6 electricity), frightful presence (210 ft., DC 24)

DEFENSE

AC 42, touch 11, flat-footed 39 (+4 armor, +2 Dex, +1 dodge, +23 natural, +4 shield, -2 size)

hp 340 (28 HD; 10d8+18d12+178)

Fort +20, **Ref** +21, **Will** +27

SCALING ENCOUNTER C

Make the following adjustments to accommodate a group of four PCs.

All Subtiers: Loaralis doesn't use her *scroll of fickle winds* nor does she use a mesmerist trick on herself. Loaralis can only destroy a pillar every 2 rounds instead of every round.

DR 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25

OFFENSE

Speed 70 ft., burrow 40 ft., fly 230 ft. (poor)

Melee bite +34 (2d8+13), 2 claws +33 (2d6+9), tail slap +31 (2d6+13), 2 wings +31 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bold stares (sluggishness^{OA}, timidity^{OA}), breath weapon (100-ft line, DC 25, 14d8 electricity), crush (Small creatures, DC 25, 2d8+13), desert thirst (DC 25), hypnotic stare (-3), manifold tricks (3 tricks), mental potency (+2), mesmerist tricks 10/day (astounding avoidance, compel alacrity, false flanker, mesmeric mirror, psychosomatic surge, reflection of weakness [DC 20]), painful stare (+7 or +4d6)

Spell-Like Abilities (CL 18th; concentration +23)

At will—*create water*, *ghost sound* (DC 15), *minor image* (DC 17), *ventriloquism* (DC 16)

Mesmerist Spells Known (CL 6th; concentration +11)

4th (2/day)—*dominate person* (DC 21), *enervation*

3rd (4/day)—*confusion* (DC 20), *displacement*, *greater oneiric horror*^{OA} (DC 18), *ray of exhaustion* (DC 18)

2nd (5/day)—*blur*, *calm emotions* (DC 18), *detect thoughts* (DC 17), *glitterdust* (DC 17), *oneiric horror*^{OA} (DC 17)

1st (6/day)—*forbid action*^{UM} (DC 17), *grease*, *hideous laughter* (DC 17), *murderous command*^{UM} (DC 17), *ray of enfeeblement* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *prestidigitation*, *read magic*

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *haste*

2nd (7/day)—*false life*, *invisibility*, *resist energy*

1st (8/day)—*alarm*, *mage armor*, *shield*, *true strike*, *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

TACTICS

Before Combat Loaralis casts *fickle winds*, *haste*, *invisibility*, *mage armor*, and *shield* prior to entering combat (included in her statistics). Loaralis also uses her compel alacrity mesmerist trick on herself.

During Combat Use the tactics from Subtier 12–13.

Morale Use the tactics from Subtier 12–13.

Base Statistics Without *haste*, *mage armor*, and *shield*, Loaralis's stats are **AC** 33, touch 10, flat-footed 31; **Ref** +20;

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor); **Melee** bite +33 (2d8+13), 2 claws +32 (2d6+9), tail slap +30 (2d6+13), 2 wings +30 (1d8+4); **CMB** +36; **CMD** 48 (52 vs. trip).

STATISTICS

Str 28, **Dex** 14, **Con** 22, **Int** 18, **Wis** 19, **Cha** 20

Base Atk +25; **CMB** +37; **CMD** 49 (53 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Greater Spell Focus (enchantment), Hover, Improved Initiative, Intense Pain^{OA}, Intimidating Glance^{OA}, Multiattack, Shatter Defenses, Snatch, Spell Focus (enchantment), Weapon Focus (bite)

Skills Bluff +41, Fly +19, Intimidate +36, Knowledge (geography) +33, Knowledge (local) +35, Perception +35, Sense Motive +15, Spellcraft +35, Stealth +25, Survival +35, Use Magic Device +36

Languages Auran, Common, Draconic, Giant, Osiriani

SQ consummate liar +5, sound imitation, touch treatment 8/day (greater)

Combat Gear *scroll of fickle winds*

PSYCHIC PILLAR TRAPS (3)

CR —

Type magical; **Perception** DC 20; **Disable Device** DC 34

EFFECTS

Trigger mental activation; **Reset** none

Effect explosive debris (10d6 piercing damage, DC 22 Reflex save for half damage); multiple targets (all targets within 15 ft. of the pillar)

Treasure: Loaralis always knew her lair under the church of Abadar was a risky den, so she’s seeded much of her wealth among her vassals in Pashow. She does keep a *portable hole* containing several choice prizes in the cave to the east. The extradimensional space is hidden behind a large rock at the southern edge of the cavern, and a PC can find it with a successful DC 22 Perception check. Inside the *portable hole* are a *wyrmslayer’s shield* (*Pathfinder RPG Ultimate Equipment* 133) and *gauntlets of giant strength* +4 (function as a *belt of giant strength* +4 but occupies the hands slot) and two vials of the *sun orchid elixir*. In Subtier 14–15, the gauntlets are instead *gauntlets of giant strength* +6, and there is also a *staff of second chances* (can cast *breath of life* [2 charges] and *regenerate* [3 charges] at CL 13th).

The *portable hole* also contains two loosely bound folios, seven large scrolls, a steel inkpen over 2 feet long, and a pint of ink. Both folios contain extraplanar observations of phenomena from throughout the Inner Sea region, though notes written in the margin provide ongoing commentary about how these events correlate to Thuvia and teleportation mishaps in the region. Collectively, the books posit that the composition of the *sun orchid elixir* and its effect on a creature’s age reacted in an unpredictable way when exposed to the Astral Plane—where all teleportation effects briefly travel—a decade

ago. This might have caused a dangerous reaction or attracted astral predators; the writer favors the latter hypothesis based on the increased movement of astral creatures around Pashow, as if in anticipation of finding another elixir. The inside cover of each folio contains the words “For you as part of our deal. —S.P.”

The scrolls are all written in large letters as if by a giant; this is Loaralis’s handwriting. They present the writer’s thoughts about the two folios’ contents, including her skepticism about the alchemical-astral reaction. As a PC studies these writings, he can tell that the author is obsessed with recovering a *sun orchid elixir*, though it seems more a point of pride and obsession that it is a matter of rejuvenation or profit. Loaralis’s last scroll records the reports from her spies who attempted to track down the folios’ author. The dragon believes that the author is one Professor Kramolag, a member of the Aspis Consortium who operates several laboratories in Nidal in order to research phenomena from beyond the stars and beyond the Material Plane. There is enough information in these scrolls that a dedicated researcher might be able to deduce these laboratories’ locations.

Few creatures ever see a vial of precious *sun orchid elixir*, much less hold two. The PCs might realize that nobody else know that Loaralis had two elixirs, not one. Furthermore, they are high-level PCs in possession of alchemical miracles that they could drink or sell with nobody necessarily the wiser. With a successful DC 25 Craft (alchemy) check, a PC can determine that even drinking a portion of the elixir could grant considerable and lasting health benefits. Whether a PC chooses to drink any of the elixirs, sell them on the black market, or turn them over to the emir is an individual decision; even if one PC drinks both and the other five refrain, their rewards on their respective Chronicle sheets reflect their personal choices.

Development: Defeating Loaralis rids Pashow of a devious villain, but it doesn’t help as much as recovering the missing *sun orchid elixirs*. Assuming the PCs find Loaralis’s hidden hoard, they recover the missing vials and can present them to Emir Guldis. Should the PCs drive off Loaralis, but fail to discover the hidden *portable hole*, the emir soldiers to scour the lair, eventually discover the hidden extraplanar location, and the recover missing vials. The PCs actions are still heralded as the driving force behind finding the elixirs, though they may take a few jibes for missing the hidden magical item. Finding the texts of little interest, the emir turns over the folios and scrolls to the Pathfinder Society.

Rewards: If the PCs fail to defeat Loaralis and find her *portable hole*, reduce each PC’s gold earned as follows.

Subtier 12–13: Reduce each PC’s gold earned by 5,113 gp.

Out of Subtier: Reduce each PC’s gold earned by 6,779 gp.

Subtier 14–15: Reduce each PC’s gold earned by 8,446 gp.

CONCLUSION

By thwarting Loaralis's schemes and recovering one or more vials of the *sun orchid elixir*, the PCs have ensured Pashow's continued prosperity and averted the civil unrest and coup that could have rocked the region. Within hours, the rioters disband, and Guldís announces the safe arrival of the last remaining shipments. The populace quickly repairs the damage inflicted and prepares to hail its renewed fortune. As the true heroes of the day, the PCs can accompany Guldís to dozens of social events in celebration of the elixir's arrival. If the PCs slew Loaralis, news of the deed quickly spreads and enhances the PCs' prestige even further. Much of the city's industries are relieved at the death of the hidden crime lord to whom they often paid protection gold.

In the aftermath, the three Pathfinder teams report back to the PCs. Any team that successfully quelled riots proudly tell of how they struggled side-by-side with Pashow's guards, earning the locals' respect as they prevented an angry mob from destroying a marketplace.

Any team that successfully investigated the Aspis Consortium's involvement reports that the Aspis gold agent Kitio Aspenthi appears to be the one behind the attacks, and his other attempts to steal elixirs failed. He is now on the defensive, especially because it seems he failed his true master: the aggressive Prince Zinlo of Aspenthar. The team's best guess is that Prince Zinlo hoped to instill unrest in Pashow and then annex it while it was weak.

Any team that successfully investigated the extraplanar phenomena reports that the planar connection to the Astral Plane gradually subsided, though a strange cultist shifted to the Material Plane partway through the investigation. The Pathfinders subdued her and attempted to interrogate her, but as she spoke, she began to dissolve into liquid shadow and screamed as she evaporated. Before she died, they learned that she serves a member of the Aspis Consortium from within the shadows of Nidal; however, the team believes that the way she spoke of her master suggested that the Aspis Consortium connection was tenuous or otherwise "not right." The only belonging left behind was a medical bracelet bearing the number "311."

The PCs, too, must report back after their adventure. Marcos Farabellus is keen to review the texts the PCs recovered from Loaralis's lair, and he congratulates them on a job well done. Already the Society's fame in Thuvia has spread, and no doubt new opportunities in the region

will materialize thanks to the PCs' efforts. He asks that the PCs not travel far in the coming weeks, for he hopes that the PCs' clues will help the Society track down the source of the mysterious extraplanar records.

It's possible that the PCs failed to retrieve the lost vials of *sun orchid elixir*. This is a blow to Pashow, for although the fraction of a shipment is enough to avert financial disaster, the missing vials prevent the city from recouping its losses from the preceding decade. Marcos Farabellus expresses his dismay when the PCs return to the Grand Lodge, and he and other agents do what they can to piece together the Consortium's plans from what the PCs did recover. This is a setback, but the Decemvirate is willing to give the PCs a second chance when it comes time to undertake the next adventure in this series: *Pathfinder Society Scenario #7-26: All for Immortality, Part 2: All the Gods Beyond*.

REPORTING CONDITIONS

If the one of more PCs imbibed or stole a *sun orchid elixir*, check box A on the scenario's reporting sheet. If any members of the Axe-Fixers team permanently died, check box B. If any members of the Kernaug Group permanently died, check box C. If any members of the Scroll-Seekers permanently died, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at the primary success condition as long as they defeat Loaralis and recover the *sun orchid elixirs*. Doing so earns each PC 1 Prestige Point. If a PC stole or consumed any of the vials of *sun orchid elixir*, that PC automatically fails the primary and secondary success conditions but earns the Savor the Sun Orchid boon on his Chronicle sheet; this is an individual reward. All other PCs receive the True to the Mission boon instead.

SECONDARY SUCCESS CONDITIONS

The PCs must complete two objectives to fulfill their secondary mission. First, they must slay Loaralis. Second, at least two of the NPC Pathfinder teams must achieve a success or resounding success on their missions. Doing so earns each PC 1 additional Prestige Point.

OPTIONAL: A MORE DANGEROUS MISSION

If all of the players want a greater challenge for no additional reward, they can elect to play this adventure on "hard mode." In this case, in area B, Saabira and Kaarim both act on each other's initiative, effectively acting twice per round.

PLAYER HANDOUT #1: MISSIVE FROM THE MASTER OF SWORDS

Distinguished Agent,

The Pathfinder Society has a rare and prestigious opportunity that calls for our best agents, and I have recommended you to represent the Society. This mission requires secrecy. Make haste to the Grand Lodge in Absalom. Once I have confirmed each team member's participation, I will meet you at the Wall of Names.

*Explore, Report, Cooperate.
- Marcus Farabellus*

PLAYER HANDOUT #2: THE AXE-FIXERS

This file provides information about the Pathfinders who call themselves the Axe-Fixers. These agents consider the Grand Lodge in Absalom their base of operations, and they have traveled beyond the Isle of Kortos for missions only rarely.

Garl and Shrade (CN male and female half-orc barbarians 5): Better known as the Boartusk Twins, these siblings earned field commissions for saving a group of Pathfinders in Lastwall. They accepted the invitation, not knowing quite what they were getting into. Since then, their reliance on brute strength has tarnished their reputation and earned them little work. Hoping to prove themselves as leaders, they founded a group and named it after their favorite motto: "There's nothing an axe can't fix."

Eskaravarn (CN female half-orc warpriest^{ACG} of Gorum 5): Eskaravarn grew up in the wilds of Nirmathas, where she learned to fight, plan raids, and soldier on when her comrades fell to Molthuni blades. She barely survived a disastrous ambush, and Venture-Captain Oraiah Tolal found her and healed her wounds. Eskaravarn has sworn seven years of her service to the Society as repayment.

Visbaron Adelum (LN male human magus^{UM} 4): Too hot-tempered to inherit his family's business in Taldor, Adelum found himself forcibly enrolled by his father in the Pathfinder Society as an impromptu finishing school. The hope is that Adelum would learn self-control and manners. Instead he's learned magic and swordplay, which he's all too eager to prove in the field. Fortunately, Eskaravarn's world-weary admonitions keep him in line.

PLAYER HANDOUT #3: THE KERNAUG GROUP

This file provides information on the team of Pathfinders who call themselves the Kernaug Group. These agents consider the Ustalavic city of Lepidstadt—famed for its university—as their base of operations. Most of them became Pathfinders after enrolling in the university’s small but robust psychic sciences program, headed by Doctor Aida Kernaug. In return for their regular reports from the field, she provides them university credit and a small stipend that supplements what they earn on Society missions. Doctor Kernaug is deeply invested in their success, and she is a regular correspondent with numerous venture-captains.

Maralyn Corwins (NG female human investigator^{ACG} [psychic detective^{OA}] 5): Haunted by terrible childhood memories that her family insists never happened, Maralyn believes that her research is vital to preventing a terrible fate from befalling her tiny hometown in Isgar. She hopes to not only unveil this true threat but to also earn Doctor Kernaug’s approval by becoming an expert in her field.

Raphael Vasheen (N female human medium^{OA} 6): Doctor Kernaug’s graduate assistant and the nominal leader of the group, Vasheen has a desperate intellectual urge to learn how the Dark Tapestry might bleed into common arcane magic and vice versa. She believes that the archmage spirit she channels is strongly connected to alien forces. The Society is beginning to suspect that Vasheen intends her research to unlock the real reason her mother—also a medium—has gone mad.

Sophron Delgavar (N female human bard 6): Born in the holy city of Kavapesta, “Sophie” was raised by strict members of the Pharasmin Penitence—Pharasmins who believe in the virtue of suffering. In studying theology at the University of Lepidstadt her radical views have softened, though she remains a fiery orator. Sophron joined the group both to stay close to Veronik, but also to delay her graduation—and her inevitable return to Kavapesta.

Veronik Lochnave (LN female human swashbuckler^{ACG} 5): One of the most accomplished fencers to come out of the Arbutus Blade dueling sorority in the last decade, Veronik has nearly completed her studies to become a surgeon. However, as the dueling doctors following her sorority’s traditions must, she’s postponed her graduation to travel and gain practical experience. She wears her Lepidstadt scar in a vertical streak below her left eye.

PLAYER HANDOUT #4: THE SCROLL-SEEKERS

This file provides information on the team of Pathfinders who call themselves the Scroll-Seekers. These agents consider the Grand Lodge in Absalom their base of operations, though they represent several of the Society's more ambitious and far-flung recruiting programs over the past few years.

Janira Gavix (N female halfling bard 5): Few up-and-coming Pathfinders are so well known around the Grand Lodge as Janira, who prides herself on her memory of Society history and its greatest heroes' exploits. Despite her well-intentioned helpfulness, some find the self-promotion she slips into her tales positively grating. Not so for the Master of Scrolls Kreighton Shaine, who trusts her as the leader of this motley band.

Athrax (LN male kobold alchemist^{APG} 5): Although allies of the Society, none of the Sewer Dragons tribe of kobolds had ever applied to become a Pathfinder—at least not until Athrax, an alchemical savant with a mean streak a mile wide. Training and mentorship has since softened his cruelty, and he now holds a provisional membership as long as he is accompanied by other Scroll-Seekers. His closest topside friend is Tarys, and her acceptance of his eccentricities is one of the strongest factors in his recent alignment change.

Ko Deschamp (CG male half-elf fighter 3/rogue 3): Born in the Tien state of Amanandar, Ko developed a reputation as a guildbreaker and infiltrator of bandit operations. For his services to the Lantern Lodge, he earned a field commission from the Society. His many successes give him reason to swagger, especially after traveling to Taldor, where his wild tales, distant origins, and skill with the naginata polearm make him the life of the parlors.

Tarys (LG female dwarf inquisitor^{APG} of Kelinahat 4): Tarys came of age in the sky citadel Kraggodan, where the wild Society stories of her uncle Gorm Greathammer encouraged her to strike out and see the world for herself. As a servant of the empyreal lord of spies and scouts, she has distinguished herself in the Society for the detail of her reports and her tenacious pursuit of facts.

APPENDIX ONE: FIELD COMMAND

During each part of the *All for Immortality* series, the PCs are in charge of three teams of Pathfinder agents. The newly ordained field commanders can direct these teams as they see fit, though each adventure has several different sub-missions that these teams can complete to uncover additional background information, make later encounters easier, or perform other helpful deeds that can contribute to the scenarios' success conditions. This is a privilege befitting the PCs' prestige and accomplishments.

However, directing these teams is a balancing act. For all the benefits of leadership, the PCs must also deal with the likelihood that their orders could result in the death of one or more agents. Like all Pathfinders, these subordinates are voluntarily aiding their superiors under the assumption that their actions will result in glory, gold, and the preservation of knowledge. The more that the PCs can keep their minions alive and happy, the better those agents can serve the PCs in future adventures. These three teams—The Axe-Fixers, The Kernaug Group, and The Scroll-Seekers—represent a range of field agent specialties and approaches, detailed further in **Player Handouts #2–4**. The players might even recognize some of the agents from previous adventures!

During *First Taste of Eternity*, there are three likely tasks the PCs can assign their teams, though the PCs can send two teams on one of those missions. Each team is able to perform one mission over the course of the adventure, after which relevant conditions or leads disappear. For the GM, managing this phase is a tricky balancing act; it's important to give the players the reins, but there are also assumed tasks to which they'll assign teams. If the players are veering far off course, it's okay to lay out the likely options. On the other hand, the players might propose a secondary mission that's so clever and equally productive that it could replace an existing mission.

Each mission notes key Knowledge skills and team affinities, each explained further in the Preparing the Teams section below.

Investigate the Aspis (Knowledge [geography or nobility]; The Scroll-Seekers): Although Loaralis's agents escaped with one elixir, there are signs that the Aspis Consortium may still be a threat to Pashow's shipments. The PCs can send one of their groups to investigate Kitio's continued involvement and learn what other plans he has in motion.

Quell Rioting (Knowledge [history or local]; The Axe-Fixers): Pashow's guards are spread thin, especially because many are to the south guarding convoys. Emir Guldis needs help keeping order as word of the thefts spreads. The citizens don't realize that only two of the vials have gone missing, and rumors abound that the

entire shipment is gone. The PCs can assign two groups to the act of maintaining order in Pashow.

Researching the Invaders (Knowledge [arcana or planes]; the Kernaug Group): The appearance of the dimensional shamblers and the prophet Imlathre are of grave concern to the Master of Swords. The PCs can send one of their groups to return to the ambush site, study the remains of the dimensional shamblers, interrogate Imlathre (if he survived), and pursue any other possible leads before the planar phenomena subside.

PREPARING THE TEAMS

During this adventure, there are three major ways the PCs can give their teams the best chance of success (see Calculating the Results below).

Equipment: Although the NPC Pathfinders have the essentials to go adventuring, they expect that under these dangerous circumstances, their leaders will provide them with additional resources. If the PCs provide a team 1,500 gp worth of items (2,500 gp in Subtier 14–15), that team gains a +2 bonus on its check. The PCs can give a team double this amount to increase the bonus to +4.

Mission Briefing: The PCs should provide a concise mission briefing for each team, establishing what the NPCs should accomplish. Each of the missions lists two Knowledge skills associated with the task, representing key information that the NPCs don't know but that could help them in the field. Before giving the briefing, a PC who succeeds at a DC 25 Knowledge check in one of these skills recalls helpful information that grants that team a +2 bonus on its check. A PC can also attempt the second skill check, but the DC is 30 and grants an additional +2 bonus to the team.

Play to their Strengths: Each of the teams is particularly adept at certain tasks, and assigning a team to a mission that suits its strengths results in a better outcome; this grants the team a +4 bonus on its check. Each mission above notes which team is best suited for that task.

CALCULATING THE RESULTS

Once the PCs have assigned, briefed, and prepared their teams, let a different player roll a d20 for each team, applying any bonuses from the PCs' leadership (see Preparing the Teams above). A player can use a free re-roll (such as that granted by wearing a Pathfinder shirt) to re-roll the team's check, but miscellaneous bonuses from GM stars don't apply to this check; the NPCs aren't an extension of the player's character. At the end of the adventure, reveal how the teams did when they report back to the PCs based on their respective checks' results.

Catastrophic Failure (1–9): Tragedy, accidents, and cruel coincidences befell the team, causing them to fail their mission. In addition, 1d2 of the NPCs perished,

disappeared, or otherwise returned unfit and unwilling to continue assisting the PCs in future adventures.

Failure (10–14): The team didn't succeed at the mission and weathered considerable peril in the process. One of the NPCs perished, disappeared, or returned in no condition to continue his adventuring career.

Success (15–19): The team succeeded at the mission, but there is a 50% chance that one of the NPCs perished, disappeared, or sorrowfully tenders his resignation following the adventure.

Resounding Success (20+): The team succeeded with flying colors and sustained neither life-threatening injuries nor psychological scars.

Character Death: When determining which NPC Pathfinder in a group dies, work in the opposite order that they are listed. For example, among the Scroll-Seekers, Tarys is the first to die, and Janira is the last.

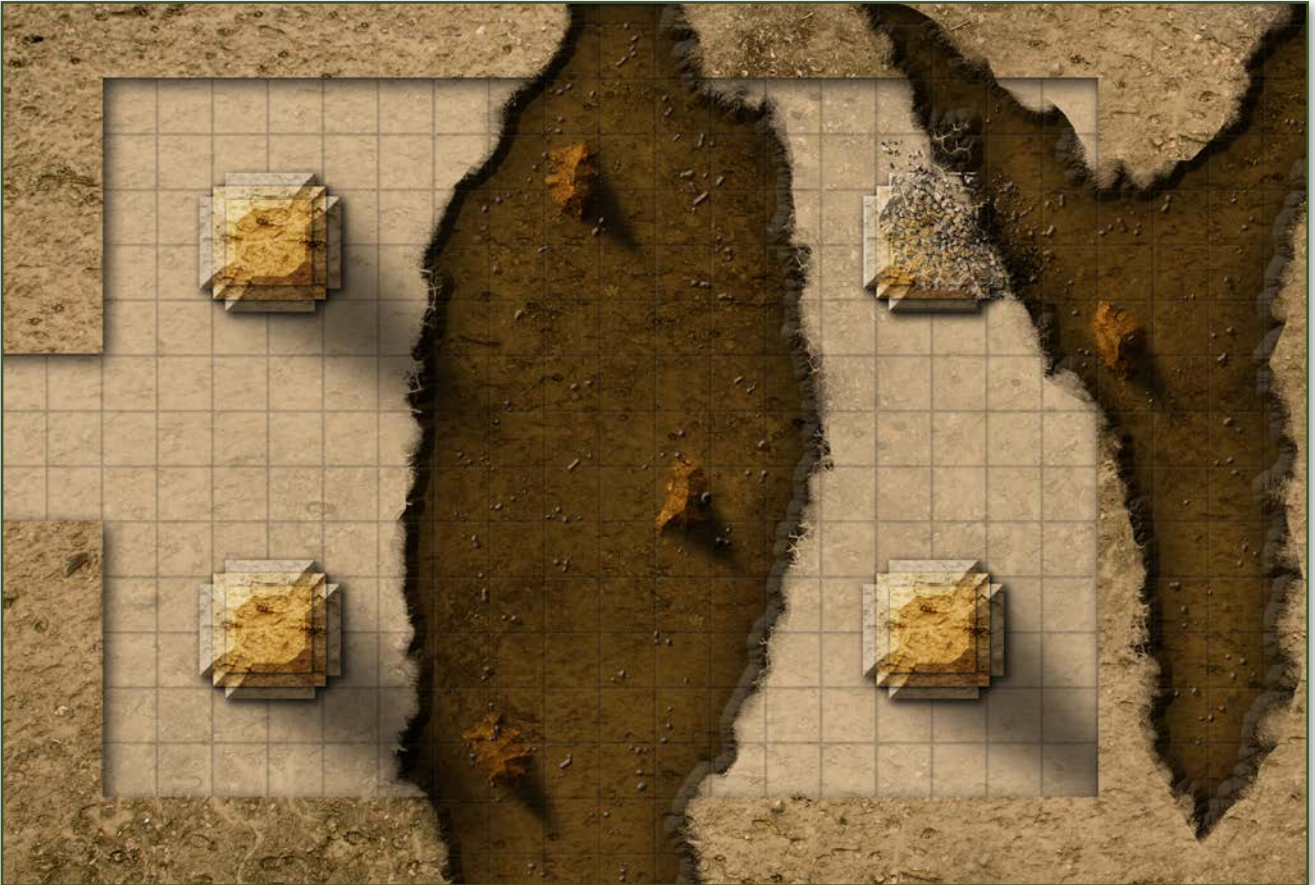
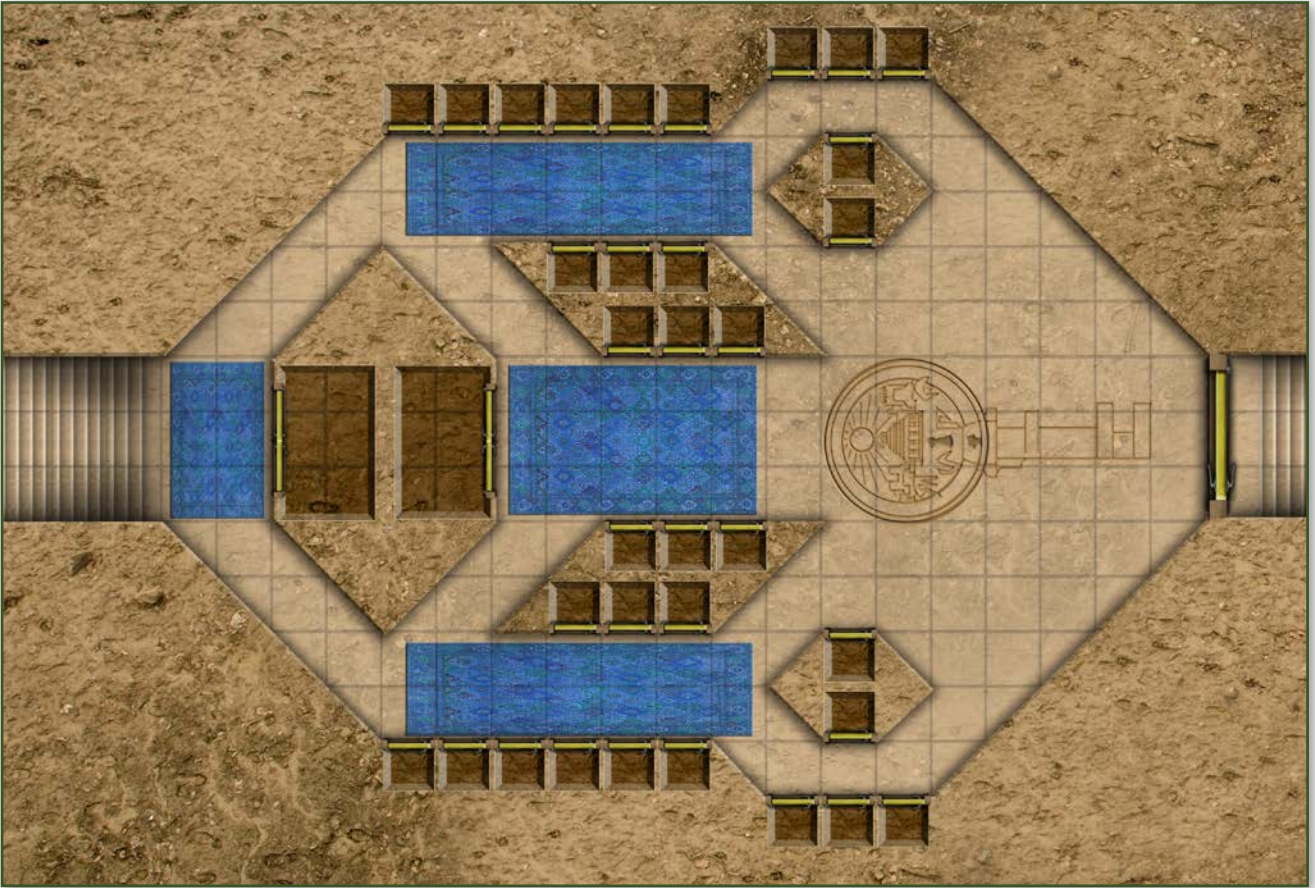
DEBRIEFING THE TEAMS

When concluding the adventure, give the PCs a chance to interact with their teams—or what remains of them. This is a time to celebrate their teams' victories and face the cost of sending relatively inexperienced teams into dangerous

situations. NPCs might return carrying the body of a cherished colleague, tearfully recount the death of a friend, or even correlate the team's failure with the PCs' management decisions. As the series continues, consider adapting the individual NPCs' attitudes to match their recent successes and failures. Pay special attention several of the relationships between team members.

Gauge the teams' responses based on your group of players. If the PCs were well intentioned, and their characters have always been considerate of their venture-captains, there's no need for a guilt trip. If you know the PCs have regularly been critical of in-game venture-captains and other volunteer leaders, ham it up and give the players a taste of their own medicine.

Tracking Deaths: This adventure's Chronicle sheet has a place to note how many of the PCs' subordinates from each team have died. Check one of the boxes for each NPC from that team that is dead by the end of the adventure. In the event of a death, the PCs can expend gold or other resources to cast *raise dead* on a fallen Pathfinder, but they must do so before concluding the scenario. No matter the exact outcome that befell an NPC, the cost to restore him to adventuring condition is always equivalent to *raise dead*.



Pathfinder Society Scenario #7-20: All for Immortality, Part 1: First Taste of Eternity

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #7-20: All for Immortality, Part 1: First Taste of Eternity © 2016, Paizo Publishing, LLC; Author: Thurston Hillman.

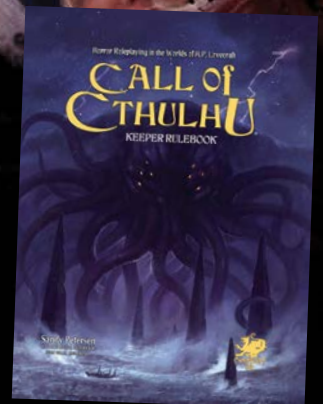
Meet the Mythos head-on, in the legendary RPG that started it all...

CALL of CTHULHU

The definitive horror roleplaying game, where staying sane is even harder than staying alive...

Will you stand steadfast against
the forces of the Cthulhu Mythos?

Want to get started? Download the Free Quick-Start Rules from
<http://www.chaosium.com/free-quick-start-pdf/>



7TH EDITION AVAILABLE NOW!



Pathfinder Society Scenario #7-20: All for Immortality, Part 1: First Taste of Eternity

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Field Commander: You directed three teams of Pathfinders during the Pashow operation. This boon tracks how many of each team perished while fulfilling the orders you gave them.

- Axe-Fixers
- Kernaug Group
- Scroll-Seekers

Savor the Sun Orchid: Few ever gaze upon a vial of *sun orchid elixir*, much less hold one in their hands. For you, the opportunity was too great to ignore. You can either drink the elixir to erase any signs of aging or attempt to sell it. Choose one of the following benefits and cross the others off your Chronicle sheet.

Eternal Health: You gain a permanent +1 inherent bonus to Constitution and a +2 bonus on saving throws against aging, curses, diseases, and poisons.

Flawless Recovery: When you gain this boon, you may cross out any other boon on any of this character's Chronicle sheets. You are so healthy that any mistake from your past virtually melts away.

The Price of Eternity: Rather than drink the elixir, you sold it on the black market. Increase your gold earned for this adventure by 50% (rounded up).

True to the Mission: Even when presented with an elixir worth a king's ransom and a lifetime of second chances, you dutifully returned the prize to its rightful owner. Your dedication inspires your followers, granting each Pathfinder team you direct during this series a +1 bonus on checks to complete missions. If all of the PCs participating in the adventure have this boon, increase the bonus to +2.

SUBTIER	<input type="checkbox"/> Slow <input type="checkbox"/> Normal		
12-13	6,555	13,110	
SUBTIER	<input type="checkbox"/> Slow <input type="checkbox"/> Normal		
Out of Subtier	8,692	17,384	
SUBTIER	<input type="checkbox"/> Slow <input type="checkbox"/> Normal		
14-15	10,829	21,658	
SUBTIER	<input type="checkbox"/> Slow <input type="checkbox"/> Normal		
—	—	—	

MAX GOLD			
	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		

EXPERIENCE			
	Initial Prestige	Initial Fame	
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	-		
	Prestige Spent		
	Current Prestige	Final Fame	

FAME			
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
	-		
	Gold Spent		
	=		
	Total		

All Subtiers	Subtier 14-15
<p>+2 <i>bardiche</i> (8,313 gp; <i>Pathfinder RPG Ultimate Equipment</i> 23)</p> <p><i>gauntlets of giant strength +4</i> (24,000 gp; functions as a <i>belt of giant strength +4</i>, but occupying the hands slot; can be upgraded into <i>gauntlets of giant strength +6</i> only if the character played through this scenario in Subtier 14-15)</p> <p><i>headband of alluring charisma +4</i> (16,000 gp)</p> <p><i>headband of inspired wisdom +4</i> (16,000 gp)</p> <p><i>portable hole</i> (20,000 gp)</p> <p><i>potion of barkskin</i> (CL 9th; 900 gp, limit 1)</p> <p><i>wyrmslayer's shield</i> (20,170 gp; <i>Ultimate Equipment</i> 133)</p>	<p>+2 <i>shock adamantine bardiche</i> (21,013 gp; <i>Ultimate Equipment</i> 23)</p> <p>+3 <i>light fortification scale mail</i> (16,200 gp)</p> <p><i>gauntlets of giant strength +6</i> (54,000 gp; functions as a <i>belt of giant strength +4</i>, but occupying the hands slot)</p> <p><i>staff of second chances</i> (21,900 gp; CL 13th; this magic staff can cast the following spells: <i>breath of life</i> [2 charges] and <i>regeneration</i> [3 charges])</p>

For GM Only

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