

PATHFINDER SOCIETY



Year of the Risen Rune



THE CULTIST'S KISS

By Sam Zeitlin



THE CULTIST'S KISS

PATHFINDER SOCIETY SCENARIO #4-08

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Pathfinder Society Scenario #4-08: The Cultist's Kiss is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Gamemastery Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Paizo Publishing, LLC

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THE CULTIST'S KISS

BY SAM ZEITLIN



Ten thousand years ago, in the heyday of the unparalleled Thassilonian empire, those in power maintained control through the mastery of rune magic, a unique form of arcane specialization passed to humanity by the goddess Lissala. The veneration of sin and the harnessing of the immense power such depravities held propelled the runelords to heights unmatched since. But all empires crumble, and Thassilon fell when the meteor shower known as Earthfall ushered in the Age of Darkness. And with this descent into darkness, the faith of Lissala went into hiding; its most notable adherents were gone, and the empire built upon its tenets reduced to ruin.

In the centuries since, small covens of Lissalans have kept the faith alive, secret and hidden among the civilizations that came in Thassilon's wake. Lacking central leadership, however, the cults' activities have been sporadic, and to all but the most learned, Lissala's faith is considered dead. One such cult—calling itself the Feasters of the Heart—has remained through the centuries by tapping into the timeless life granted by vampirism. Yet the salvation it offers is also its greatest detriment, for few societies in modern Avistan welcome the undead among them, and though the Feasters of the Heart carry the teachings of their goddess into the present day with their preternaturally extended lives, they can never spread the faith to a wider population because of their self-imposed monstrosity.

The Feasters of the Heart have thus moved from one settlement to another over the centuries, bringing new blood into the fold and sending those vampires off to other parts of the world to increase Lissala's influence. Ilan Kosta, the vampire priest who established the Feasters in Palin's Cove, arrived 50 years ago, and quickly began building up the cult with new spawn and dominated thralls who willingly submitted themselves to Lissala's will. Twenty years ago, one such cultist named Milena Talich, daughter of one of Palin's Cove's leading families, bore an illegitimate son to Ilan, a dhampir she named Tomasz. During complications during childbirth, Milena's health quickly declined, and Ilan turned her fully into a vampire to save her from death. Milena could

WHERE ON GOLARION?

The Cultist's Kiss takes place in the Varisian town of Palin's Cove, a holding of nearby Korvosa. Palin's Cove was originally a military outpost centered around two lighthouse-fortresses, and is strategically vital because of its position at the mouth of the Falcon River. Palin's Cove today is an industrial port, small but rapidly growing, known for its productive siege engine factories. Unfortunately, as trees are felled to feed the furnaces, smoke pours from chimneys, and waste is dumped in the Falcon River, the town's natural beauty may not survive. For more information on the region of Varisia, check out *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, both available in bookstores and game stores everywhere, and online at paizo.com.



no longer operate in the day and thus could not raise her son. She became a recluse, and sent her son secretly to Belodia Asylum to be raised in captivity.

As a vampire, Milena was beautiful, capricious, and cruel. Taking over the factory's daily operation from her aging father, she used her family's resources to provide a safe haven for her fellow cultists in the family's foundry. Milena now finds herself protected from the sun during the day and unmolested at night when she and the Feasters of the Heart use the hidden chambers beyond the foundry furnace to carry out their vile rituals.

GM RESOURCES

The Cultist's Kiss makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Gamemastery Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Additionally, the adventure contains a spell tattoo, the rules for which can be found in *Pathfinder Campaign Setting: Inner Sea Magic*, though access to this source is not required to run the adventure.

Served by dominated cultists, spawn, and shape-shifting totemmasks, the cult now operates without fear of discovery and has grown with alarming speed given the slow pace at which it had spread for 10,000 years.

Recently the cult was contacted by Lissalan priestess Vandiana, who is orchestrating the faith's return to prominence with the awakening of its last high priest, the runelord of sloth, Krune. Milena has little interest in Vandiana's grand plans; she simply wishes to spend her immortality playing with human toys. But Ilan is a true believer. Many of his followers have already left Palin's Cove to heed the call of their terrible goddess. Soon Ilan and his spawn will follow.

Last month, the Pathfinder Society sent a lone infiltrator, Charito Menas, to investigate the cult. She found Tomasz in the asylum, and used his knowledge to find the foundry. Charito was caught while spying on the cult's rites, and brought before Milena and Ilan. After weeks of mental, physical, and magical interrogation failed to break the Pathfinder, Milena ended Charito's suffering by turning her into a vampire, and she now serves the evil cult with zeal. But her disappearance hasn't gone unnoticed by the venture-captain who sent her to Palin's Cove, and more Pathfinders are on the way to continue her investigation.

SUMMARY

The PCs are sent to Palin's Cove and instructed to find and study the cult of Lissala there. On arrival, they are met by a retired Pathfinder, who offers the party a cover identity as wealthy mystic dilettantes in search of enlightenment.

The Pathfinders must explore Palin's Cove to find the cult, investigating rumors of Lissala, mysterious disappearances, and citizens' strange behavior. Along the way, a few townsfolk interested in the mysterious cult may try to join the search. The investigation leads the Pathfinders to the dhampir Tomasz Kosta, son of the cult's two vampire leaders, who is a patient at the town's less-than-reputable insane asylum.

With Tomasz's help, the PCs discover where and when they can gain access to the cult in order to infiltrate its inner workings. In the dark, abandoned Talich Foundry, the PCs and any other citizens interested in joining the cult may undergo a series of tests to prove their devotion to Lissala. Initially, the initiates are given the chance to receive a profane brand upon their flesh to demonstrate their devotion to Lissala to the world. After that, characters must walk through the foundry's raging furnace to prove their willingness to put themselves in danger at Lissala's command. Next, the party must choose how to separate the strongest among them from the weakest. Finally, the characters are ready to be "initiated" into domination or undeath, and must fight for their lives to remain among the living. Having slain the cult vampires, the party finds evidence that the scattered cults of Lissala plan to bring back the Runelord of Sloth.

GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Sheila Heidmarch's mission summons brings you to her Magnimarian manor house.

"Loyal Pathfinders," the deep-voiced Venture-Captain Sheila Heidmarch says from the end of the long dining table, "our colleagues in Absalom are putting pressure on me to find out more about the forgotten goddess Lissala and her worshipers. We have searched catacombs and libraries for artifacts and accounts of the faith for centuries, but now that we know the cult is still active here in Varisia, this has become a priority for the Ten.

"One of my agents claimed she had uncovered an active cult of Lissala practicing their rites in Palin's Cove, a few days ride from Korvosa. If she's correct, this would be an unusual opportunity for us—we could study the goddess and her faith firsthand instead of piecing together information from disparate runes and legends hidden in the dust of a crumbled empire. Find this cult and get to the center of its inner workings. Brute force might get you in the door, but we won't learn much from a bunch of dead cultists, so infiltrate it if you can. Learn what secrets you can, and get out safely to report your findings to me. I want to know how Lissala's faith has survived 10 millennia undetected, and what foul plan they're concocting that has precipitated their resurgence all of a sudden.

"I have a man in Palin's Cove by the name of Gerhart Aldrim. He has arranged lodging and cover identities for you if you need them. Aldrim will expect you at the Baited Hook Inn within the week, and can answer any questions you might have about your mission. Oh, and one last thing: The agent who uncovered the cult has not reported back in some time. So do be careful. Losing one Pathfinder is misfortune; losing an entire team would seem like carelessness."

The scenario begins as the party arrives at the Baited Hook Inn; how they traveled from Magnimar to Palin's Cove is immaterial, and players should be allowed to come up with their own details should they wish to do so. The Baited Hook Inn is a sturdy building by Palin's Cove's docks where sailors stay during shore leave. The drinks are strong, the company uncouth, and the fried fish as fresh as it comes. **Gerhart Aldrim** (NG male human rogue 4) is waiting. He was a tall man once, but in his old age, he walks with a stoop. He is missing much of the right side of his face, and most of his right arm. Aldrim is a retired Pathfinder, stationed to keep watch for sudden developments in the strategically vital town of Palin's Cove. His demeanor is playful and folksy, but in long conversations his bitterness at being put out to pasture shines through. Aldrim doesn't expect the party to stay at the filthy Baited Hook, and invites them to his cottage. He's happy to talk with the PCs and answer their questions before they begin their investigation.

What's going on around Palin's Cove?

"Two things are constant here: the smoke from the furnaces and the clanging of the forges. This town was built to withstand sieges, but now it fuels them. The factories make siege engines here for Korvosa and anyone else who can afford the goods. Ballistae, trebuchets, worse things I'd never heard of and hope never to see used. Palin's Cove will never see all the blood their machines spill, but they get something almost as bad: the gritty soot here that gets into everything. Rich folk make their servants work themselves to death trying to keep the dust out. Poor folk don't even bother trying. The soot gets in the air, in the food—you should hear the workers cough. The worst is when it rains, and the thick, ashy fog hangs so heavy you can hardly see the sky. Hell of a place to retire. At least the sea's still beautiful as ever."

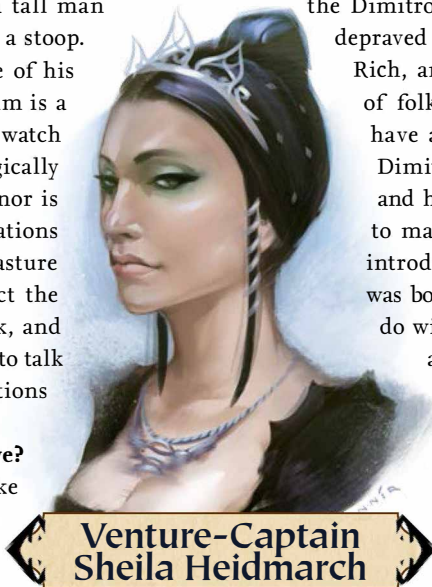
What happened to the last Pathfinder sent to investigate the cult? "Charito Menas, her name was. Taldan, lovely to look at, but arrogant as the hosts of Hell. She didn't like me much. Never told me much about where she was going, who she was talking to, or what she found out. Then one night she didn't come back. Guess whatever she was looking for found her first. Not my fault I had no idea where to look for her. Frankly, I didn't like her enough to risk my good arm poking around where I'm not wanted."

What do you know about the cult of Lissala? "Charito didn't tell me much, but I know she found something. I think she called them the 'Heart Eaters' or something like that. I'd never heard of them, and I've lived here going on

ten years now. If this cult of hers is real, they're hidden well. Then again, I don't get out too much these days. Whoever she talked to must be out there somewhere. It can't hurt to ask around."

What's this about a cover identity? "Sheila thought a bunch of Pathfinders asking questions might put the cult on its guard. We put together a different story, if you want it. One of you will be Avis Dimitrov, from the Dimitrov family in Korvosa. Dimitrov seeks depraved pleasures and mystic enlightenment. Rich, amoral, and not too bright—the kind of folk any mad sect would be happy to have aboard. The rest of you can pose as Dimitrov's bodyguards, servants, advisors, and hangers-on. I have some fancy clothes to make you look the part, and a letter of introduction from a Korvosan wizard who was born here. No skin off my nose what you do with this; Sheila told me to get it ready and she's not one to be lightly refused."

(Adopting the cover identity and dressing the part grants a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff checks whenever pretending to be Dimitrov would be helpful.)



**Venture-Captain
Sheila Heidmarch**

Diplomacy or Knowledge (local)

Asking around about Palin's Cove turns up tidbits of news and rumors depending on the PCs' results on a Diplomacy check to gather information or a Knowledge (local) check.

10+ Palin's Cove was once a fortress that withstood countless sieges. Now the town makes siege engines. But the factories that brought the town wealth have destroyed much of its natural beauty. The nearby woods have been cleared and the air is full of dust and soot.

15+ Palin's Cove is run by a council of the most powerful and influential of the industrialist magnates whose business keeps the town's economy going. Representatives of the Dunstone, Hurne, Ireni, Rumalin, and Talich families serve as the effective leaders of the council, and each has more than one member of the clan on the council, an honor only these families hold.

20+ In recent years, the outside world has more become aware of the power of siege machinery produced in Palin's Cove. Emissaries from mercenary companies and foreign powers have begun visiting the town council, offering lucrative sums to commission weapons. The authorities in Korvosa are not amused, but have yet to step in as Palin's Cove's liege state to put a stop to the town's foreign contracts.



Faction Notes: Charito Menas kept her information from Aldrim because she suspected he was part of a rogue Shadow Lodge cell. She was right. Aldrim blames the Decemvirate for sending him on the missions that cost him his face and arm, and for not healing him with magic. Formerly affiliated with the Shadow Lodge rebels led by Kormiggon Sussworth in the city of Kaer Maga, Aldrim, Aldrim is now ostensibly back in good standing with the Grand Lodge. Grand Lodge faction PCs must find evidence of Aldrim's Shadow Lodge ties. If they search Aldrim's lodgings while he's out, a successful DC 25 Perception check reveals a sheaf of letters written (for security) in an ancient Varisian dialect. Reading the letters requires the *tongues* or *comprehend languages* spell, or a successful DC 20 Linguistics check (PCs capable of speaking Varisian receive a +5 circumstance bonus on this check). The letters are from an unknown Shadow Lodge agent called Valkythe, and concern the Pathfinder Society's movements. Discovering these letters earns Grand Lodge faction PCs 1 Prestige Point.

PART ONE: FINDING THE CULT

The Pathfinders' initial goal should be to locate the cult, which operates in secret, and which the PCs thus can't simply approach without some sort of investigation. Where the PCs go to search out information is up to

them, but GMs are encouraged to use the locations and NPCs presented below as a guide for Palin's Cove. Wherever they search and whomever they speak to, the PCs must attempt a series of Diplomacy checks to gather the information they seek. What information they uncover depends on the DC of their checks, each of which represents 1d4 hours of canvassing the town for hints, rumors, and leads. The PCs may inquire about the missing Pathfinder, Charito Menas, or about the cult. Whichever tack they take, the investigation should lead them to Belodia Asylum and then to the Talich Foundry.

The PCs shouldn't need to make Bluff or Disguise checks to maintain their cover identities during their investigation, as random townsfolk have little reason to suspect false identities. They do, however, need to make such checks once they've located the cult and attempt to infiltrate it.

PALIN'S COVE

LN small town

Corruption +0; **Crime** +0; **Economy** +2; **Law** -1; **Lore** -1;
Society +4

Qualities prosperous, strategic location

Danger +0

DEMOGRAPHICS

Government council of industrial magnates

Population 2,150 (90% human, 3% halfling, 2% half-elven, 1% dwarven, 1% elf, 1% gnome, 1% half-orc, 1% other)

Notable NPCs

- Banker Ilina Bodral** (LG female human cleric of Abadar 7)
- Garrison Captain Marcu Valdis** (LN male human fighter 6)
- Petro Talich** (LE male human expert 7)
- Xandrina Dunstone** (CG female human aristocrat 9)

MARKETPLACE

Base Value 1,430 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 4th
Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

Palin's Cove Locations

The PCs can investigate the following locations while investigating the cult's activities in Palin's Cove.

A. Lonely Hearth Lighthouse: This lighthouse fortress was one of the two original fortifications that became Palin's Cove and remains one of the two most prominent structures in the current town. Positioned atop the natural pediment known as High Crag, Lonely Hearth offers a clear view above the lingering smoke that covers Palin's Cove, but is still enveloped in the residual haze that is a constant feature of sky above the town. Here the PCs can find lighthouse keeper **Injae Billit** (NG male human commoner 3), who is happy to talk as long as the PCs don't keep him from his work.

B. Rumalin Manor: Home to the powerful Rumalin family—which controls much of Palin's Cove's catapult manufacturing—Rumalin Manor stands on Merciless Isle, named for the ship Keyra Palin captained in Korvosan's earliest days. Here the PCs encounter the Rumalin family's housekeeper, **Glindia Taroon** (LN female human commoner 2), who is curt with the Pathfinders and constantly reminds them during the conversation that her masters don't pay her to chatter with strangers.

C. Ireni Manor: The influential Ireni family lives here, in an austere manor house rising four stories into the gloomy air above Palin's Cove. The family's layabout youngest son, **Astanof Ireni** (N male human aristocrat 1/bard 1) can be found here (he'd certainly never be caught dead working in the ballista factory). He's blasé about most things and doesn't seem to know much of what goes on outside his home.

D. Dunstone Manor: One of the two most powerful families in Palin's Cove, the Dunstones are vital allies for the other families because they specialize in the manufacture of siege weapon munitions. The family is led by Xandrina Dunstone, who, while young, has already increased her family's prosperity.

E. Bank of Abadar: While Palin's Cove has a small temple to Torag in Bright Hearth Fortress, the primary religious institution in the town is the Bank of Abadar, which serves as a bank, hospital, and city hall. **Ilina Bodral** (LG female human cleric of Abadar 7) is the highest

ranking priest and has been for 10 years. The PCs can make an appointment to see her with only a few hours' wait, and she offers whatever help she can, though she knows little of cults operating in hiding or the missing Pathfinder. Nevertheless, one hears things when one is such a notable personage, and she passes on any rumors she may know.

F. Bright Hearth Fortress: The city watch holds the military fortress of Bright Hearth, which serves as a secondary lighthouse to Lonely Hearth and was the first structure built in Palin's Cove. The watch consists of a local constabulary and a garrison of Korvosan regulars who rotate out every 6 months. Only the garrison's officers, led by **Captain Marcu Valdis** (LN male human fighter 6) provide a constant presence, maintaining an institutional memory and clear line of leadership between the soldiers and citizen watch. Valdis and his officers can provide the PCs information about reported disappearances, but don't have any information on the cult. Since no one has reported Charito Menas missing, they have no information for the PCs on this topic.

G. Belodia Asylum: This imposing building once served as a Korvosan naval prison, but was converted to a sanitarium nearly a century ago. Alienist **Nivolo Belodia** (LE male human expert 4) greets the PCs in his office and takes every opportunity to ensure the party of the kind and gentle treatment of his charges, even if they don't insinuate otherwise. For more information on the asylum and what the PCs can learn here, see encounter area **G** on page 10.

H. Talich Foundry: While individual factories in Palin's Cove have their own means of smelting ore in a pinch, the vast majority of the raw metal used in manufacture in Palin's Cove comes from the Talich Foundry, where ore from Janderhoff arrives weekly via barge for processing. Since Milena Talich was fully transformed into a vampire, the foundry's workfloor has been the only publicly accessible portion of the building, and most of the workers here are now dominated by Milena or other members of the Feasters of the Heart. If the PCs investigate here before locating the cult, the dominated worker who greets them denies having heard rumors of a cult of Lissala. She immediately reports to Milena that strangers are looking into the Feasters of the Heart and also reports that they are Pathfinders unless the PCs have hidden that fact. For more information on the foundry, see encounter area **H** on page 14.

I. Baited Hook Inn: This inn is the primary source of lodging, entertainment, and food for the inhabitants of Palin's Cove. Its proximity to the docks and the tendency for underpaid factory workers to live there indefinitely means its clientele is often unwashed and uncouth, and even its best rooms are infested with bed bugs and the stench of body odor. Innkeeper **Pindra Coxswain**

ATTRACTING ATTENTION

The PCs are not the only people in Palin's Cove interested in finding the cult. A few townsfolk are intrigued by the idea of the Feasters of the Heart, and want to accompany the PCs on their investigations in order to join it. These characters aren't malevolent, but they're naive and persistent—a dangerous combination. They may have a little information the party hasn't acquired yet, but on the whole they don't really know what they're getting into. Introduce one of these hangers-on each time the party fails at a Diplomacy check to gather information, and one for each day beyond the first the PCs spend investigating. If the party succeeds at all their checks, introduce one of the hangers-on after the characters visit the asylum.

Eliza Tarus (female human acolyte of Calistria): A temple prostitute, Eliza hoped to become a cleric of Calistria. But despite her piety, divine power has eluded her. Disappointed, frustrated, and laden with doubt, Eliza wishes to serve the rumored goddess of the Feasters of the Heart instead.

Henrim Tirlea (male human farmer): Henrim lost his wife and two sons to disease a few years ago. Since then his life has followed a downward spiral into alcohol and debt. Henrim is numb, desperate to feel something, anything, even if it's painful. He hopes the cult can answer his need.

Nora Siperco (female human maidservant): Nora is a maid in the household of the Rumalin siege magnates, and has been sleeping with one of the younger sons of the family. Nora wants her paramour to marry her and lift her out of poverty. She thinks the cult and its goddess can make him love her forever.

Sali Rom (male human aristocrat): A minor aristocrat from an impoverished family, Sali faces the prospect of an arranged marriage to a woman he detests. Sali had a somewhat wild youth, and before he's forced to settle down for good, he wants to indulge in depravity with the notorious rakes of the cult he's heard called the Feasters of the Heart.

(N female human expert 2) is a great source of rumors, though she often exaggerates what she's heard and inserts details of her own exploits as a child aboard a Korvosan warship captained by her father, all of which are lies meant to drum up business.

J. Talich Manor: Along with the Dunstone family, the Talichs are an indispensable asset to industry in Palin's Cove, and the money they've made running the town's foundry has earned them the most opulent and ostentatious manor house in the town. Butler **Gavril Ditschek** (LG male human commoner 4) is likely the PCs' contact here, as access to the Talich family and their

private residence is restricted to invited guests only. He is a stuffy, formal old man who runs the lower floors of the Talich family's manor. He is very precise and dignified, except when relaxing and playing cards with the other servants, in which case he becomes an incorrigible gossip. He's especially likely to offer information about Milena's shift in behavior around the time of her secret pregnancy 2 decades ago, and about her frequent visits to Belodia Asylum, though he knows nothing of the cult or related disappearances.

K. Aldrim's House: This humble cottage is home to Gerhart Aldrim, the Pathfinder Society's informant in Palin's Cove. He offers it as temporary lodging to the PCs. While quarters are cramped, there's enough room for the entire party to rest here each night and prepare modest meals should they wish to do so instead of buying food elsewhere in town.

L. Ammunition Factory: This building was formerly the center of all siege engine production in the original fortress of Palin's Cove, but the Dunstone family later converted it into a factory for ballista, trebuchet, and catapult ammunition, as well as the efficient forging of arrows, bolts, and sling bullets in quantities sufficient to supply an entire army. The PCs may purchase masterwork ammunition at half the listed price from this location with a successful DC 25 Diplomacy check.

M. Ballista Factory: Owned by the Irenee family, the ballistae of Palin's Cove are manufactured here and shipped around the Inner Sea region as orders dictate.

N. Trebuchet Factory: The Hurne family's trebuchet factory stands opposite the Belodia Asylum, its walls just as bare and imposing as those of the former prison across the street. This factory is currently closed for a refitting of some of the machinery within, which is being upgraded to make trebuchets with a longer range. The Hurne family is the only magnate family without a manor in town, preferring to live several miles upriver in a large estate offering endless hunting opportunities. A small apartment takes up the eastern wing of the factory, but is currently unoccupied.

O. Catapult Factory: Owned by the Rumalin family, the catapult factory is the largest of the five magnates' operations. Except in cases of extreme emergency (such as the rampage of the red dragon Glarataxus, who has attacked the town on a number of occasions), the factory operates around the clock, the only facility to do so in Palin's Cove. Despite the increased workload, however, the Rumalins have not seen a noticeable increase in output compared to the town's other factories.

Clues and Rumors

As the PCs investigate the cult and the missing Pathfinder, they can discover the following facts, depending on

CLUES AND RUMORS TABLE

Diplomacy	
Result	Clues and Rumors
DC 15	"I've heard there's a secret shrine, somewhere in the city, to a goddess of love. Not Shelyn or Calistria, mind you. An old goddess. I'm not even sure she has a name. Where it is I couldn't say, though."
	"Sometimes folks just disappear around here, usually after asking questions like you're asking. A Varisian woman was here a few weeks back, asking the same sorts of things, and where is she now?"
	"You're talking like one of the crazies in the sanitarium. There's no secret cults or strange happenings in Palin's Cove. We're hard workers who mind our own business and don't get mixed up with that sort of big city stuff."
	"It'd be hard for a cult to exist in Palin's Cove without people knowing about it. The magnates keep a close eye on everything that goes on here in town, 'cause their livelihoods depend on all of us working hard in their factories."
DC 20	"My sister's an orderly at the asylum, and she's always talking about secret cults and such. It's stuff she hears from the patients there, I guess, so I don't put much weight in what she says."
	"A few stevedores and factory workers recently turned up dead in a coal bin. I heard that all the blood had been drained from their bodies!"
	"I heard that one of the magnates' daughters got mixed up in a cult a few years back and ended up pregnant. I wonder which one it was and where the baby went."
	"I heard that visitor from out of town who last disappeared was a Pathfinder. Someone powerful must not have liked her poking around and asking about forgotten gods and hidden cults."
DC 25	"Sometimes, before folks disappear, they start acting strange and talking about service and eternal life. Then again, sometimes people talk like that and they don't disappear; they just work hard and keep to themselves."
	"There's a patient in the sanitarium—name's Tomasz Kosta, I believe—who I've heard has been there since birth. Rumor has it he gets frequent visitors at night, but I hear he's just as crazy as the rest of them in there."
	"Something like 20 years ago, Milena Talich had an illegitimate child I heard was half monster. The boy I guess died in childbirth, cause no one's ever seen it, and Milena's whole personality changed as a result. Now she rarely leaves the factory, and when she does she doesn't talk to anyone. I've heard that the patients at the asylum claim she visits there often, but I can't recall ever seeing her go to that part of town."
	"In the last month, there've been more disappearances than normal. All started when that Varisian woman vanished. Since then, we've lost nearly a dozen folk, and the watch doesn't seem to have any suspects. I've heard that a number of them now work at the foundry, and just never leave the place, but every time I've visited they haven't been there."

the result of their Diplomacy checks. For each attempt, give one clue from the appropriate list in the Clues and Rumors Table above. If the PCs have received all clues in a given list when making a check, provide them two clues from the previous list.

Development: The PCs' investigation is likely to lead them to Belodia Asylum (area G) to follow up on several of their leads. If their investigation takes them in another direction, do what you can to nudge them back in this direction. It is possible for them to get all the clues available to them without visiting the asylum, however, and this eventuality shouldn't be punished. In such a case, the PCs receive an unsigned letter from a member of the cult acknowledging the PCs' queries about the Feasters of the Heart. The letter invites them to the standing stone outside town on the night of the new moon to be led to the cult's sanctum. It advises them to wear black robes so they can be recognized. While the PCs likely won't

encounter Tomasz or learn of his relationship with the cult, as long as they follow up on the letter in order to gain access to the cult, the story should progress without a visit to the asylum.

Faction Notes: Andoran faction PCs who succeed at a DC 20 Diplomacy or Knowledge (local) check learn that Quintus Maro is staying with the Irene family. The PCs can eavesdrop on Maro and the Irene family with a successful DC 25 Disguise or Stealth check. Alternatively, they can bribe an indiscreet servant with a successful DC 25 Diplomacy check and 50 gp. Maro has been hired to help the Irene family construct enchanted, animated siege engines for Korvosa. Learning Maro's true purpose for being in Palin's Cove earns Andoran faction PCs 1 Prestige Point.

Chelax faction PCs can tail the patriarch of the Rumalin family with a successful DC 25 Stealth check, or they can hire urchins to do it for them with a successful DC 20 Diplomacy check and 5 gp per day (the urchins have

a 25% chance of success each day). They can also bribe servants in the same manner as Andoran faction PCs can above. Despite his saint-like reputation, Georg Rumalin cheats on his wife, and with a priestess of Sarenrae, no less. An anonymous blackmail letter brings him back in line, and earns Cheliox faction PCs 1 Prestige Point.

Qadira faction PCs can visit factories or workshops as part of their larger investigation. A successful DC 25 Perception check or DC 20 Appraise check reveals a rare and costly sealant is used to treat the wood from which many siege engines are constructed. PCs who exceed the DC of either check by 5 or more also discover an additive used in steel production that makes for lighter and less brittle alloys—a chemical compound that is very plentiful in the Empire of Kelesh’s eastern satraps. Locating either trade secret earns Qadira faction PCs 1 Prestige Point.

G. BELODIA ASYLUM

Belodia Asylum is an imposing building, its angular grey stonework softened only slightly by the creep of moss. High walls, wrought iron, and a watchtower keep its secrets close. Among those guarded secrets is the fact that the patients within the former prison are more like inmates than hospital charges, and the Belodia family members who’ve managed the asylum since its founding are cruel on the best days and sadistic on the worst. The asylum currently houses a dozen patients from as far away as Abken, including Tomasz Kosta. Six orderlies live in the facility, and work 8-hour shifts in pairs.

A single wooden door provides entry to the former prison, and the a heavy iron door just behind it is always locked and barred from the inside. Ringing the bell on the inner door summons an orderly who escorts any visitors inside.

G1. Reception

This austere stone room contains a simple desk and a number of chairs along the walls. Here guests of patients wait to be escorted to their friends and relatives. The PCs are quickly ushered from this room to the alienist’s office in area G3.

G2. Staff Barracks

This room contains three two-tiered bunk beds, six wardrobes, and a table. Here the orderlies sleep when not on duty or elsewhere in town.

G3. The Alienist’s Office

This cozy room is furnished in dark polished wood. A bookshelf holds a score of leather-bound tomes, and a worn leather chair sits behind a letter-strewn desk. Two wooden doors flank the room’s primary entrance.

Here the asylum’s overseer and chief alienist manages the asylum. Two small exam rooms are connected to the office, where he meets with patients privately or sees concerned family and friends. The current alienist is Nivolo Belodia, whose mother and grandfather both held the same position before him. Belodia is corpulent and balding. His eyes are fish-like, and he rarely blinks. He’s intelligent, but his work irritates him, and he takes out his frustrations on others.

If questioned generally about the cult or Charito Menas’s disappearance, Belodia is dismissive of the questions, but does take every chance presented to him to talk up the quality of the care his patients receive. With a successful DC 20 Sense Motive check, a PC recognizes this as a falsehood. If the PCs have heard rumors elsewhere of Milena Talich’s visits to the asylum, the patient Tomasz Kosta, or strange claims made by the asylum’s patients, Belodia is a bit more forthcoming.

He claims truthfully to have never seen Milena visiting the asylum, though he confirms that some of the patients speak of seeing her from time to time, especially one particular patient, a dhampir named Tomasz Kosta, who refers to Milena as “mother.” Regarding Kosta, the alienist knows that the dhampir was already a patient here 15 years ago when Nivolo took over from his mother, though Kosta was merely a boy at the time. He says the man wails about being “abandoned by the Feasters of the Heart” and now spends most of his time restrained after maiming his own face by clawing at his eyes. Regarding the ravings of his patients, he simply says that “the words of the mad must always be taken as just that.”

Getting permission from Belodia to meet with a patient requires a successful DC 15 Diplomacy or Bluff check. Belodia demands that the PCs leave their weapons, holy symbols, and spell component pouches behind “for the patients’ safety” and to preclude any outside interference in the asylum’s treatments of its charges. Convincing him to allow them to bring in such items despite asylum regulations requires a successful DC 25 Diplomacy check. Smuggling in a light weapon, holy symbol, or spell component pouch requires a successful DC 15 Sleight of Hand check. Belodia is also receptive to tactful bribes. The Pathfinders receive a +1 bonus on all subsequent Diplomacy checks for every 50 gp they give him, up to a maximum of a +10 bonus.

G4. Patient Cells

A row of prison cells lines each side of a long hallway. Within each lies a cloth mat atop a bed of straw. The walls are heavily padded, as are the metal bars isolating the cells’ inhabitants from the outside world. The sounds of faint whimpering and incoherent mumbling echo off the cold stone walls and floors.

Belodia Asylum

1 square = 5 feet

T = Tomasz Kosta



GameMastery Flip-Mat: Prison

Belodia generally doesn't allow visitors to this part of the hospital, knowing that the clearly substandard conditions would call into question the effectiveness of his institution's practices in tending to the insane. The hallway is kept clean, either through vigilance or due to frequent foot traffic from the orderlies, while the individual cells are unkempt at best and squalid at worst.

Creatures: Ten patients occupy various cells in this area, spread out so that they take up adjacent cells as rarely as possible. They are truly insane and speak nonsense if questioned, though most are comatose, unresponsive, or sleeping. Tomasz Kosta calls out at the sound of approaching footsteps from his cell, the third from the east in the northern row. He is a pallid young man, lying on the floor in a straight-jacket. Where his eyes should be is only blank flesh, covered in scabs and scars. While Belodia and the orderlies claim he gouged out his own eyes, his flesh was actually warped by one

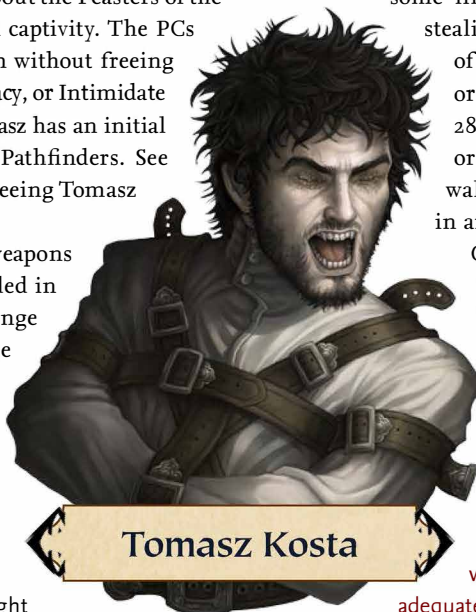
of the totenmaskes masquerading as orderlies, and the dhampir's attempts to open his eyes to the light have merely been misinterpreted. His blindness can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a successful DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the PC does not succeed at check.

Tomasz has only ever known captivity, having been brought here as an infant when his mother was made a vampire. In his infancy, he was nursed and raised by a patient at the hospital, but her death only a few years into his life left him utterly alone. At this point, his mother began appearing to him frequently, entering the asylum and his cell in gaseous form, blending with Palin's Cove's constant atmospheric haze. She nurtured him as much as her evil heart allowed, and spoke to him of the great things that the Feasters of the Heart would do someday. The bedtime stories and haunting lullabies he heard in

his youth have stuck with him, and now Tomasz is the premier expert on the Feasters aside from their own members. Unfortunately, any attempts he makes to tell others what he learned from Milena are interpreted only as the ravings of a child born insane and raised behind bars out of the sun's reach.

The dhampir welcomes visitors, and promises to tell them whatever they want to know about the Feasters of the Heart if they'll help free him from captivity. The PCs can get the information out of him without freeing him with a successful Bluff, Diplomacy, or Intimidate check, or magical compulsion. Tomasz has an initial attitude of indifferent toward the Pathfinders. See Development below for details on freeing Tomasz and interrogating him afterward.

At the asylum, Tomasz has no weapons or armor; the mundane gear included in his stat block is what he can scrounge given a few hours of freedom. The stats below also assume he's been cured of his blindness.



TOMASZ KOSTA CR 6

Male dhampir fighter 6 (*Pathfinder RPG Bestiary* 2 89)
 CN Medium humanoid (dhampir)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 49 (6d10+12)
Fort +6, **Ref** +4, **Will** +3 (+2 vs. disease, fear, and mind-affecting effects)
Defensive Abilities bravery +2, negative energy affinity, resist level drain
Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee longsword +11/+6 (1d8+6/19–20)
Special Attacks weapon training (heavy blades +1)
Spell-Like Abilities (CL 6th; concentration +8)
 3/day—*detect undead*

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 8, **Cha** 14
Base Atk +6; **CMB** +9; **CMD** 22
Feats Combat Reflexes, Dodge, Improved Iron Will, Iron Will, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Bluff +10, Perception +1, Sense Motive +5; **Racial Modifiers** +2 Bluff, +2 Perception
Languages Common
SQ armor training 1
Gear studded leather, longsword

Development: There are many possible ways to free Tomasz from his cell and the asylum at large, especially using magic. Characters of the PCs' level should have many resources at their disposal to free a single prisoner from a lightly guarded facility such as Belodia Asylum despite its original purpose as a prison. Allow the party to come up with their own solution to the problem, though some likely nonmagical approaches include stealing a cell key from an orderly (Sleight of Hand DC 20), breaking the cell door or bars (hardness 10, hp 60, break DC 28), disguising Tomasz as another PC or orderly (Disguise DC 25), scaling the wall in area G7, or using the waste chute in area G6.

Once outside and safe (or if compelled to answer while within the asylum), Tomasz speaks.

“The group you’re looking for is called the Feasters of the Heart—I am the son of the high priest. My mother comes to me in the night and speaks to me. She tells me tales of my father and the great things the Feasters of the Heart will do when Lissala deems their service adequate. She says their numbers are growing and soon I will be able to join them. When it’s safe. When the sun won’t hurt me and the light won’t blind my fragile eyes. My father has never come to see me, and I wonder whether my mother speaks the truth.

“You are not the first to ask about the Feasters of the Heart in recent months. I spoke with a woman with a honeyed voice a few weeks ago and told her much the same thing. She promised to help me get free of my home so I could be with my parents but she never came back. I told her what my mother said of how new blood join the Feasters of the Heart: don a black robe and wait by the standing stone on the coast on the night of the new moon. Whether she did so and was led to my parents’ holy sanctum, I don’t know. I only know I never heard from her again, and I remained in my cell.”

A PC who succeeds at a DC 10 Knowledge (geography or nature) check identifies the night of the new moon as the following night. The PCs can easily find black robes for less than 1 gp each, and the standing stone Tomasz mentions is a lone menhir approximately a half-mile from Palin’s Cove on the coast of Conqueror’s Bay.

Faction Notes: Osirion faction PCs seeking Elizar of the Burning Brand can find him in the southwesternmost cell. Elizar’s mind is broken. He believes he is already dead and in Hell suffering unspeakable agonies. Getting him to voluntarily leave with the party requires a

successful DC 25 Bluff or Diplomacy check. A PC who plays to his delusions or temporarily alleviates his mania with a spell like *calm emotions* receives a +2 circumstance bonus on this check. Once the PCs have convinced Elizar to follow, they still need to get him out of the asylum; if he can't be made to come willingly, the PCs must rescue him by force. Once Elizar is free of his cell, Aldrim can take care of him while the PCs complete the adventure. Rescuing Elizar from the asylum earns Osirion faction PCs 1 Prestige Point.

G5. Mess Hall (CR 9 or CR 12)

Six long tables fill this open room, each flanked by a pair of wooden benches. The sound of slowly running water wafts from a grate in the center of the floor.

While the asylum was still a prison, this room served as the mess hall for both prisoners and guards, but now only the orderlies use the space at mealtime. Two orderlies deliver plates of food to the patients' cells twice each day.

Creatures: The asylum has six orderlies, but they know they're no match for powerful heroes. If threatened with physical violence, they flee or surrender. However, some orderlies are secretly totenmaskes in disguise, charged by Ilan Kosta with guarding Tomasz. When the PCs arrive at the asylum, all six orderlies are taking a meal here. After delivering the PCs to the chief alienist, the orderly on duty tells the others of the visitors, alerting the totenmaskes to the party's presence. Once the totenmaskes realize the party is rescuing Tomasz, they wait until the most inconvenient moment to strike, and do so wherever in the asylum the party may be at the time. They maintain their disguises until slain. The totenmaskes attack the character or characters with the lowest Charisma scores.

Subtier 7–8 (CR 9)

TOTENMASKES (2) CR 7
hp 85 each (*Pathfinder RPG Bestiary* 2 269)

Subtier 10–11 (CR 12)

ADVANCED TOTENMASKES (4) CR 8
hp 105 each (*Pathfinder RPG Bestiary* 2 269, 292)

G6. Kitchen and Pantry

This kitchen has the means to feed a full prison and guard complement, but now lies mostly unused except by the orderlies themselves. A large pantry is accessible through the

SCALING ENCOUNTER G5

Make the following changes to the encounter in area G5 to accommodate parties of only 4 PCs.

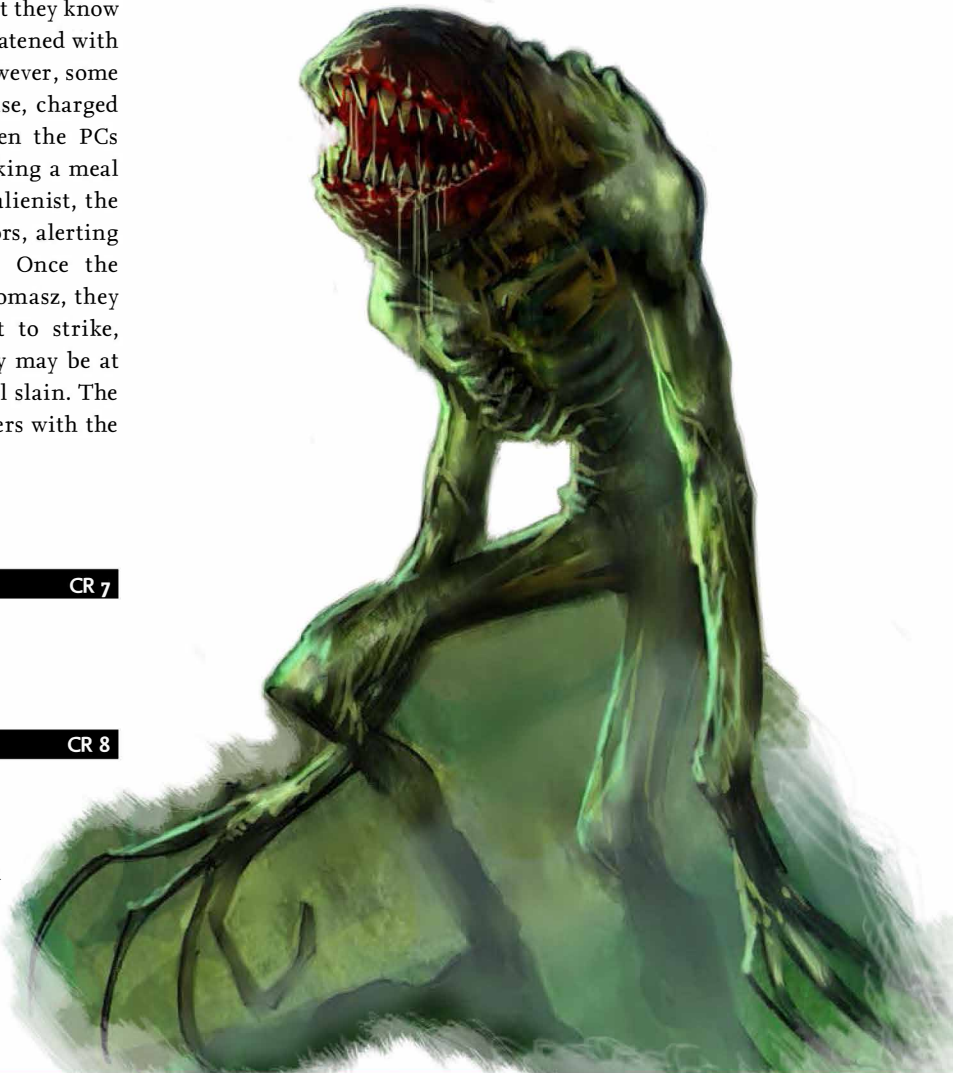
Subtier 7–8: Replace the pair of totenmaskes with a single advanced totenmaske.

Subtier 10–11: Remove one advanced totenmaske.

kitchen, though it's mostly empty. Among the few items still in the pantry is a large wooden crate which has been pushed against the east wall. This crate blocks a small waste chute from view, but the chute is visible with a successful DC 20 Perception check. The chute is narrow, but a Medium creature can squeeze through it to pass from the pantry to a hidden ramp through the building's exterior wall, dropping the creature outside the asylum where a refuse bin once stood.

G7. Recreation Yard

This largely empty bare dirt courtyard provides the asylum's patients with brief exercise once or twice a week.



OFF THE RAILS

The sections that follow describe the initiation rites of the Feasters of the Heart as they happen if the characters go along with them. At some point, the PCs will likely interrupt the festivities and attack the cultists (most probably when the party is split up in area **H4**, when members of the party feel themselves being dominated in area **H5**, or when commanded to murder an innocent and helpless ally in area **H6**). They may also devise an entirely different plan of action. Regardless of approach, the party should encounter the same groupings of enemies unless they specifically set off more than one encounter at a time. The only exception to this is encounter areas **H5** and **H6**, which take place simultaneously, and are designed to be combined when the party initiates combat with one or the other group of foes.

The walls here are 30 feet high and made of reinforced masonry (hardness 8, hp 180, break DC 45, Climb DC 30).

G8. Watchtower

This isolated room 25 feet above the ground once served as a watchtower during the asylum's time as a prison. Now that the sanitarium's orderlies double as guards and the "prisoner" complement is much less prone to attempt escape, the orderlies use this as a place to relax and look out over the town while drinking, playing cards, and engaging in other leisure activities. Two wooden ladders lead up to the platform, making access to the tower easy.

THE STANDING STONE

Whether they discover the means of "joining" the Feasters of the Heart from Tomasz or from an invitation from the cult itself, the PCs should find themselves robed in black in the shadow of a lone menhir overlooking Conqueror's Bay under the dark sky on the night of the new moon. Along with the PCs, feel free to include one or more of the NPCs in the Attracting Attention sidebar on page 8. It is important the PCs not be the only characters waiting to be led to the cult's lair, as they will be pressed to sacrifice an initiate in area **H4** (see page 17).

Shortly after midnight, a lone person in similar black robes makes his way along the path to the menhir, his approach signaled by a bright lantern. The cultist arrives and states simply, "Follow me to prove your devotion to the Feasters of the Heart." He then turns and walks back toward Palin's Cove along the same path. The NPCs with the PCs seem excited to be so close to joining the cult and eagerly follow the cultist.

The cultist sent to retrieve the PCs is a dominated worker in the Talich Foundry, and if attacked, he surrenders and begs to be spared. The PCs may attempt

to interrogate him, in which case he crumbles easily to any shows of Intimidation or force, but knows only what he's been instructed to do: bring anyone waiting at the High Crag to the foundry.

H. TALICH FOUNDRY

The Talich family foundry was one of the first industrial buildings constructed when Palin's Cove made the transition from a fortress to a small town, and its existence was vital to the growth of the settlement as it made the other industries possible. Originally, the building was divided into two halves, with one serving as the primary work floor, and the other a series of storage chambers for coal, ore, and slag. When Malina took over the foundry's operation and was turned into a vampire, she slowly converted much of the storage space into a series of chambers where the Feasters of the Heart could operate in secret. Here she and Ilan ran the growing sect of Lissalans and slowly spread both her worship and the taint of vampirism.

The PCs are led here from the standing stone, and into area **H1** to begin the trials of initiation into the Feasters of the Heart. If the cultists are aware that the PCs are Pathfinders, they have laid the initiation rite as a trap at Charito Menas's urging. Otherwise, they see the PCs as simply another batch of potential servants—more bodies on which to feast or with which to increase the cult's power and influence.

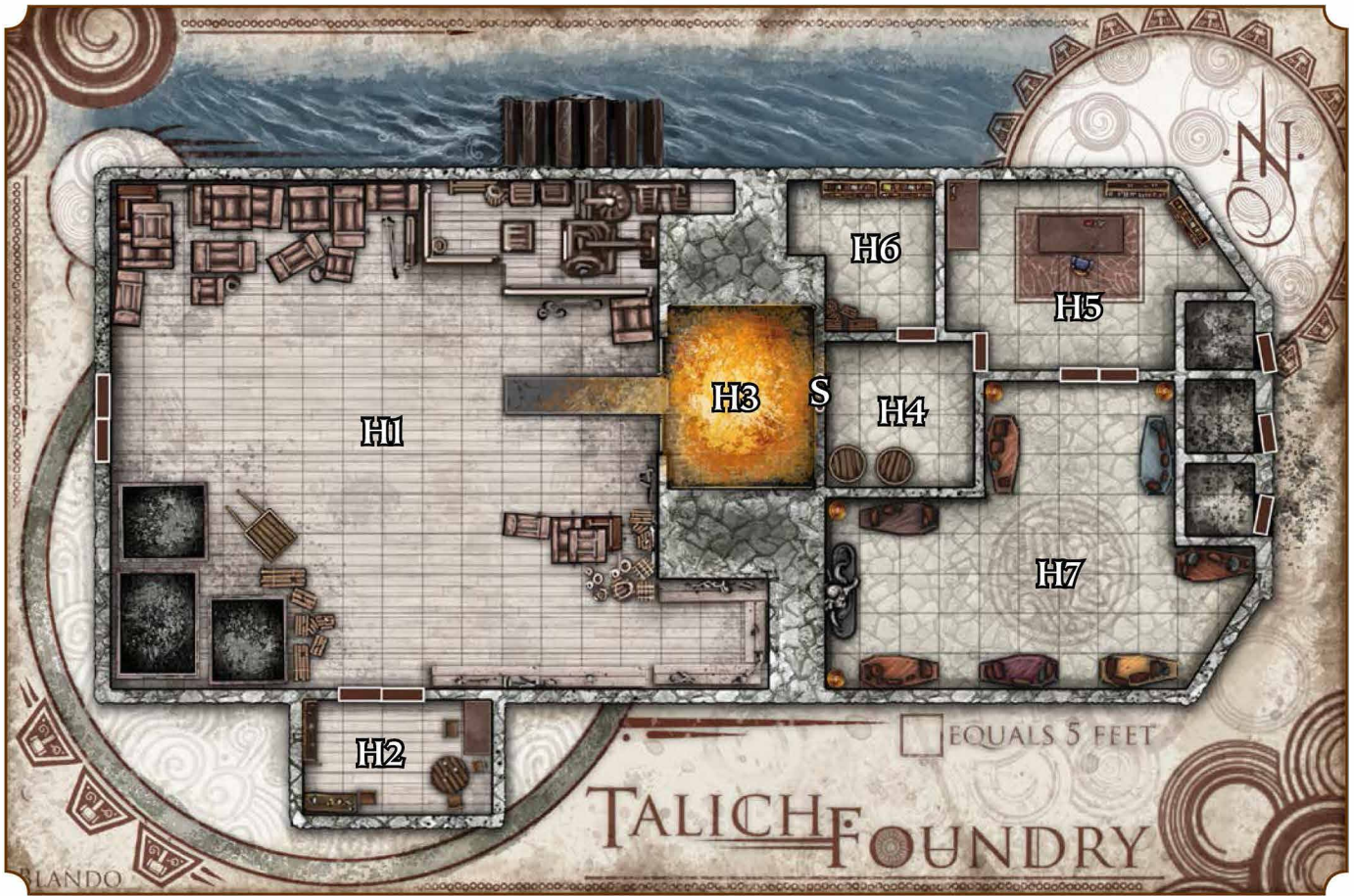
H1. Foundry Floor

This large open-plan building has stone walls and a high ceiling supported by curving wooden rafters. The floor is covered in fine gray sand. A foreman's office along the south wall has a commanding view of rows of molds; stacks of coal, wood, and metal; and the enormous gears that link the waterwheel outside to the bellows. The room is dominated by a titanic furnace, a wall of stone with a huge triangular notch that takes up the entire east wall. At the center of the triangle is a massive black door leading into the furnace body. From under the door, a trench dug into the floor lets excess molten metal flow out.

A PC who succeeds at a DC 15 Knowledge (engineering) check recognizes that despite this chamber's large size, it only occupies approximately half the space that the building's exterior should hold, an indication that there is more to the foundry than meets the eye.

The cultist from the standing stone leads the PCs here, where a dozen cultists in black robes like those the PCs should be wearing stand in a circle in front of the furnace trough. All their faces are hidden beneath their upturned hoods. These cultists are dominated workers or willing cultists who pose no threat to the PCs. They

THE CULTIST'S KISS



are simply obeying the commands of their superiors and initiating new Feasters of the Heart into the cult just as they themselves were inducted into the group. The cultist who led the PCs here motions for them to step into the center of the circle, then joins his fellow cultists.

Once the circle has been formed, the cultists begin chanting a prayer to Lissala in Thassilonian. As they do so, they hold hands and draw a series of intricate runes in the ground with their feet in an ancient, almost festive dance that writes words in an arcane script into the ground around the PCs. One cultist, a woman named Indiria, raises her head and speaks loudly to the PCs while the other cultists continue their chanting.

“You have come to serve the goddess, but she has no need of the weak and no need of those who know not obedience. You must prove yourselves worthy, and in return you shall be granted enlightenment, power, the promise of eternal life, and the honor of serving. If you would kneel before her, then you must willingly bear her symbol of power upon your flesh. Her holiness will be your holiness, and her blessing will aid you in the tests to come. Who will wear the Sihedron and know the power of the goddess?”

When Indiria completes her speech, the cultists cease their chant and the circle opens on the eastern end to

provide access to the trough of molten slag running from the furnace. Indiria calls forth each initiate and asks if that character would bear the mark of the Sihedron upon his flesh. A character who answers in the negative is sent back to the center of the circle. If a character answers in the affirmative, Indiria draws from the trough a white-hot brand in the shape of a seven-pointed star. With this she brands the character in a place of that character’s choosing—the heated metal causes no pain and leaves behind a magical tattoo, as described in the sidebar on page 16. Once all of the PCs and any NPC initiates are given the chance to accept or deny Lissala’s mark, the ceremony proceeds, the cultists again forming a circle around the initiates.

Creatures: The PCs are unlikely to get into combat with the cultists here, but if they do, use the farmer stats (N human commoner 1/expert 1) presented on page 309 of the *Pathfinder RPG Gamemastery Guide* for the cultists.

Treasure: A PC who accepts the *Sihedron brand* from the cultists’ magic branding iron receives the magic tattoo at no cost. The tattoo appears on this adventure’s Chronicle sheet, but only those PCs who receive it as part of this ritual gain its effects without needing to expend any character resources.

Faction Notes: Shadow Lodge faction PCs should willingly receive the *Sihedron brand* in this area. While

THE MARK OF LISSALA

The faithful of Lissala and practitioners of rune magic often mark themselves with runes, the most powerful of which is the Sihedron. This seven-pointed star represents the mastery of all schools of rune magic and is Lissala's unholy symbol. A character may opt to receive an *Sihedron brand* from the Feasters of the Heart before taking the test of dedication. The brand functions in all ways like a magical tattoo as presented on page 16 of *Pathfinder Campaign Setting: Inner Sea Magic*.

SIHEDRON BRAND (ENDURANCE)

Aura faint abjuration and transmutation [evil]; **CL** 3rd
Slot none; **Price** 4,827 gp; **Weight** —

DESCRIPTION

This dark image of the Sihedron rune appears to writhe beneath the surface of the skin on which it is inscribed, as though a worm were crawling under the skin.

A character marked with this arcane tattoo receives a +2 profane bonus on Fortitude saves. Once per day, the character may activate the tattoo to receive a number of temporary hit points equal to twice her character level. If the PCs displays the arcane tattoo, she gains a +4 circumstance bonus on Bluff and Diplomacy checks against worshippers of Lissala.

CONSTRUCTION

Requirements Inscribe Magic TattooSM, *bear's endurance*, *resistance*, creator must be a cleric of Lissala; **Cost** 2,414 gp

they have access to it at a later time via the scenario's Chronicle sheet, they must be branded by a member of the cult to succeed at their faction mission. Shadow Lodge faction PCs who are branded earn 1 Prestige Point.

Rewards: If at least one PC accepts the Sihedron brand, award each PC 402 gp.

H2. Overseer's Office

The foundry's overseer keeps watch on his workers and the operation of the work floor from this raised room. Within are a comfortable chair, a table set for impromptu drinks with business associates, and shelves containing ledgers and other foundry records.

Faction Notes: While not specifically instructed to do so, Qadira faction PCs can search this area for information on the ore shipments sent down the river from Janderhoff. With a successful DC 15 Appraise check, a PC can locate the most important contacts in the dwarven city among the many names and invoices in the office. Collecting these for the faction's use in establishing trade relations with Janderhoff can serve as an alternate faction mission success condition for Qadira faction PCs.

H3. Furnace

The cultists again begin to chant and Indiria speaks above the din.

"Serving Lissala is not a simple task, and one must be willing to suffer and sacrifice to attain the benefits of rule. The fire in your heart must burn brighter than this furnace. In this place metal is separated from dross and given new form. Who among you is ready to be remade in the image of the divine? To join us, to become one of the Feasters of the Heart, you must walk through the furnace. In that hellish chamber, your devotion will be your armor. So come and tell me: whom do you serve above all others? At whose command would you walk through flame?"

Indiria poses her last two questions to each initiate in turn. The answer she expects (and that will protect the PCs in the furnace) is "Lissala." Regardless of a character's answer, Indiria sends each initiate into the furnace after hearing his response. As a character enters the furnace, with a successful DC 20 Perception check, he notices that the triangular doorway is surrounded by intricate glowing runes. These runes emit a strong abjuration aura.

Hazard: The temperature in the furnace is hot enough to melt metal, and thus presents a significant threat to any creatures that enter it. It has been enchanted to protect those who declare their devotion to Lissala, however. If an initiate answers "Lissala" to Indiria's query, the cultist speaks the furnace's command phrase ("may it please the goddess") in response. The next creature to pass through the doorway into the furnace gains the benefit of *protection from energy (fire)* at caster level 5th. If the initiate fails to provide Indiria the answer she wants, the cultist whispers something else: "so be it," or "the goddess knows her own."

Each initiate is sealed in the furnace for 5 rounds after entering, taking 2d6 points of fire damage per round while inside. A character who would take damage from this effect (such as those not under the effects of *protection from energy*) may attempt a DC 18 Fortitude save each round to halve this damage. At the end of 5 rounds, the hidden rear door of the furnace opens, allowing the initiate entry into the cult's hidden compound beyond. Spotting the hidden door while it is closed requires a successful DC 25 Perception check. Both furnace doors have hardness 10, 60 hp, and break DC 28, and can be opened from within with a successful DC 25 Disable Device check.

If the PCs refuse the ritual and attempt to disable the furnace to pass beyond, they can lower the heat with a successful DC 20 Disable Device check on the bellows and waterwheel machinery along the room's north wall. The amount of fire damage dealt by the furnace each round

decreases by 1d6 for each hour after the bellows are disabled or for every 25 points of cold damage the party deals to the inside of the furnace.

Development: If the cult knows that the PCs are Pathfinders and expects them in this month's batch of initiates, Milena reconfigures the bellows to increase their output, raising the damage dealt by the furnace each round to 3d6.

H4. The Counting Room

The furnace's secret exit opens to a twenty-foot-square room with two exits in the northeast corner. It is empty save for two large barrels in the southwest corner.

When Milena converted much of the three storage chambers in the foundry's eastern half to rooms with other purposes, she built this one with the initiation rites of the Feasters of the Heart in mind. After proving their dedication to the goddess by subjecting themselves to potential mortal harm, new cultists are asked to prove their devotion by carrying out (or at least turning a blind eye to) mortal danger to another. What is dubbed the Counting Room serves primarily as a foyer for the cult's secret chambers, a place where new initiates are welcomed and from where their path to Lissala is determined.

Creature: A vampire spawn cultist named Tesserick awaits the Pathfinders here. None of the robed cultists who performed the first two tests in area H1 follow the initiates through the furnace. Tesserick, cloaked in a black robe like the rest of the cultists, hides his face and any sign of his true nature from the Pathfinders. Once the PCs and any NPC initiates have gathered in the Counting Room, Tesserick speaks.

"You have shown yourselves to be worthy of what you are about to receive. You have been asked to wear the rune of the goddess on your flesh, and have put yourselves in mortal danger to obey the command of Lissala. The furnace has burned away your old life. Your fears, your weaknesses—those things are gone now. In the furnace, Lissala saw the strength of your dedication, and she was pleased. But now she must see the force of your will. You must decide among yourselves who is the most worthy of the goddess's honor, and who's the least. The most worthy will receive power beyond imagining. What happens to the weakest should be none of your concern. There are no rules save this: You have five minutes. In five minutes, you must present the greatest and the weakest among you, or you will all return to the furnace. And this time it will not be so kind."

Give the players no more than 5 minutes of real time to make their choices. If there are any NPCs among the

initiates, one of them should volunteer to be the weakest, whether out of self-hatred or to nobly sacrifice himself for the good of the rest of the initiates. If, for whatever reason, there are no NPCs among the Pathfinders, they must choose one of their own as the weakest.

Development: If the PCs refuse to participate in the Counting, Tesserick calls the rest of his allies from areas H5 and H6 and attempts to force the heretics back into the furnace. As long as two characters are selected as the greatest and the weakest, Tesserick congratulates the initiates, and tells them that the final stage of their initiation is about to begin. "Soon," he whispers, "you too will feast upon the heart." He instructs the PCs to place bags over their heads, and once they have done so, he opens the two doors leading to areas H5 and H6, from which step additional vampire spawn. The two characters deemed greatest and weakest are led to area H6, while the rest are led to area H5. The encounters in both H5 and H6 should take place simultaneously.

H5. Involuntary Veneration (CR 8 or CR 11)

The characters deemed neither strongest nor weakest are escorted into this room, where Milena and Ilan conduct the more clerical aspects of running a burgeoning cult and the foundry that serves as its front. Here the vampire spawn of the Feasters of the Heart plan to dominate the initiates to force them to worship Lissala whether they actually want to or not. The Feasters of the Heart use vampirism not only as a means of extending their lives and thus the institutional memory of the millennia-old cult, but also because vampires possess the ability to force servitude on those who are unwilling to serve on their own or who are deemed unworthy of conversion.

Creatures: Tesserick and his fellow vampire spawn bring the blindfolded initiates into this room. They waste little time in forming the PCs into a line and informing them that they are now fully ready to serve Lissala. To ensure their servitude and devotion are total, the vampire spawn use their dominate ability to bring the mortal initiates under their sway. Unless they are attacked, the Feasters of the Heart use only dominate, instructing any dominated characters to serve the will of Lissala and obey the commands of the Feasters of the Heart. If combat breaks out, either in this room or the adjacent H6, the vampire spawn cease their domination efforts and resort to normal melee combat, instructing those already dominated to defend them.

If the cultists know that the PCs are Pathfinders, Charito instructs the vampire spawn to drain the PCs' blood while they are blind and unsuspecting instead of dominating them.

SCALING ENCOUNTER H5

To accommodate parties of 4 PCs, remove two Feasters of the Heart from both subtiers.

Subtier 7–8 (CR 8)

FEASTERS OF THE HEART (5) CR 5

Advanced vampire spawn (*Pathfinder RPG Bestiary* 270, 294)

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 42 each (4d8+24); fast healing 2

Fort +7, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +2;

DR 5/silver; **Immune** undead traits;

Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+6 plus energy drain)

Special Attacks blood drain, dominate (DC 18), energy drain (1 level, DC 18)

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 15, **Wis** 19, **Cha** 23

Base Atk +3; **CMB** +7; **CMD** 21

Feats Blind-Fight, Skill Focus (Perception)

Skills Bluff +10, Intimidate +13, Knowledge (local) +6, Knowledge (religion) +9, Perception +14, Stealth +25;

Racial Modifiers +16 Stealth

Languages Common, Thassilonian, Varisian

SQ gaseous form, shadowless, spider climb

Subtier 10–11 (CR 11)

FEASTERS OF THE HEART (5) CR 5

hp 42 each (use the stats from Subtier 7–8)

H6. Sanguine Baptism (CR 8 or CR 11)

The greatest and weakest of the initiates as determined in area H4 are brought here.

Creatures: Charito Menas—former Pathfinder and now wholly evil Feaster of the Heart—removes the blindfold from the greatest character’s head, while a vampire spawn forces the weakest character to his knees. Charito then speaks to the greatest character:

“The greatest gift Lissala has to offer is eternal life. It shall be yours. But there is one last rite you must undergo, to show us

that you are dedicated to the goddess above all else. Take this knife, and with it, remove the heart of the wretch before you. Feast upon that heart, for those who are unworthy to serve in life should feed those who rule with their blood. The blood will baptize you, and the hour of your glorious transformation will be at hand.”

If the greatest PC obeys Charito’s command and murders the weakest character, the vampire rewards him by draining his blood to make the PC into a vampire spawn under her control. See the PVP and Other Evil Acts sidebar on page 19 for more information on how to handle this moral quandary. If the PC or PCs in this room refuse Charito’s command, she and her minion attack instead. Should the sound of combat come from adjacent area H5, the rogue sends her spawn to assist, unless the pair are already engaged in combat themselves.

Subtier 7–8 (CR 8)

FEASTER OF THE HEART CR 5

hp 42 (use the stats in area H5; see above)

CHARITO MENAS CR 7

Female human vampire rogue 5 (*Pathfinder RPG Bestiary* 270)

LE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

hp 51 (5d8+25); fast healing 5

Fort +5, **Ref** +12, **Will** +5

Defensive Abilities channel resistance +4, evasion, trap sense +1, uncanny dodge; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *shock rapier* +10 (1d6+5/18–20 plus 1d6 electricity) or slam +8 (1d4+6 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 15), energy drain (2 levels, DC 15), sneak attack +3d6

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 16, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +7; **CMD** 23

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (rapier)



Charito Menas

Skills Acrobatics +13, Bluff +19, Diplomacy +11, Escape Artist +13, Intimidate +11, Knowledge (local) +11, Knowledge (nobility) +8, Knowledge (religion) +8, Perception +19, Sense Motive +19, Sleight of Hand +13, Stealth +21; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic, Varisian

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talents (finesse rogue, weapon training), shadowless, spider climb, trapfinding +2

Combat Gear *potion of inflict moderate wounds*, *potion of invisibility*; **Other Gear** +1 *shock rapier*, *cloak of resistance* +1, locket worth 500 gp, 80 gp

SPECIAL ABILITIES

Pathfinder's Wealth Charito Menas has the wealth of a PC, a result of her career as a Pathfinder (this has been factored into her CR).

Subtier 10–11 (CR 11)

FEASTER OF THE HEART

CR 5

hp 42 (use the stats from Subtier 7–8, see page 18)

CHARITO MENAS

CR 11

Female human vampire rogue 10 (*Pathfinder RPG Bestiary* 270)
LE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 26, touch 16, flat-footed 20 (+4 armor, +5 Dex, +1 dodge, +6 natural)

hp 108 (10d8+60); fast healing 5

Fort +10, **Ref** +15, **Will** +7

Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, trap sense +3; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *shock rapier* +14/+9 (1d6+5/18–20 plus 1d6 electricity) or

slam +12 (1d4+6 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19), sneak attack +5d6

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 16, **Wis** 12, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 27

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Feint, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier), Wind Stance

Skills Acrobatics +18, Bluff +25, Diplomacy +17, Escape Artist +18, Intimidate +17, Knowledge (local) +16, Knowledge

PVP AND OTHER EVIL ACTS

In area **H6**, one PC may find himself being told to kill a fellow PC. While some players may feel that the story is guiding their hand, remind anyone in this position that such an action would constitute player-versus-player conflict and is not allowed. In fact, the story is guiding the player's hand, but away from killing an ally and toward fighting Charito Menas and the other cultists once the PC is confronted with the true nature of the cult's depravity.

Likewise, remind players who seem so inclined that sacrificing one of the NPC initiates in this way is considered an evil act and shifts the PC's alignment one step toward evil. Players who do so anyway should be given the opportunity to atone for such actions before the scenario's conclusion if such an alignment shift would result in their removal from the Pathfinder Society Organized Play campaign. While the *Sihedron brand* has an evil aura, bearing it upon the skin is not in itself an evil act; characters with strict moral codes (such as paladins) may face consequences for accepting the tattoo, but other PCs face no alignment implications. Likewise, no PC is at risk of changing alignment or losing class abilities for claiming to serve Lissala before entering the furnace.

(nobility) +13, Knowledge (religion) +13, Perception +26, Sense Motive +26, Sleight of Hand +18, Stealth +26;

Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic, Varisian

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talents (combat trick, feat, finesse rogue, weapon training), shadowless, spider climb, trapfinding +5

Combat Gear *potions of inflict serious wounds* (2), *potion of invisibility*; **Other Gear** mithral shirt, +1 *shock rapier*, *cloak of resistance* +1, locket worth 500 gp, 30 gp

Faction Notes: Taldor faction PCs can identify Charito Menas with a successful DC 15 Knowledge (local) check. If they identify her and speak her name, she stops fighting long enough to talk (assuming the PC talking to her stops as well). She is angry at the Pathfinder Society for not rescuing her before she was transformed. A peaceful resolution using social skills is unlikely, as her once-noble heart has been corrupted by vampirism. However, showing Charito her lover's locket causes the vampire to become shaken for 1d3 rounds as her mortal love returns to wrack her conscience. Retrieving her locket to return to Taldor earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the vampire spawn and Charito Menas, award the PCs as follows:

Subtier 7–8 Give each PC 881 gp.

Subtier 10–11 Give each PC 1,056 gp.

H7. Inner Sanctum (CR 11 or CR 14)

The ornate tapestries that cover the walls of this room almost disguise the rough stonework of the foundry. Sarcophagi line the walls, covered in blankets and pillows to serve as divans. An altar and a seven-foot-tall statue of a six-winged, snake-bodied woman dominate the room's western end.

This chamber houses the sarcophagi of the leaders of the Feasters of the Heart, and here they perform their most unholy rites to Lissala at the altar along the western wall. While Milena Talich still moves about town in her gaseous form or keeps up appearances at Talich Manor, Ilan Kosta is content to remain here, with the image of his goddess in sight and his growing cult within reach.

Creatures: Milena Talich and Ilan Kosta wait in the inner sanctum of the Feasters of the Heart. The vampires have likely heard the commotion outside, and are ready to fight to protect their treasures and their coffins. In Subtier 7–8, several additional vampire spawn, Kosta's trusted acolytes, are present; in Subtier 10–11, a few totemmasks in human form take their place. Any vampires the characters have already reduced to 0 hit points flee here in gaseous form to recover.

Subtier 7–8 (CR 11)

FEASTERS OF THE HEART (3) CR 5
hp 42 each (see page 18)

ILAN KOSTA CR 8

Male human vampire cleric of Lissala 6 (*Pathfinder RPG*

Bestiary 270)

LE Medium undead (augmented humanoid, human)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 27, touch 14, flat-footed 23 (+7 armor, +3 Dex, +1 dodge, +6 natural)

hp 60 (6d8+30); fast healing 5

Fort +9, **Ref** +8, **Will** +11

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee *Lissala's Caress* +10 (1d3+6 nonlethal plus sickened) or slam +9 (1d4+7 plus energy drain)

Special Attacks blood drain, channel negative energy 8/day (DC 16, 3d6), children of the night, create spawn, dominate (DC 16), energy drain (2 levels, DC 16)

Domain Spell-Like Abilities (CL 6th; concentration +11)

8/day—touch of evil (3 rounds)

8/day—inspiring word (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +11)

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *dispel magic*, *magic circle against good*^D

2nd—*desecrate*, *enthrall* (DC 17)^D, *hold person* (DC 17), *owl's wisdom*, *spiritual weapon*

1st—*bane* (DC 16), *bless*, *divine favor*^D, *doom* (2, DC 18), *obscuring mist*

0 (at will)—*bleed* (DC 17), *detect magic*, *guidance*, *read magic*

^D Domain spell; **Domains** Evil, Nobility

TACTICS

Before Combat Should Ilan hear the sound of combat from elsewhere in the cultists' complex, he casts *magic circle against good* on himself, and *desecrate* in the center of the inner sanctum. Neither of these effects are reflected in Ilan's stats or those of his allies.

During Combat Ilan casts *bestow curse* and *blindness/deafness*, then uses his whip to soften up enemies for energy drain. If he has no luck with his whip, he instead employs *hold person* on the closest target, and drains the creature of its blood the following round. When he and his allies need healing, he spontaneously casts cure spells or channels negative energy to heal them; he only uses channel negative energy to harm his foes if all his allies have been destroyed.

Morale Ilan fights in his sanctum and knows there is nowhere he can go to escape utter destruction if he is defeated.

Thus, he fights to the death to keep his cult alive.

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 12, **Wis** 20, **Cha** 16

Base Atk +4; **CMB** +9; **CMD** 23

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Extra Channel, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Spell Focus (necromancy), Toughness

Skills Bluff +11, Knowledge (history) +10, Knowledge (religion) +10, Perception +21, Sense Motive +24, Stealth +8; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Thassilonian, Varisian

SQ aura, change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Combat Gear unholy water; **Other Gear** +2 *glamered scale mail*, *Lissala's Caress*, *cloak of resistance* +1, *headband of inspired wisdom* +2, gold unholy symbol of Lissala (worth 100 gp), silver dust (worth 25 gp)

SPECIAL ABILITIES

Wealth of Centuries Ilan has had centuries to amass the wealth of a seasoned adventurer, picking the best gear from defeated foes and thralls alike. His CR is 1 higher than normal to reflect this increase in gear.

MILENA TALICH CR 8

Female human vampire sorcerer 7 (*Pathfinder RPG Bestiary* 270)

NE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +12

THE CULTIST'S KISS

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +6 natural)

hp 83 (7d8+56); fast healing 5

Fort +11, **Ref** +9, **Will** +8

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19)

Bloodline Spell-Like Abilities (CL 7th; concentration +13)

9/day—grave touch (3 rounds)

Sorcerer Spells Known (CL 7th;

concentration +13)

3rd (5/day)—*dispel magic*, *lightning bolt* (DC 19), *vampiric touch*

2nd (8/day)—*false life*, *hideous laughter* (DC 18), *scorching ray*, *web* (DC 18)

1st (8/day)—*chill touch* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *shield*, *true strike*

o (at will)—*detect magic*, *read magic*, *dancing lights*, *light*, *ghost sound* (DC 16), *mage hand*, *open/close*

Bloodline undead

TACTICS

Before Combat Milena casts *mage armor* at the start of each day. If aware of an impending attack, she also casts *shield* and *false life*. Only *mage armor* has been calculated into her stats.

During Combat Milena uses her spider climb ability to climb up the walls of the chamber, then casts *web* to trap the PCs. She uses *ray of enfeeblement* to make escape harder, alternating *magic missile*, *lightning bolt*, and *scorching ray* from then on as circumstances dictate. In melee, she prefers *vampiric touch* to her own slam attacks, knowing that a touch is easier to deliver against seasoned combatants than a regular attack.

Morale If Milena sees no hope of her survival, she attempts to dominate the strongest PC and instructs him to defend her. She fights until destroyed, knowing the Pathfinders already have access to her coffin.

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 15, **Wis** 14, **Cha** 22

Base Atk +3; **CMB** +6; **CMD** 21

Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Skill Focus (Disguise), Toughness, Weapon Focus (ray)

Skills Bluff +24, Disguise +16, Knowledge (arcana) +12, Knowledge (religion) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +12; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Thassilonian, Varisian

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Combat Gear *potion of inflict serious wounds*; **Other**

Gear *cloak of resistance* +1, *headband of alluring charisma* +2, 250 gp

Subtier 10–11 (CR 14)

ADVANCED TOTENMASKES (3) CR 8

hp 105 each (*Pathfinder RPG Bestiary* 2 269, 292)

ILAN KOSTA CR 11

Male human vampire cleric of Lissala 6 (*Pathfinder RPG Bestiary* 270)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 14, flat-footed 23 (+7 armor, +3 Dex, +1 dodge, +6 natural)

hp 116 (9d8+72); fast healing 5

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

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee *Lissala's Caress* +15/+10 (1d3+9 nonlethal plus sickness) or slam +14 (1d4+10 plus energy drain)

Special Attacks blood drain, channel negative energy 10/day (DC 19, 5d6), children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19), scythe of evil (4 rounds, 1/day)

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

8/day—touch of evil (4 rounds)

8/day—inspiring word (4 rounds)

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

5th—*dispel good*^P, *slay living* (2, DC 22)

4th—*divine power*, *freedom of movement*, *spell immunity*, *unholy blight* (DC 19)^P

3rd—*bestow curse* (DC 20), *blindness/deafness* (2, DC 20), *dispel magic*, *magic circle against good*^P

2nd—*desecrate*, *eagle's splendor*, *enthrall* (DC 17)^P, *hold person* (2, DC 17), *spiritual weapon*



Ilan Kosta

PATHFINDER SOCIETY SCENARIO

1st—*bane* (DC 16), *bless*, *death knell* (DC 18), *divine favor*^o, *doom* (2, DC 18), *obscuring mist*
 o (at will)—*bleed* (DC 17), *detect magic*, *guidance*, *read magic*
^o Domain spell; **Domains** Evil, Nobility

TACTICS

Before Combat When Ilan hears the sounds of combat coming from outside, he casts *magic circle against good* on himself, and *desecrate* in the center of the inner sanctum. Neither of these effects is calculated into his stats. If time permits, he also casts *eagle's splendor* and *divine power* on himself, which are both reflected in his stat block.

During Combat Ilan uses his rod to cast quickened *blindness/deafness* in concert with melee attacks and quickened *bestow curse* in concert with *slay living*. In melee, he uses a combination of *slay living*, energy drain, and his whip's special ability, draining blood when a target has been made helpless (such as with his *hold person* spell). He channels negative energy to heal himself and his allies as needed, only using it to damage his foes if he is the sole Feaster of the Heart still in the fight.

Morale Ilan fights in his sanctum and knows there is nowhere he can go to escape utter destruction if he is defeated. Thus, he fights to the death to keep his cult alive.

Base Statistics When not under the effects of *divine power* and *eagle's splendor*, Ilan has the following statistics: **hp** 89; **Fort** +10; **Melee** *Lissala's Caress* +12/+7 (1d3+6 nonlethal plus sickness), *slam* +11 (1d4+7 plus energy drain); **Special Attacks** channel negative energy 8/day (DC 17, 5d6), energy drain (2 levels, DC 17); **Cha** 17; **Skills** Bluff +13, Disguise +5.

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 12, **Wis** 20, **Cha** 21

Base Atk +6; **CMB** +11; **CMD** 25

Feats Ability Focus (dominate), Alertness^B, Combat Casting, Combat Reflexes^B, Deceitful, Dodge^B, Extra Channel, Greater Spell Focus (necromancy), Improved Initiative^B, Leadership, Lightning Reflexes^B, Spell Focus (necromancy), Toughness^B

Skills Bluff +15, Disguise +7, Knowledge (history) +13, Knowledge (religion) +13, Perception +24, Sense Motive +27, Stealth +8; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Thassilonian, Varisian

SQ aura, change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

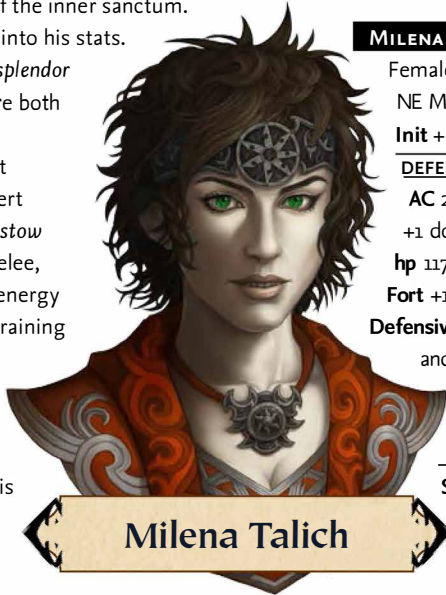
Combat Gear lesser quicken metamagic rod, unholy water;

Other Gear +2 glamer scale mail, *Lissala's Caress*, cloak of resistance +1, headband of inspired wisdom +2, gold unholy

symbol of Lissala (worth 100 gp), silver dust (worth 25 gp), 100 gp

SPECIAL ABILITIES

Wealth of Centuries Ilan has had centuries to amass the wealth of a seasoned adventurer, picking the best gear from defeated foes and thralls alike. His CR is 1 higher than normal to reflect this increase in gear.



Milena Talich

MILENA TALICH

CR 11

Female human vampire sorcerer 10
 NE Medium undead (augmented humanoid, human)
Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 29, touch 15, flat-footed 24 (+4 armor, +4 Dex, +1 dodge, +6 natural, +4 shield)
hp 117 (10d8+80); fast healing 5
Fort +13, **Ref** +11, **Will** +11

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21)

Bloodline Spell-Like Abilities (CL 10th; concentration +16)

9/day—grave touch (5 rounds)

1/day—grasp of the dead (10d6 slashing, DC 21)

Sorcerer Spells Known (CL 10th; concentration +16)

5th (4/day)—*cone of cold* (DC 21)

4th (6/day)—*animate dead*, *bestow curse* (DC 20), *black tentacles*

3rd (7/day)—*dispel magic*, *lightning bolt* (DC 19), *slow* (DC 19), *vampiric touch*

2nd (8/day)—*false life*, *glitterdust* (DC 18), *hideous laughter* (DC 18), *scorching ray*, *web* (DC 18)

1st (8/day)—*chill touch* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *shield*, *true strike*

o (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 16), *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

Bloodline undead

TACTICS

Before Combat Milena casts *mage armor* and *shield* prior to the start of combat, and *true strike* the round before combat to increase her chances of hitting with an opening onslaught. If she has time, she uses her spider climb ability to climb the wall and gain a view of the doorway.

During Combat On the first round, Milena casts quickened *ray of enfeeblement* on the first creature through the door, then follows up with *black tentacles* to trap the party. Thereafter, she alternates damaging spells like *magic*

missile, cone of cold, scorching ray, and lightning bolt with control spells like *dispel magic*, *slow*, and *glitterdust*. In melee, she prefers vampiric touch to her slam attacks, knowing that her chances of hitting are higher.

Morale If the situation takes a turn for the worse and Milena sees no hope of her survival, she attempts to dominate the strongest PC and instructs him to defend her. She fights until destroyed, knowing that the Pathfinders already have access to her coffin.

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +5; **CMB** +8; **CMD** 23

Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Dodge, Quicken Spell, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Skill Focus (Disguise), Toughness, Weapon Focus (ray)

Skills Bluff +27, Disguise +22, Knowledge (arcana) +16, Knowledge (religion) +16, Perception +24, Sense Motive +12, Spellcraft +16, Stealth +12; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Necril, Thassilonian, Varisian

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Combat Gear *bead of force*, *potion of inflict serious wounds*;

Other Gear *cloak of resistance +2*, *headband of alluring charisma +2*, 100 pp

Treasure: The statue of Lissala turns out to be plaster covered in gold paint, but around her neck is a *medallion of thoughts*. A chest behind the statue preserves the cult's documents: ancient tomes and recent correspondence, including a letter from the de facto high priestess of Lissala planning to bring Runelord Krune back to Varisia (see **Handout**), as well as 1,200 gp worth of gems, coins, and jewelry.

Faction Notes: Lantern Lodge PCs should work to ensure that all vampires encountered here are destroyed. Doing so may take some time after the battle's final conclusion, but work with players to speed through the process. Note that the river provides an excellent source of running water and the workflow is littered with wood that would suffice as a stake. The PCs can purchase holy water at the Bank of Abadar if they do not have any on them. A successful DC 25 Perception check reveals a roster of the human members of the cult that can be handed over to the authorities. Destroying all the vampires in the compound and turning over the human members to the watch earns Lantern Lodge faction PCs 1 Prestige Point.

Sczarni PCs who succeed at a DC 20 Appraise or Knowledge (arcana) check to identify a crumbling tome titled *The Fleshgiver's Sermon* as a perfect bribe for the

SCALING ENCOUNTER H7

Make the following changes to encounter to accommodate parties of 4 PCs.

Subtier 7–8: Remove two Feasters of the Heart.

Subtier 10–11: Remove two advanced totemmasks.

Korvosan collector. Retrieving this artifact of the ancient religion earns Sczarni faction PCs 1 Prestige Point.

After defeating the cult is probably the best time for Silver Crusade faction PCs to organize the townsfolk against Lissala, but they can certainly do it earlier if they so choose. With a successful DC 25 Diplomacy check or DC 20 Perform (oratory) check, a Silver Crusade faction PC can rile up the citizens of Palin's Cove. Any NPC townsfolk who survived initiation into the cult become the Silver Crusade's most loyal foot soldiers in town. If the PCs use the letter from Vandiana as evidence of the impending return of a runelord, grant them a +2 bonus on either check. Making the townsfolk aware of the Lissalans and their evil plans earns Silver Crusade faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the Feasters of the Heart, award the PCs as follows.

Subtier 7–8 Give each PC 3,118 gp

Subtier 10–11 Give each PC 6,393 gp.

CONCLUSION

With the Pathfinders' defeat of Milena Talich and Ilan Kosta, any remaining Feasters of the Heart disband, and the dominated humans who made up much of its membership return to their normal lives. If the PCs fail to destroy the vampires, however, the cult ramps up its murders of the innocent in retribution for the violation of their unholy sanctum.

The Pathfinders return what information they gained to Sheila Heidmarch, who in turn shares it with the Decemvirate. From this, especially the correspondence between Ilan Kosta and the mysterious Vandiana, the Pathfinder Society learns that the cult of Lissala today is largely decentralized but that its branches are in the process of unifying behind one ultimate goal: the resurrection of Runelord Krune, the last high priest of Lissala before Earthfall. With this information, the Pathfinder Society can begin finding out when and how Krune will be resurrected, and how to stop his return.

Success Conditions

However this mission turned out, it has almost certainly become a lot messier than Sheila Heidmarch anticipated. Nonetheless, as long as the PCs were able to retrieve the cache of correspondence from the inner sanctum and learned that a plot is afoot to resurrect Krune, the mission is a success, and each PC receives 1 Prestige Point.

LISSALA'S CARESS

Some cults of Lissala use menacing versions of her favored weapon, the whip, to keep their followers in line. Called *Lissala's caresses*, these whips are generally made of flayed skin from past subjects who failed their Lissalan rulers, and their lash sickens those who earn the ire of their masters.

LISSALA'S CARESS

Aura faint enchantment [evil]; CL 5th

Slot none; **Price** 4,500 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *whip* is made from a single, continuous strip of tanned humanoid skin and smells of musk and anise. Anyone struck by *Lissala's caress* is overwhelmed with remorse for having disappointed those they serve (Fortitude DC 15 negates). The sensation is so powerful that the target is sickened for 1d6 minutes. Additional failed saves increase the effect's duration but not its severity.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *ray of sickening*^{UM}, creator must be a cleric of Lissala; **Cost** 2,250 gp

Faction Missions

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

Andoran Faction: Andoran faction PCs who learn about Maro's contract with the Ireni family during their investigation of Palin's Cove earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who discover Georg Rumalin's affair and blackmail him during their time in Palin's Cove earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who obtain proof of Gerhart Aldrim's treachery while in Palin's Cove earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who ensure that every vampire in area **H** is destroyed earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who rescue Elizar from area **G** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who discover trade secrets during their investigation of Palin's Cove earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who recover *The Fleshgiver's Sermon* from area **H7** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who willingly obtain the *Sihedron brand* in area **H1** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who persuade the townsfolk to hate and fear Lissala during their time in the town earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve Charito Menas's locket in area **H6** earn 1 Prestige Point.

THE CULTIST'S KISS

Andoran



Steadfast Comrade,

No matter how far we travel from Absalom, the intrigues of Andoran's enemies always seem to follow. I understand that you are bound for Palin's Cove, one of Korvosa's most vital military settlements. You are not the only one. My agents in Cheliox tell me that Quintus Maro, a notorious mercenary war-wizard, bought passage on a ship bound for Palin's Cove last week. Find out what his business is in Palin's Cove—I fear Korvosa is plotting some new strategem against Magnimar.

Do not let Maro notice you. If war comes to Varisia, we may wish to bid on his services, so it would be better not to alienate him.



In freedom's name,

Major Colson Maldris

Cheliox



Delightful Accomplice,

I have a small favor to ask of you. Palin's Cove builds Korvosa's siege weapons, so you can imagine that I was shocked to learn that the Rumalin family has begun building weapons for Magnimar. Like unfaithful lovers, the Rumalins must taste the whip. Investigate Georg Rumalin, patriarch of the Rumalin clan. Find his dirty little secrets, and let him know you know. That should remind him of his loyalties.



For the Majestrix's glory,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

The Grand Lodge has tracked a rogue Shadow Lodge spymaster who goes by "Valkythe" to Varisia. I don't mean to alarm you, but there is some evidence that the Pathfinder Society monitor in Palin's Cove, Gerhart Aldrim, is a double agent working for Valkythe. Aldrim is a retired Pathfinder. I'm not proud of the way the Society treated him, but we need to know where his true loyalties lie. If he is working for a rogue Shadow Lodge cell, send me a letter as soon as possible, and we'll begin feeding him false information and ferreting out his colleagues.



Ever steadfast,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Friend,

I understand you are infiltrating a living cult of Lissala to study it. My fellow venture-captain, Sheila Heidmarch, is a loyal Pathfinder, but she is too callous, and she forgets our true mission. It is dishonorable to treat a town plagued by a monstrous cult as if it were a library to learn from—and foolish to imagine that this cult will meekly give up its secrets. Once you've learned what you can, destroy the cult. See its leaders slain, its idols smashed, and lay worshipers are turned over to the authorities. Only then will the Pathfinder Society have dealt justly with the folk of Palin's Cove.



May your ancestors watch over you,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Champion of the Ruby Prince,

I will not mince words: the Prince grows worse, not better. We are running out of time. I have given up sleep entirely to spend more time in the library and the laboratory, but the secrets of the Thassilonian curse yet elude me.

When you were but a child, the enchanter Elizar of the Burning Brand was the greatest master of curses in the Inner Sea. But his magic turned on him, and broke his mind. Now he rots in an asylum at Palin's Cove. You must retrieve him. He has forgotten more secrets of magic than most magi ever learn. For the sake of the Prince, I will try to wring them from him.



Do not tarry,

Amenopheus, the Sapphire Sage

Qadira



Emissary of Commerce,

Secretive, family-controlled, high-security industries like siege machinery are nearly impossible to break into. The siege magnates of Palin's Cove make most of their components within the town, and they've been working with their outside suppliers for generations. But everyone needs something. Find your way into workshops and foundries and discretely inspect the production process. Keep an eye out for any opportunities for us to either undercut in price or out-compete in quality. If I can broker a trade deal, there will certainly be something in it for you...



Sincerely,

Trade Prince Aaqir al'Hakam

SCZARNI



My Friend,

Trying to move goods in and out of Korvosa without being noticed is murder. While you've been travelling around Varisia, I've been getting everything arranged so we can make some serious coin in this country. I've found a secluded private dock near the heart of the city. Now we just need access. It's owned by a wealthy Korvosan noble with a nasty little hobby: collecting blasphemous texts. I understand you're looking for a cult of Lissala. While you're at it, raid their library. A particularly appalling tome or two would make the perfect bribe.



Mum's the word,

Guaril Karela

SHADOW LODGE



Trusted Agent,

Despite all we've done for them, the Pathfinder Society still doesn't truly trust us. No matter. We will do what needs to be done for the good of the Society—even those deeds the others shrink from.

I have one such task for you. Powerful servants of Lissala recognize each other by the *Sihedron brand*, a runic tattoo. Heidmarch has sent you to infiltrate a cult of Lissala. Get them to mark you with the Sihedron. The brand will make you an outsider within the Pathfinder Society, but we of the Shadow Lodge are already outsiders. And when you use it to trick and destroy Lissala's agents, your worth will finally be recognized—as will ours. I do not ask this lightly, but I know you will understand.

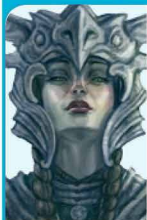


A whisper on the wind,

Grandmaster Torch

THE CULTIST'S KISS

Silver Crusade



Servant of the Divine,

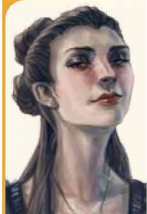
I am told there is a cult of Lissala in Palin's Cove. How long has this sect been allowed to fester in that town, ruining lives and spreading its foul gospel? No matter; it ends now. Teach the townspeople about Lissala and the threat she represents. Teach them to fear and hate her. Ensure that the cultists have nowhere to go for new recruits, and no more easy victims. You know that this is what righteousness demands.



Yours in piety,

Ollysta Zadrian

TALDOR



Hand of Taldor,

You are not the first member of the Pathfinder Society to be sent to Palin's Cove in search of this cult of Lissala. Charito Menas, the half-Varisian daughter of Taldor's Lord Acton Menas, was sent there a month ago. She never returned. I have included with this letter a locket with a miniature portrait of Lady Menas, so that you can recognize her. Take care of it—it belongs to her fiance. Find Charito Menas, and bring her back alive. Or if you can't, at least bring back her locket, the mate of this one. It's the least we can do.



Your friend and countrywoman,

Lady Gloriana Morilla

PLAYER HANDOUT

Honorable Kosta,

Your efforts in increasing your numbers have not gone unnoticed, and those of us working to increase Lissala's influence across Golarion are pleased. The Feasters of the Heart are not alone, and right now other cells are working toward the same goal. Under my leadership, we shall achieve our ultimate goal, and the time is nearer than we may have thought. We were told ere the Age of Darkness that we were to prepare the way for our high priest's return, and while he planned for a shorter slumber, when he awakens he will find the world greatly changed. But Lissala's faithful will await him and he will once again rule and increase her glory. One runelord has already returned to the world—Kruno will be next to come, and with him, a new golden era for the divine one.

Keep up your efforts, and we will share in the glory from Kruno's side.

In service to Lissala,

Vandiana

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-08: The Cultist's Kiss

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
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<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
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Character #	<input type="checkbox"/>
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Pathfinder Society Scenario #4-08: The Cultist's Kiss

Scenario Chronicle #

 Slow Normal

SUBTIER			
7-8	2,200	4,401	MAX GOLD
SUBTIER			
10-11	3,925	7,851	

This Chronicle Certifies That

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

EXPERIENCE

Starting XP
+ <input type="text"/>
XP Gained (GM ONLY)
Final XP Total

FAME

Initial Fame	Initial Prestige
+ <input type="text"/>	<input type="text"/>
Prestige Gained (GM ONLY)	
- <input type="text"/>	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP
+ <input type="text"/>
GP Gained (GM ONLY)
+ <input type="text"/>
Day Job (GM ONLY)
+ <input type="text"/>
Items Sold
= <input type="text"/>
Subtotal
- <input type="text"/>
Items Bought
= <input type="text"/>
Total

Items Found During This ScenarioSUBTIER
7-8**Lissalan Library** Amid the Feasters of the Heart's prized possessions is a collection of ancient volumes on their faith. When consulting these books, you gain a +2 circumstance bonus on Knowledge (religion) checks regarding Lissala and her ancient cult.+1 *shock rapier* (8,320 gp)+2 *glamered scale mail* (6,900 gp)*cloak of resistance* +1 (1,000 gp)*headband of alluring charisma* +2 (4,000 gp)*headband of inspired wisdom* +2 (4,000 gp)*Lissala's caress* (4,500 gp; this +1 *whip* sickens the target for 1d6 minutes [DC 15 Fort negates]. Additional failed saves

increase the effect's duration but not its severity.)

medallion of thoughts (12,000)*potion of inflict moderate wounds* (300 gp)*potion of inflict serious wounds* (750 gp)*potion of invisibility* (300 gp)*Sihedron brand (endurance)* (4,827 gp)SUBTIER
10-11*bead of force* (3,000 gp)*cloak of resistance* +2 (4,000 gp)*lesser quicken metamagic rod* (35,000 gp)**SIHEDRON BRAND (ENDURANCE)****Aura** faint abjuration and transmutation [evil]; CL 3rd**Slot** none; **Price** 4,827 gp; **Weight** —**DESCRIPTION**

This dark image of the Sihedron rune appears to writhe beneath the surface of the skin on which it is inscribed, as though a worm were crawling under the skin.

A character marked with this arcane tattoo receives a +2 profane bonus on Fortitude saves. Once per day, the character may activate the tattoo to receive a number of temporary hit points equal to twice her character level. Displaying the arcane tattoo grants a +4 circumstance bonus on Bluff and Diplomacy checks against worshippers of Lissala.

CONSTRUCTION**Requirements** Inscribe Magic TattooSM, *bear's endurance*, *resistance*, creator must be a cleric of Lissala; **Cost** 2,414 gp**Items Sold / Conditions Gained**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box**Items Bought / Conditions Cleared**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #