



THE NIGHT MARCH OF KALKAMEDES

By Michael Kortez



THE NIGHT MARCH OF KALKAMEDES

PATHFINDER SOCIETY SCENARIO #4-19

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Pathfinder Society Scenario #4-19: The Night March of Kalkamedes is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE NIGHT MARCH OF KALKAMEDES

BY MICHAEL KORTES



Millennia ago, during the reign of the runelords in ancient Thassilon, a conclave of powerful thaumaturgists known as the Thrallkeepers experimented with calling forth all manner of horrors to further the cause of their runelord overlords. Thinking their techniques flawless, the Thrallkeepers summoned numerous otherworldly creatures and attempted to force them into servitude. Thousands of years later, the Thrallkeepers have long since gone extinct, but several of their forgotten projects remain, lurking in ancient, abandoned vaults. One such forgotten conjuration was the powerful glabrezu demon known as Koth'Vaul. The Thrallkeepers imprisoned Koth'Vaul for centuries in one of their subterranean outposts, a small vault once named the Black Edifice; however, ravaged by time, the binding circle that holds Koth'Vaul is now decaying and will soon hold him no more. Once he is free, there will be nothing to stop Koth'Vaul from unleashing his unique brand of terror on present-day Varisia.

A month ago, a valiant ghaele named Sulianna took it upon herself to seek out Koth'Vaul and destroy him before he could complete his escape. Unfortunately, with the protective runes that bound Koth'Vaul already breaking down, he was much stronger than Sulianna anticipated. Using an undead servant to push her into his reach, the demon battled the azata for two days and three nights, and despite grievously wounding Sulianna, Koth'Vaul was unable to deliver the killing blow before she withdrew. Koth'Vaul, though is very patient—it is only a matter of time before the last magic circle that holds him degrades enough that he can escape and finish off ghaele who now lies broken and unmoving on the other side of the chamber.

Enter Kalkamedes, a semi-retired Pathfinder known for occasionally undertaking solo expeditions. Interested in all things pertaining to the runelords, Kalkamedes had been slowly mapping the Fenwall Mountains, having set up a rustic cottage as a comfortable base of operations. Although he didn't realize it, Kalkamedes's travels recently took him past the hidden ruins of the Black Edifice. As soon as he came close enough, Sulianna sensed his presence, reached out to him with her mind,

WHERE ON GOLARION

The Night March of Kalkamedes takes place in the shadow of the Fenwall Mountains. Both mineral-rich and monster-infested, Fenwall is an untamed wilderness rife with dangerous terrain and bandit hideaways. Millennia ago, the Fenwall Mountains were also the location of a subterranean summoning vault used by a cult of thaumaturgists known as the Thrallkeepers. It is in the depths of this crumbling dungeon known as the Black Edifice that the PCs will find the answers they seek. To learn more about the Fenwall Mountains and surrounding areas see *Pathfinder Campaign Setting: The Inner Sea World Guide* or *Pathfinder Adventure Path #3: The Hook Mountain Massacre*.



and tried to contact him with a plea for help. Koth'Vaul, however, used his own limited powers to dampen Sulianna's magical link, blocking the communication. Kalkamedes walked on by, never cognizant of the dueling forces that had touched his mind.

That night, however, when Kalkamedes returned home to his cabin and fell asleep, his subconscious quickly remembered Sulianna's call for help and took control of his body. Sleepwalking, Kalkamedes unwittingly made a beeline for the Black Edifice to mount a rescue for the dying celestial. His first attempt failed, and he awoke in an empty field badly injured, remembering nothing of how he got there. His second attempt almost cost him his life when he sleepwalked off a bluff and almost

GM MATERIALS

The Night Watch of Kalkamedes makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 3*. The adventure assumes the GM has access to these sourcebooks, and only creatures with non-simple templates applied are reprinted herein. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

broke his neck rolling down the hill. On the third night, he nearly drowned before the light of dawn woke him up. Recognizing that his somnambulism had become extremely dangerous, he called for the aid of some of his old friends. His companions tried locking him in his cabin, but each night Kalkamedes simply escaped and continued his dangerous night march. Unsure what else to do, his companions have since taken to tying him to his bed at night. Rational by day, but running short on ideas, Kalkamedes wrote his old venture captain for help and had his friends deliver the letter.

The Decemvirate responded, dispatching aid, but having found Kalkamedes free from any magical compulsion or curse, they have been unable to cure him. For her own reasons, Venture-Captain Sheila Heidmarch has stepped in, calling in the PCs to investigate.

SUMMARY

At her wits' end, Venture-Captain Sheila Heidmarch has decided that the only thing the society has not tried is releasing the sleepwalking Kalkamedes and seeing where he actually goes—perhaps his destination holds a clue to the means to help him. Knowing how dangerous that could be, Heidmarch has assigned the PCs to escort Kalkamedes and keep him safe while he performs his night march. The PCs must shepherd Kalkamedes as he sleepwalks through dangerous terrain before he marches blindly into the depths of a dungeon, and invent ways to keep him alive. The adventure begins in the Varisian wilderness, in the secluded cabin of Kalkamedes. There the PCs find Kalkamedes lashed to his bed by ropes, struggling madly to escape as part of his sleepwalking frenzy. If they search the cabin they might also discover Kalkamedes's intelligent magical sword, Gamin, an NPC who can provide many clues as later events unfold.

First, the PCs travel alongside Kalkamedes as he sleepwalks northward, during which time they have to help him safely navigate a series of hazards and obstacles. Unassisted, Kalkamedes might fall off a cliff or drown

by wandering through a deep pool. As a result, the PCs likely have to build emergency floats and bridges, use magic such as *feather fall* or *waterbreathing*, or pin him to the ground to buy time while they invent a solution.

After that, Kalkamedes's unwavering path inadvertently takes him near the camp of highwaymen known as the Gorgon's Privateers. The PCs have to fend off the bandits, a task which becomes increasingly difficult as the sleepwalking Kalkamedes continually marches into the bandits' ambushes.

Kalkamedes's journey takes him straight into the mouth of the Black Edifice, the crumbled outpost of the Thrallkeepers. As the PCs follow Kalkamedes, they find him stymied by a vault-like door that he cannot pass. Once the PCs solve the puzzle that opens the door, they can descend deeper into the ruins.

Finally, the PCs reach the bottom of the Black Edifice where they discover the Thrallkeepers' summoning circles, the outsiders trapped within, and ultimately the secret behind Kalkamedes's strange affliction. Clues enable the PCs to piece together that the dying ghaele mystically reached out for aid and found Kalkamedes as he was exploring the ruins above, weeks earlier. The ghaele has been calling Kalkamedes in his dreams ever since, beckoning him to the rescue. Koth'Vault, seeing the PCs' arrival as an opportunity, disguises himself and tries to trick the PCs into freeing him from his magical prison, but if they see through his ruse, the imprisoned demon unleashes his undead draconic ally, Illvaster, to battle them and prevent them from healing Sulianna. If the PCs defeat Illvaster (or manage slip past the undead horror and heal Sulianna instead) the restored ghaele completes what she started and ensures that Koth'Vault is sent back to the Abyss. Once the PCs rescue Sulianna, Kalkamedes's strange compulsion ends.

GETTING STARTED

Read the following to get the adventure underway.

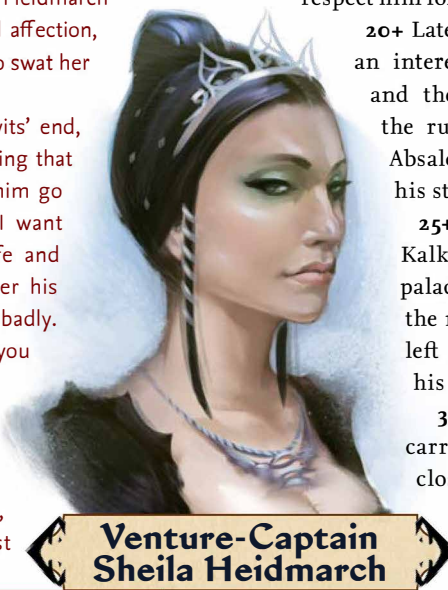
Venture-Captain Sheila Heidmarch glances out a window as the last wisps of twilight fade over the Fenwall Mountains. Turning from the sight, she runs her hand along the rustic cabin's wall and stands beside an occupied wooden bed before addressing you.

"This," the venture captain says, gesturing to the man thrashing around violently, straining against the bonds that lash him securely to the bed, "is our colleague, Kalkamedes. Every night for several weeks now, he has fallen into a deep slumber and tried to sleepwalk right out of his cottage. If not restrained, he marches straight north, eventually falling off a cliff or into a bog as if trying to get himself killed in an attempt to reach an unknown goal." As though he were expressing disagreement, the man tied to the bed suddenly

begins pumping his limbs even harder, the violent spasms threatening to smash the bed into splinters.

“There are those who have recently criticized the Pathfinders for our indifference to the plight of our fellow field agents. It’s time to show that’s not true. I want you to help Kalkamedes, whether he wants it or not. Several of our best spellcasters have attempted an extensive list of magical cures, but whatever sleepwalking curse or effect he’s under tenaciously resists our efforts. All we can do is keep him safe.” Heidmarch pats him with a degree of professional affection, and Kalkamedes rewards her by trying to swat her with his head.

“Kalkamedes’s friends are at their wits’ end, so we are going to attempt the only thing that we have not tried: we’re going to let him go tonight. That’s where you come in. I want you to follow him and keep him safe and in one piece. Let him get to wherever his addled brain thinks he needs to go so badly. Maybe, just maybe, if he gets there, you can find a way to help him. Maybe you can determine who or what did this to him and find a way to undo it.” Heidmarch pulls out a serrated knife. “Now before I cut him free, does anyone have any questions or last minute preparations?”



**Venture-Captain
Sheila Heidmarch**

The PCs likely have questions, and Sheila Heidmarch answers them as best she can. The most likely inquiries are answered below.

Why don’t we just leave him safely tied up and go search in whatever direction he was headed? “Good thought—I had the same one myself, originally. We’ve already tried that. Although we know he marches north, we haven’t been able to find anything that sheds any light on the situation. For this to work, we’ll need Kalkamedes to be our guide and show us exactly where he’s trying to go. That’s why you have to get the job done before dawn. Once he wakes up, he remembers nothing and becomes downright useless as a guide.”

May we wait a day to prepare more appropriate spells? “That is not acceptable. Look at him! I don’t think he can take much more of this, so I need you to get out there tonight. One way or another, we’re going to settle this and cure him of his affliction.”

Can you give us anything that might help with the mission? “I have little that would be any use, but I believe Kalkamedes would forgive your making use of anything in his cabin.”

Can we knock him out or pin him to the ground if we need to? “Do what you must, but go easy on him. Remember the point of this is to help him!”

Knowledge (Local)

The PCs may already know about Kalkamedes, who has developed a reputation both for his influential research and his troubled history.

15+ Kalkamedes is a veteran Pathfinder, though his fame does not extend beyond southern Varisia. Although he is now semi-retired and only forwards the occasional report to the Decemvirate these days, his colleagues continue to respect him for his many prior accomplishments.

20+ Late in his career, Kalkamedes developed an interest in lore of the ancient runelords and the rare heroes who dared to oppose the runelords’ tyranny. He relocated from Absalom to Varisia for the chance to further his study.

25+ Early in his adventuring career, Kalkamedes swore the oaths to become a paladin and served as a staunch defender of the meek; however, years later he abruptly left his holy order. Few truly understood his decision.

30+ Kalkamedes was sometimes seen carrying a broken sword. Few but his closest friends know that it is actually a sentient blade, and it and Kalkamedes were inseparable.

Searching Kalkamedes’s cabin uncovers several items of note. The wardrobe in Kalkamedes’s bedchamber contains his outdoor clothing (an explorer’s outfit) and a pair of strong boots. A drawer in the end table next to Kalkamedes’s bed contains a series of unfinished charts mapping the Fenwall Mountains. If the PCs search the stove, they find the remains of a crumpled and burned charcoal sketch (see Player’s Handout #1). The tattered sketch depicts a squat fortress under a full moon enshrouded by clouds. Although the sketch has little significance to the PCs this early in the adventure, Kalkamedes has actually drawn the Black Edifice, an image that lingers from his nightly dreams. Frustrated, he threw it in the stove fire yesterday, hoping to rid himself of the haunting memory. In addition to the sketch, with a DC 14 Perception check the PCs can find a hidden lever in the back of the stove that releases the catch to a hidden compartment concealed in the floor under a stack of water barrels. Within, a locked metal chest (hardness 5, hp 15, Break DC 23, Disable Device DC 20) contains some of Kalkamedes’s adventuring gear: *bracers of armor +1*, a *mud-splattered cloak of resistance +1*, an *elixir of swimming*, a dried gourd containing a *potion of cure light wounds*; and an irregularly-shaped mithral flask with jigsaw-like edges containing a *potion of hide from undead*. The razor-sharp flask doubles as a caltrop or an improvised dagger. Also secreted away inside the chest is *Gamin the*

THE BROKEN BLADE

GAMIN THE MISFORGED

Aura faint transmutation; **CL** 5th
Slot none; **Price** 7,015 gp; **Weight** 2 lbs.
Alignment neutral good; **Senses** 30 ft.
Intelligence 10, **Wisdom** 11, **Charisma** 10; **Ego** 2
Language speech (Common)

DESCRIPTION

This glittering blade is clearly defective, and a rippling break runs from its tip to its hilt like a crack in a broken window. Gamin is a +1 *allying mithral longsword*^{APG} with the permanent broken condition, and when held he can cast *guidance* on his wielder at will. Only a master swordsmith might repair Gamin's imperfections, and the Pathfinder Society does not have access to such a resource at this time.

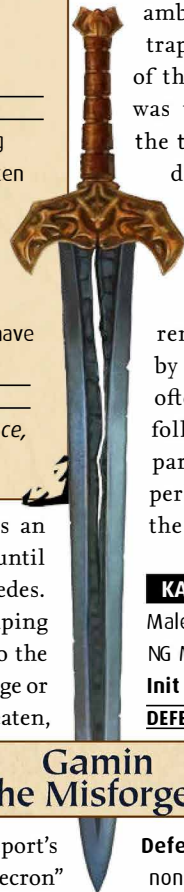
CONSTRUCTION

Requirements Craft Magical Arms and Armor, *guidance*, *magic weapon*

Misforged, an intelligent, magical blade. Gamin is an opinionated NPC who conceals his true nature until convinced of the PCs' willingness to help Kalkamedes. The PCs may earn Gamin's trust by successfully helping Kalkamedes past any of the obstacles leading up to the Black Edifice without Kalkamedes sustaining damage or being seriously inconvenienced, such as by being beaten, tied up, stuffed in a sack, or any other excessively humiliating circumstance.

The so-called Gatesmiths, an informal brotherhood of talented dwarves at Riddleport's Gas Forges in its earlier years, crafted "The Gaminuecron" to be a blade of legend; however, a flaw appeared early in the forging, and the smiths found themselves unable to salvage the blade, discarding it and starting anew. For two centuries, Gamin passed from one dissatisfied holy warrior to the next, and eventually Gamin saw use as little more than a training blade in a lesser fighting academy before being locked away. Several years ago, Kalkamedes liberated the bitter sword during one of his solo expeditions. The two quickly became soul mates: a failed paladin and a broken blade, both imperfect, but each striving to be more than they were. Gamin is fiercely loyal to Kalkamedes, his first wielder to ever truly look past his shortcomings and see his potential.

Gamin accompanied Kalkamedes when he ventured near the Black Edifice and contracted his bizarre somnambulism, but he knows neither why such a thing occurred nor how to find his way back to that place. He encourages the PCs to protect Kalkamedes and let his sleepwalking friend trace his path back to try to solve the mystery.



Gamin
the Misforged

Creatures: Originally a paladin of the Silver Crusade for several years, Kalkamedes did his best to live up to the organization's ideals, but he could never quite follow their code when the temptation to cut corners was at its strongest. He was always at his best when battling evil with underhanded tricks: employing ambushes, faking injuries and luring opponents into traps. Although he was always fighting for the cause of the weak and downtrodden, whenever a just cause was truly on the line, Kalkamedes could not resist the temptation to lie or sneak in order to get the job done. Kalkamedes knew his actions were a slippery slope not only for him but also for the rest of his order. Rather than bring his superiors and colleagues into disrepute, he decided it best to resign and go his own way. Kalkamedes remained a stalwart Pathfinder and is still respected by his many colleagues. Semi-retired, Kalkamedes often disappears on unassigned solo expeditions, following-up on one or more obscure pieces of lore. A part of Kalkamedes, however, has always felt guilty or perhaps incomplete that he was never able to rise to the challenge of fulfilling a paladin's oath.

KALKAMEDES

CR 4

Male human ex-paladin 3/rogue 2
 NG Medium humanoid (human)
Init +1; **Senses** Perception +8

DEFENSE

AC 11, **touch** 11, **flat-footed** 10 (+1 Dex)
hp 48 (3d10+2d8+18)
Fort +5, **Ref** +5, **Will** +3

Defensive Abilities evasion; **Immune** disease, fear, nonlethal damage, sleep

Weaknesses somnambulism

OFFENSE

Speed 30 ft. (20 ft. sleepwalking)
Melee unarmed strike +6 (1d3+2)
Special Attacks sneak attack +1d6

TACTICS

During Combat Kalkamedes ignores most foes, obliviously walking straight past them. If someone blocks his path, he throws a sudden punch and then attempts to keep moving. He also fights vigorously if grappled or pinned. Once free, he ignores the grappler and continues his march.

Morale Regardless of what punishment he endures, Kalkamedes marches for the Black Edifice, crawling if he must. Although he cannot fall unconscious, he collapses and cannot act if reduced to a negative hit point total.

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 17

Feats Unarmed Strike, Power Attack, Step Up, Toughness

Skills Acrobatics +7, Climb +10, Diplomacy +7, Perception +8, Ride +9, Sense Motive +8, Swim +6

Languages Common

SQ rogue talent (surprise attack), trapfinding +1

Gear cloth nightcap, wool pajamas

SPECIAL ABILITIES

Somnambulism (Su) Each night, Kalkamedes suffers from magically induced form of sleepwalking from which he cannot be roused. While sleepwalking, his Speed is reduced to 20 feet and he is considered flat-footed at all times. Already asleep, he is immune to sleep and nonlethal damage.

Faction Notes: Grand Lodge faction PCs may use the unfinished maps in the dresser to get a head start on their mission, but the maps make no mention of the Black Edifice.

Qadira faction PCs might be able to discern the locations of the region's active gold mines and other resources, but Kalkamedes's legend and map notes are arrayed in a unique manner that requires a DC 14 Knowledge (geography) or Linguistics check to decipher. Successfully understanding and recovering this map earns Qadira faction PCs 1 Prestige Point.

Shadow Lodge faction PCs have an opportunity to question Sheila Heidmarch about why the Decemvirate sent such extensive aid for Kalkamedes. At this time, Heidmarch is reticent to share that it was her idea and that she had to pull a number of strings before receiving the go-ahead from Absalom, so convincing her to speak on the matter requires a DC 21 Diplomacy check or a DC 25 Sense Motive check to note telltale behavioral signs that betray her involvement; however, if Kalkamedes sustains less than 35 points of damage by the end of the scenario, the venture-captain is sufficiently impressed that she openly admits the truth without the need for a skill check. Learning who ordered the mission earns Shadow Lodge faction PCs 1 Prestige Point.

Taldor faction PCs should find *Gamin the Misforged* to ask it about where it was forged, though the sword is unlikely to respond to any inquiries until the PCs have earned its trust later in the scenario (see *Gamin the Misforged* sidebar on page 6). *Gamin* is not interested in talking about his flawed history, but a PC can force him to explain his origins with a DC 20 Use Magic Device check or trick him into revealing his origins with a DC 15 Bluff check.

A. THE MAIMING MOUNTAIN

Immediately after Sheila Heidmarch finishes cutting his bonds, Kalkamedes totters out the door of his cabin and begins stumbling northward. Unbeknownst to anyone present, he has set his course for the Black Edifice on a path fraught with danger, especially for an oblivious sleepwalker. The night sky is clear with a waning quarter crescent moon that provides dim light, but the minimal illumination is of no help to the sleepwalking Pathfinder, whose staggering gait propels him blindly forward with closed eyes. It should be obvious to the PCs that in his present state, Kalkamedes has no sense of self-preservation, and that his somnambulance might make even the most mundane acts of navigation surprisingly difficult.

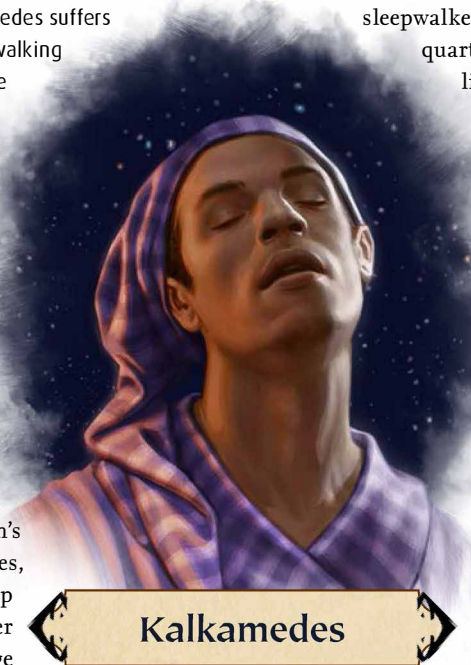
Kalkamedes's First Break

Unless the PCs have taken special precautions, a mere half hour after they set out Kalkamedes twists his ankle on a rock. He suffers only 1d4+1 points of damage (2d4+2 in Subtier 4–5) from the sprain, but if he continues to march on it—which he does if the PCs do not intervene—he aggravates the injury and takes 1 additional point of damage every minute of his march. Identifying the consequences of his injury requires a DC 15 Heal check, though the problem becomes clear once Kalkamedes has sustained 10 points of damage from the encounter.

The PCs can simply heal Kalkamedes with magic. Once he recovers all of the damage sustained from the injury, the ankle is restored. Alternatively, a PC might also build a splint for Kalkamedes's injury, enabling him to continue to limp without harming himself. This requires a successful DC 14 Heal check, but the PCs can only perform the check if Kalkamedes is first pinned or otherwise frozen in place for 3 rounds.

Razor Bramble

An hour later, Kalkamedes's path takes him straight into a thick copse of thorns. With a DC 18 Knowledge (nature) or Survival check, a PC can identify this hazard as a patch of razor bramble, a naturally growing weed capable of lacerating one's legs. The razor bramble counts as difficult terrain and covers an area 40 feet wide and 60 feet deep, though in Subtier 4–5 the patch is instead 60 feet wide and 100 feet deep. Anyone traveling through the razor bramble suffers 2d4+2 points of damage per round,



Kalkamedes

Bears in the Berries

1 square = 5 feet

B = Bear

B₂ = Juvenile BearKalkamedes's
Path

PCs Enter



GameMastery Map Pack: Ancient Forest

but the damage is reduced by 1 for each point of armor, natural armor or deflection bonus. Unless the PCs have taken precautionary measures, Kalkamedes does not have such bonuses and plows straight into the hazard, traversing it over the course of six rounds.

The PCs can grapple and drag Kalkamedes around the razor bramble. Alternatively, if the PCs have scouted ahead of Kalkamedes, they might simply burn the offending plant away with magic or even mundane fire. Treat each 5-foot square as an inanimate object with 10 hp, hardness 2, and vulnerability to fire.

A PC capable of tracking who succeeds on a DC 25 Survival check detects signs that someone forced his way through this same patch of razor bramble less than a week or two ago. The tracks belong to Kalkamedes, who tore his way through the razor brambles during a recent sleepwalking foray.

Faction Notes: Lantern Lodge faction PCs should obtain a cutting of the razor bramble to satisfy their

faction mission. Acquiring a cutting is easy, but keeping it alive is less so, as razor bramble cuttings require regular hydration and plenty of oxygen. Identifying that the cutting needs special treatment requires a DC 10 Knowledge (nature) check, after which a PC must make a special effort not to mistreat the cutting—stuffing it in a backpack, exposing it to fire, etc.—for the rest of the adventure. Completing the adventure with a healthy cutting earns Lantern Lodge faction PCs 1 Prestige Point.

Submersion

After another hour, Kalkamedes abruptly turns to the west, potentially foiling any attempts by the PCs to range ahead and plan for potential obstacles. Shortly after he does so, Kalkamedes marches straight into a watery bog, a standing pool recently made much deeper by the rainfall from the prior night. While the water is only 2 feet deep around the bog's periphery, it gradually gets deeper—eventually Kalkamedes submerges himself

as he tries to sleepwalk across the bottom. Despite his mystic affliction, he still needs to breathe and if the PCs do not help him, might drown.

The deep part of the pool spans 40 feet across and 100 feet to either side of Kalkamedes's path (or double these dimensions in Subtier 4–5), and while Kalkamedes has no difficulty descending into the pool, his intermittent snores should demonstrate to the PCs that their charge is disinclined to hold his breath long enough to make it across. Casting *water breathing* on Kalkamedes provides him enough time to cross the pond safely, but there are other ways to aid him. Jury-rigging floats and attaching them to Kalkamedes allow him to float across the pool, but the PCs must fashion these improvised floatation devices from amongst their possessions with a DC 14 Intelligence, Survival, or relevant Craft check. Once again, the PCs can grapple Kalkamedes and drag him to safety, though they must either swim him across to the other side with a DC 20 Swim check or drag him all the way around the pond.

The Precipice

Kalkamedes's path winds westward into a steep mountain pass that climbs several hundred feet. The surface levels out only to terminate fifty feet ahead with a precipitous drop into a thirty-foot wide canyon.

If not stopped, Kalkamedes walks straight off the cliff and take 7d6 points of damage. If he survives, he rises and crosses the 30-foot long canyon along the bottom. He then tries to scale the 70-foot cliff wall on the other side and continue his journey. To do this, Kalkamedes must succeed on a DC 18 Climb check for every 15 feet he climbs. If he ever fails by 5 or more, he tumbles back down into the crevasse, suffering 1d6 points of damage for every ten feet he falls. In Subtier 4–5, the canyon is 100 feet deep and has unusually sheer sides that require a DC 22 Climb check to scale.

A1. Bears in the Berries

Great bands of stars sweep across the cloudless night sky, illuminating a series of game trails that chase through the mountain shrubs and berry bushes.

Creatures: Still finding ways to march headlong into trouble, Kalkamedes next strides into the path of a black bear that is watching over her two cubs (in Subtier 4–5 a grizzly bear and two juvenile offspring) and feeding on the several species of berries. Once the sleepwalking Pathfinder gets within 20 feet of the bear, she roars with displeasure and attempts to warn him away from her

SCALING ENCOUNTER A1

Make the following changes to accommodate parties of four PCs.

Subtier 1–2: The bear has traveled a considerable distance and has not eaten recently, making it fatigued.

Subtier 4–5: Reduce the number of scared juvenile bears from 2 to 1.

cubs—a gesture that Kalkamedes ignores. The bear then charges at the trespasser and, if the PCs do not intervene, mauls him to death.

The bear would prefer to avoid confrontation, and PCs who react quickly may calm the animal with a DC 18 wild empathy check before combat erupts; improving its attitude in this way convinces the animal to wander off instead. With the right bait or approach, the PCs might be able to lure the bear to chase them instead, but they then become the target of the bear's wrath.

Subtier 1–2 (CR 3)

BLACK BEAR CR 3

Young grizzly bear (*Pathfinder RPG Bestiary* 31, 295)
hp 32

Subtier 4–5 (CR 6)

GRIZZLY BEAR CR 4

hp 42 (*Pathfinder RPG Bestiary* 31)

SCARED JUVENILE BEARS (2) CR 2

Young grizzly bear (*Pathfinder RPG Bestiary* 31, 295)
hp 32 each

STATISTICS

SQ shaken

A2. The Gorgon's Privateers (CR 4 or 7)

Over the course of another two hours, the rough, mountainous scrubland gradually flattens and gives way to thicker copses of trees sustained by a series of chilly, narrow streams. Kalkamedes's trail meanders northward

The thick trees and ground cover make this area difficult to navigate, and any squares containing a tree or brush are treated as difficult terrain. In addition, these squares grant cover, allowing anyone to use Stealth to hide.

Creatures: Matters only become more complicated for Kalkamedes when his night march takes him into the territory of an upstart group of highwaymen who call themselves the Gorgon's Privateers. Several of the

The Bandits' Trail

1 square = 5 feet

B = Bandit
B₁ = Additional Bandit

PCs
Enter

Kalkamedes's
Path



GameMastery Flip-Mat: Woodlands

bandits applied dark pigments to camouflage their skin and armor (granting them a +2 circumstance bonus on Stealth checks, already included in their stats) before spending half the night waiting in the dark to waylay unsuspecting travelers traversing a road far to the south. Having failed to find any victims, they are now making their way back to their hidden camp deeper in the mountains; however, when they hear Kalkamedes marching so close to their camp, they quickly take up ambush positions, eager to find someone to rob at last. As Kalkamedes wanders through their ambush site, the bandits leap to the attack.

Subtier 1–2 (CR 4)

GORGON'S PRIVATEER BANDITS (6)

CR 1/2

Male human warrior 2

N Medium humanoid

Init +1; **Senses** Perception –1

DEFENSE

AC 12, **touch** 11, **flat-footed** 11 (+1 armor, +1 Dex)

hp 13 each

Fort +3, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.

Melee light mace +4 (1d6+2), or sickle +4 (1d6+2) or sap +4 (1d6+2 nonlethal)

Ranged sling +3 (1d4+2)

TACTICS

Before Combat Working in pairs, the bandits hide in treed squares at the edge of the trail so they can set multiple points of ambush from cover.

During Combat The bandits provide flanking for one another to use their Precise Strike feat. Where possible they end their turns in treed squares to secure cover and prevent attacks of opportunity. Once they appreciate the threat the PCs pose, they try to melt back into the woods using the Nimble Moves feat and Stealth to circle around with new points of ambush.

Morale Once all but two bandits are subdued, the last two flee.

STATISTICS

Str 14, **Dex** 13, **Con** 11, **Int** 9, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Nimble Moves, Precise Strike^{APG}

Skills Intimidate +4, Swim +6, Stealth +5

Languages Common, Varisian

Gear padded armor with camouflage, sling with 10 bullets, light mace or sickle, sap

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

Subtier 4–5 (CR 7)

GORGON'S PRIVATEER BANDITS (8) CR 1

Human fighter 2

N Medium humanoid (human)

Init +2; **Senses** Perception –1

DEFENSE

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

hp 19 (2d10+4)

Fort +4, **Ref** +2, **Will** +1; +1 vs. fear

OFFENSE

Speed 30 ft.

Melee mwk light mace +6 (1d6+3), or mwk sickle +6 (1d6+3), or mwk sap +6 (1d6+3 nonlethal)

Ranged heavy crossbow +4 (1d10/19–20)

TACTICS

Before Combat Working in pairs, the bandits hide in treed squares at the edge of the trail so they can set multiple points of ambush from cover.

During Combat The bandits provide flanking for one another to use their Precise Strike feat. Where possible they end their turns in treed squares to secure cover and prevent attacks of opportunity. Once they appreciate the threat the PCs pose, they try to melt back into the woods using the Nimble Moves feat and Stealth to circle around with new points of ambush.

Morale Once all but two bandits are subdued, the others flee.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 17

Feats Blind-Fight, Iron Will, Nimble Moves, Precise Strike^{APG}

Skills Climb +7, Intimidate +6, Stealth +6, Swim +7

Languages Common, Varisian

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear leather armor, heavy crossbow with 20 bolts, mwk light mace or mwk sickle, mwk sap, 13 gp

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

Development: Kalkamedes continues his trek, largely oblivious to the combat and the PCs' attempts to question or search the bandits. He journeys north and then gradually gravitates to the northwest for two more hours.

SCALING ENCOUNTER A2

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

Subtier 1–2: Reduce the number of bandits from 6 to 4.

Subtier 4–5: Reduce the number of bandits from 8 to 6.

Faction Notes: Sczarni faction PCs should ensure that at least one bandit survives the encounter to act as a messenger. Any captured or subdued bandit willingly delivers the message if persuaded with a DC 12 Diplomacy or Intimidate check, earning Sczarni faction PCs 1 Prestige Point.

Andoran faction PCs are also interested in capturing one of the bandits, from whom they must learn the name of the Gorgon's Privateers' leader. Because the Andoran faction's plans for the bandit leader—a suspected slaver named Commandron Voriak—are not peaceful, convincing a bandit to reveal the leader's name requires a DC 15 Bluff or Intimidate check. Learning this name earns Andoran faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the Gorgon's Privateers, reward them thus.

Subtier 1–2:

Give each PC 24 gp.

Subtier 4–5:

Give each PC 534 gp.

B. THE BLACK EDIFICE

The light of the sinking moon washes the sub-alpine valley ahead in silvery light. A squat, stone bunker crafted of dark rock sits nestled among the low trees, its domed roof barely peeking out from above the leafy canopy. As a cloud passes over the moon, the entire structure seems to fade from view, leaving a momentary void before the moon's light again illuminates it. Only a single entryway mars the smooth, windowless facade of the lone building.

The structure is the Black Edifice, an ancient waystation used by the Thrallkeepers thousands of years ago to summon and store dangerous creatures from the beyond. Most of the flat defensive tower's levels are deep underground. In order to conceal their dangerous summoning activity from inquisitive minds and curious neighbors, the keep's designers enchanted the structure's exterior to be invisible by day and visible only by the direct light of the moon. Fortunately for the PCs, Kalkamedes's subconscious knows the way to the entrance, and he is not deceived by the illusory defense.

Faction Notes: Grand Lodge faction PCs may make a DC 15 Craft (cartography) or Knowledge (geography) check or a DC 18 Survival check to correctly label the location of



Cavern of the Black Edifice

1 square = 5 feet

the Black Edifice on a map, earning Grand Lodge faction PCs 1 Prestige Point.

Osirion faction PCs must obtain a sample of the enchanted stone, but careless removal of any of the façade causes the sample's magic to fade quickly over the course of an hour. Carving away a suitable and preserved 10-pound sample requires a DC 15 Craft (stonemasonry) or Profession (miner) check, and a PC may recover as many samples as he can carry. Successfully recovering a viable sample earns Osirion faction PCs 1 Prestige Point.

B1. The Sihedron Entrance

A ten-foot wide stone archway, its keystone inscribed with a seven-pointed star wreathed in ancient markings, offers ingress into an unlit corridor built of cut stone blocks. Weathered script snakes its way up and down each side of the entrance.

The words on the entrance are written in Thassilonian, decipherable with a DC 20 Linguistics check or the ability to read the language. They read, "Enter the Black Edifice, locus of the Thrallkeepers, servants of the Runelord of Sloth." Like the rest of the structure, the runes are

invisible by day. Paw prints of dried mud left by resident animals show regular ingress and egress.

B2. The Transkinetic Barrier

Steep stairs descend into this room, whose only other entrance is sealed by a massive set of iron double doors that block passage to the east and rest upon a dais of glistening black stone. To the west stands a statue of an elderly, robed man carved from the same dark stone, and in his hand he brandishes a slender golden wand that points toward the door. Ancient script winds around the statue's round base, and dried leaves, dirt, and small animal bones are scattered about the room.

Although the entrance to the Black Edifice was unguarded and hidden from sight, the Thrallkeepers built this chamber to keep out anyone so crafty or lucky as to find his way in. The door contains neither trap nor lock, instead relying upon its sheer mass to deter trespassers. To further foil intruders, the dais upon which the door rests contains a powerful magical property known as a transkinetic field, which reverses the strength of anyone who stands upon the dais; particularly strong characters

find their Strength reduced, while a weak individual's effective Strength suddenly increases. There is no saving throw to avoid the effect, though the effect ends immediately when one no longer stands on the dais.

The statue depicts the High Gorelock Ahm'Jugarian, a mid-ranking Thrallkeeper who was once the custodian of the Black Edifice. The Thassilonian inscription, which a PC can translate with a DC 20 Linguistics check, reads, "Those that would dare believe they are strong enough to oppose us shall learn that their strength is their weakness and our weaknesses are our very strengths." The boastful message left by the Thrallkeepers provides a potential clue to the dais' operation and how it might be used to open the door. If the PCs decipher the message, provide them with Player Handout #2.

The statue of Ahm'Jugarian points a *wand of ray of enfeeblement* (16 charges) at the door, and a PC can easily slide the wand out of its hand. The Thrallkeepers placed the wand in the statue's hand, knowing that their visiting brethren could use it to temporarily reduce their Strength, in turn enhancing their Strength when standing on the dais to push open the double doors. If the PCs retrieve the statue's wand they can use it in the same way. If not, they will need to find another way to open the door, perhaps by organizing their weaker members to push together or summoning extremely weak creatures to perform the work. The doors require a DC 21 Strength check to open, though in Subtier 4–5 the doors are particularly massive and require a DC 25 Strength check to open.

Kalkamedes repeatedly attempts to walk through the closed doors, providing no assistance but not hindering most tactics.

Creatures: The Black Edifice's daytime invisibility does not deter crepuscular and nocturnal creatures from using it as a den, and most recently a few giant skunks have taken up residence in this room. They savagely defend their lair against all threats. Although the animals do not understand the dais' power, they do associate it with an uncomfortable sensation, and they avoid standing on it whenever possible.

Subtier 1–2 (CR 3)

GIANT SKUNK CR 3

hp 27 (*Pathfinder RPG Bestiary 3 247*)

Subtier 4–5 (CR 6)

DIRE SKUNKS (2) CR 4

Advanced giant skunk (*Pathfinder RPG Bestiary 3 247, 290*)

hp 37 each

| DAIS OF TRANSKINESIS | | |
|--------------------------|----------------------------------|------------------|
| Effective Strength Score | Converted Strength Score on Dais | New Modifier |
| 20+ | 0 | too weak to move |
| 19 | 1 | –5 |
| 18 | 2 | –4 |
| 17 | 3 | –4 |
| 16 | 4 | –3 |
| 15 | 5 | –3 |
| 14 | 6 | –2 |
| 13 | 7 | –2 |
| 12 | 8 | –1 |
| 11 | 9 | –1 |
| 10 | 10 | +0 |
| 9 | 11 | +0 |
| 8 | 12 | +1 |
| 7 | 13 | +1 |
| 6 | 14 | +2 |
| 5 | 15 | +2 |
| 4 | 16 | +3 |
| 3 | 17 | +3 |
| 2 | 18 | +4 |
| 1 | 19 | +4 |
| 0 | 20 | +5 |

B3. The Lift to the Lower Level

Suspended by thick chains, a massive metal cage shaped like a demon's head hangs over a dark shaft with no bottom in sight. The cage's door—by all appearances a menacing maw, filled with incisor-like fangs—hangs open to the west. There, a narrow bridge spans the short distance between the ledge and the cage. A small console on the north edge of the bridge bears a single lever.

Although it looks foreboding, the Thrallkeepers' lift mechanism is quite safe. It still functions well, even millennia later, hinting at a level of engineering now lost to the continent. The lever in the console presently sits in the middle of three positions. Moving the level up causes the cage to close its mouth and move upward, and moving the lever down also closes the mouth and causes the cage to move downward. An identical lever stands near the bottom of the shaft. The cage has enough space to hold four medium creatures at a time. It is also possible to descend by climbing the sides of the shaft (DC 18 Climb) or by lowering rope, but the 200-foot climb can be deadly to those who slip and fall.

When Kalkamedes reaches this area, he walks straight into the cage (through the open mouth) and silently waits for someone to activate the cage so he can descend.

OPTIONAL ENCOUNTER

The skunks in area B2 are an optional encounter. If less than 90 minutes remain in which to complete the scenario, skip the encounter; no creatures use the hall as their lair.

SCALING ENCOUNTER B2

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

Subtier 1-2: Give the giant skunk the young simple template.

Subtier 4-5: Remove the advanced simple template from the giant skunks.

C. CAVERN OF THE BLACK EDIFICE

Read the following as the PCs enter the large cavern below.

Palm-sized shards of jagged steel jut from halfway up the walls of this large cavern, bathing the cavern with a dark green light. A set of natural rock columns support the chamber's ceiling, which rises to a height of twenty feet. A small tunnel leads to the northeast, and several rounded alcoves branch off from the main cavern.

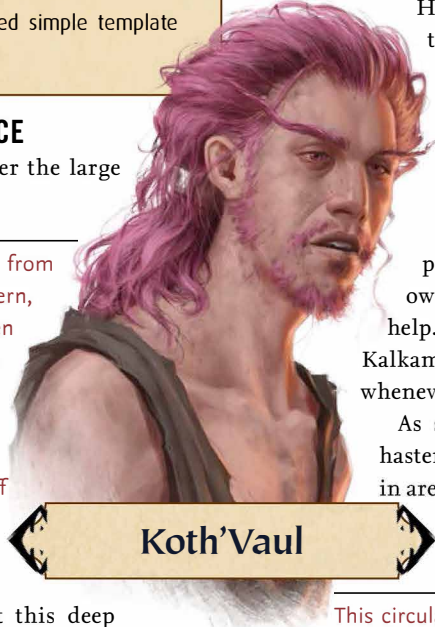
The Thrallkeepers employed summoned creatures to carve out this deep complex, which they dedicated to the conjuration dangerous of outsiders. To accommodate exceptionally large subjects, the main cavern rises to a height of 20 feet, though the tunnel that leads from the lift to the cavern is only 10 feet tall—the better to slow down any crazed creatures had the Thrallkeepers needed to evacuate the facility. Although a casual glance suggests the cavern formed naturally, a DC 12 Perception check reveals that every surface except those containing summoning circles is scarred by claw marks of various sizes, a lasting reminder of the hundreds of conjured creatures that built the facility.

The lower level of the Black Edifice also contains two complex summoning circles built by the Thrallkeepers millennia ago. Until recently, the only occupant was the glabrezu Koth'Vault, and the wards that bind him have degraded to the point that within a handful of weeks he could break free. Sensing this impending danger to the countryside, the ghaele azata Sulianna sought out the glabrezu several weeks ago, intending to destroy him before he could escape.

Sulianna underestimated Koth'Vault's power and the extent to which the prison had weakened, and the azata soon found herself within the glabrezu's reach. The two fought an extended battle before Koth'Vault at last dealt a crippling blow to Sulianna that knocked her beyond his reach. He called upon his undead ally in C2, but the ghaele took refuge in the second summoning circle in area C3, which both warded off the creatures' attacks and trapped her within the cavern. Sulianna has since collapsed from her wounds, and Koth'Vault patiently waits for his own summoning circle to fade before finishing what he started.

However, even comatose, Sulianna was able to reach out with her mind to find mortal advocates to help her end the glabrezu's threat. When Kalkamedes traveled near the Black Edifice, the azata attempted to communicate with him telepathically. Unfortunately, though Koth'Vault's prison still prevented him from physically leaving, he was able to use his own telepathy to muddle his rival's call for help. Even so, the celestial cry for aid haunts Kalkamedes's subconscious and reemerges whenever he tries to sleep.

As soon as Kalkamedes reaches area C, he hastens towards Sulianna's unconscious form in area C3.



Koth'Vault

C1. The Prison of Koth'Vault (CR 11)

This circular alcove buds off from the larger cavern to the north. An elaborate set of concentric circles inscribed in dull metal of different colors occupies much of the space within the room.

The summoning circle serves as a holding cell for a powerful outsider, though its magic has faded considerably over the years. The circle prohibits any extra-planar beings from exiting it and traps them as *dimensional lock*. Magic functions normally within the circle itself, but no one so trapped can affect anything outside the circle, as though blocked by a *wall of force*. Those trapped within cannot harm the circle in any way, but those outside can attack and destroy the circle like a normal object; the circle has 50 hit points, hardness 5, and can be destroyed by *dispel magic* with a DC 20 caster level check. The circle's outer runes contain positive energy, preventing any undead from crossing into or out of the circle.

Creatures: The glabrezu Koth'Vault easily senses the PCs' approach and constructs a ruse to direct their attention from Sulianna to himself. Using his *veil* spell-like ability, he disguises himself as a helpless gnome in

need of rescue. Although Koth'Vaul is far too powerful for the PCs to face, the Thrallkeepers' circle keeps him physically imprisoned; unless a PC wanders into his circle, the glabrezu cannot harm anyone directly. If he can convince anyone to free him by destroying the circle, the demon will be free.

As a gnome, Koth'Vaul is dressed in threadbare clothes and has an unkempt mane of fuchsia hair. He calls out for the PCs' aid as soon as he sees them and attempts to convince them to free him. The glabrezu knows how to make his lies difficult to pierce by weaving in elements of truth, but even so his quickly concocted disguise and tale have holes.

Koth'Vaul relates that he is a gnome who was imprisoned here centuries ago by an organization known as the Thrallkeepers, who bound him here in the keep known as the Black Edifice to use his fey essence to power their magic. His captors have all long since died, but the wards that bind him have kept him young. All he wants now is to be free so that he can taste fresh air once again, die at last, and perhaps travel back in spirit to the First World from whence he came.

Should the PCs spot Sulianna in area C3, Koth'Vaul incorporates her into his tale by claiming that she was once his traveling companion and adopted sister. Because the two circles are not in sight of one another, Koth'Vaul the gnome expresses uncertainty about Sulianna's condition and simply claims that he has not heard from her in a long time and does not know if she is well. To build the case that the PCs should free him first, Koth'Vaul claims to have some magic that could revive her if she is unwell.

The glabrezu quickly diagnoses Kalkamedes's affliction and weaves the man into the story, claiming that the man is the direct descendant and very likeness of Johanis, a human adventurer with whom Koth'Vaul and his sister traveled centuries ago. When the Thrallkeepers accosted them, Johanis was the only one to escape, though the man swore that he or he trusted would mount a rescue. Koth'Vaul is therefore certain that Kalkamedes has answered his ancestor's call ten generations later. That Kalkamedes walks toward Sulianna is likely a reflection of Johanis' love for Sulianna so many years ago.

Development: Once the PCs express sincere doubt, begin picking apart his story to point out inconsistencies, or move to aid Sulianna in area C3, Koth'Vaul quickly becomes angry and commands Illvaster, his undead ally in area C2, to attack. From the glabrezu's standpoint, time will soon grant him freedom, but the curious adventurers cannot be permitted to free Sulianna. If the PCs decide to free Koth'Vaul, he cackles gleefully as he teleports next to Sulianna's summoning circle in area C3, breaks the circle, and kills the azata. To prevent the PCs from interfering, he commands Illvaster to attack, and upon slaying the celestial, Koth'Vaul uses *greater teleport* to leave the Black Edifice forever.

FLAWS IN THE TALE

While Koth'Vaul is an accomplished liar—his Bluff score has a +28 modifier—his hastily crafted story has several flaws. Each flaw the PCs identify increases the DC of Koth'Vaul's Bluff check by 5 as the party becomes increasingly suspicious of the gnome's story.

DC 18 Knowledge (local): Any gnome trapped for more than a year should be vulnerable to Bleaching, an affliction that gnomes suffer over time when they fail to partake in new experiences and sensations. Koth'Vaul appears to be perfectly healthy. Gnome PCs gain a +5 bonus when making this Knowledge (local) check and may do so untrained.

DC 20 Knowledge (planes): Koth'Vaul introduces himself using his real name, which a PC might realize has linguistic roots in Abyssal and makes an unlikely name for a gnome. Exceeding this check's DC by 8 or more is treated as two flaws for the purposes of Bluff checks, as the PC also realizes that Koth'Vaul is the name of a specific demon known as the Lying Horns, an outsider who tempts mortals into corruption.

DC 15 Knowledge (history): The Thrallkeepers vanished along with the runelords thousands of years ago. Koth'Vaul's claim that Kalkamedes is the tenth-generation descendant of Johanis is biologically impossible for a human.

DC 20 Knowledge (arcana and planes): The wards that surround Koth'Vaul are designed to imprison outsiders, which should not stop a simple gnome from walking across them. Exceeding this check by 5 or more also reveals that the circle is specifically attuned to contain a creature strongly attuned to chaos, evil, or both. Succeeding at either DC also reveals that the wards have been degrading slowly and were likely once more potent than they are now.

KOTH'VAUL

CR 11

Glabrezu demon (*Pathfinder RPG Bestiary* 61)

hp 186 (currently 71)

TACTICS

During Combat While trapped inside his circle, Koth'Vaul cannot attack anyone outside his circle. If anyone foolishly enters the circle, he attempts to subdue her and then use her as a hostage. Once it is clear that he is not a gnome, Koth'Vaul offers one's heart's desire to anyone who aids his escape, though he has no intention of granting such a boon to anyone, much less expending his *wish* spell-like ability.

C2. The Edifice Guardian (CR 4 or CR 7)

A deep pool occupies much of this alcove. Suspended particles of dust cloud the stagnant water, but barely visible at the bottom are several dozen strange bones from otherworldly creatures.

The pool once served as a third summoning area for aquatic creatures that would be more cooperative in wet

SCALING ENCOUNTER C2

For parties of only four PCs, remove the crawling hands from the encounter.

conditions or for fiery creatures that might be cowed more easily by a hostile environment. In addition, the pool served as a receptacle for the unused remains of called outsiders that failed to survive the Thrallkeepers' sinister experiments.

Creatures: The Thrallkeepers imprisoned Koth'Vault in order to force the fiend to expend its potent ability to grant one *wish* a month, cajoling or bartering with him with each turn of the moon. For years, Koth'Vault did his best to tempt his captors into making improvident wishes, and wherever possible he would twist the results of their wishes to his advantage. With one such *wish*, Koth'Vault agreed to provide heightened security for the Black Edifice: a powerful draconic guardian named Illvaster bound to their service. Although Illvaster died millennia ago, its servitude did not end. The power of Koth'Vault's *wish* saw to it that the creature arose as a zombie—less powerful, but potent nonetheless—whose appearance the Thrallkeepers altered with the help of a *hat of disguise* to look like the original dragon. Moreover, now that the Thrallkeepers are no more, the power to control the creature has reverted to Koth'Vault, a residual clause woven into the demon's *wish*. While those same terms dictate that Koth'Vault cannot use the creature to free himself, he is able to employ the creature in his defense.

When Sulianna first arrived in the cavern, Koth'Vault ordered Illvaster to ambush her from behind. The dragon-zombie pushed her inside the rings of Koth'Vault's prison where the fiend could do battle. Once the azata escaped into the second summoning circle, Illvaster was unable to reach her and returned to the pool to await further orders.

In addition, long-term exposure to Illvaster's undead influence has infused a few of the extraplanar remains at the bottom of the pool with negative energy, and they behave in all ways like crawling hands.

Subtier 1–2 (CR 4)

ILLVASTER CR 3

Young black dragon zombie (*Pathfinder RPG Bestiary* 92, 288)
NE Medium undead (water)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, **touch** 11, **flat-footed** 12 (+1 Dex, +2 natural)

hp 49 (9d8+9)

Fort +3, **Ref** +4, **Will** +6

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

OFFENSE

Speed 60 ft., fly 150 ft. (clumsy), swim 60 ft.

Melee bite +7 (1d8+5)
or slam +7 (1d6+5)

TACTICS

Before Combat Illvaster waits inside the pool, hiding from casual observation.

During Combat Although once a terrible foe, Illvaster now lacks battle intelligence. He attacks the nearest target, often switching opponents after each successful attack. If a PC gets by him and moves to aid Sulianna, Koth'Vault orders Illvaster to focus on that foe without regard for attacks of opportunity.

Morale Illvaster fights until destroyed.

STATISTICS

Str 21, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Toughness

SQ staggered

Gear *hat of disguise* (appears as mithral band on left horn)

SPECIAL ABILITIES

Broken Bones (Ex) Over the centuries, many of Illvaster's bones have become broken and misshapen. As a result, Illvaster has a –2 to hit and damage and cannot make effective use of his wings and claws as weapons. This penalty has already been factored into his statistics block above.

CRAWLING HANDS (2) CR 1/2

hp 9 each (*Pathfinder RPG Bestiary* 2 59)

Subtier 4–5 (CR 7)

ILLVASTER CR 6

Young adult black dragon fast zombie (*Pathfinder RPG Bestiary* 92, 288)

NE Large undead (water)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, –1 size)

hp 77 (14d8+14)

Fort +4, **Ref** +6, **Will** +9

Immune undead traits

OFFENSE

Speed 70 ft., fly 200 ft. (clumsy), swim 60 ft.

Melee bite +13 (2d6+7), slam +13 (1d8+3), tail slap +8 (1d8)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

TACTICS

Before Combat Illvaster waits inside the pool, hiding from casual observation.

During Combat Although once a terrible foe, Illvaster now lacks battle intelligence. He attacks the nearest target, often switching opponents after each attack. If a PC gets by him and moves to aid Sulianna, Koth'Vault orders Illvaster to focus on that opponent without regard for attacks of opportunity.

Morale Illvaster fights until destroyed.

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +18; **CMD** 30 (34 vs. trip)

Feats Toughness

SQ quick strikes, broken bones

Gear *hat of disguise* (appears as mithral band on left horn)

SPECIAL ABILITIES

Broken Bones (Ex) Over the centuries, many of Illvaster's bones have become broken and misshapen. As a result, Illvaster has a –3 to hit and damage and cannot make effective use of his wings and claws as weapons. This penalty has already been factored into his statistics block above.

NECROTIC CLAWS (3) CR 1

Advanced crawling hands (*Pathfinder RPG Bestiary 2* 59, 292)

hp 11 each

Treasure: Scattered along the bottom of the pool are the remnants of what was once Illvaster's treasure hoard. While the fetid water has long tarnished the hundreds of loose coins into valueless ruin, two black stone pots sealed with wax have survived. Between them they contain a *scabbard of vigor* (*Pathfinder RPG Ultimate Equipment* 318), a *phylactery of faithfulness*, a *potion of cure serious wounds*, and five polished pieces of amber worth 100 gp each. In Subtier 4–5, a +1 *vicious greataxe*, once the favored weapon of a warrior in the service of a runelord, also rests on the bottom of the pool.

Rewards: If the PCs defeat Illvaster, reward them thus.

Subtier 1–2:

Give each PC 489 gp.

Subtier 4–5:

Give each PC 1,347 gp.

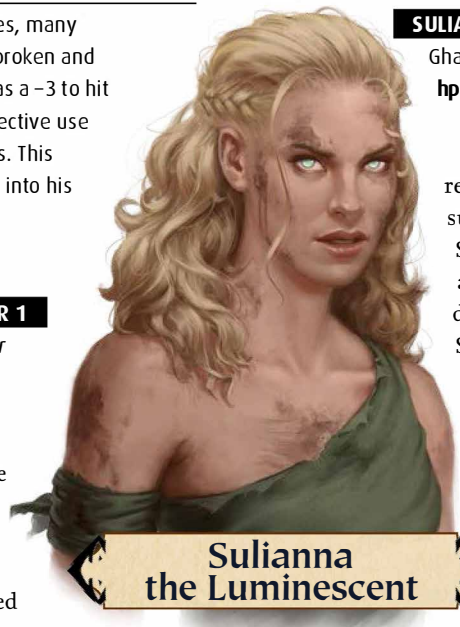
C3. The Resting Place of Sulianna

Faintly glowing lines trace the platform's floor in concentric rings in this alcove.

Much like the summoning circle in area C1, this circle wards against undead and outsider intrusion, but unlike the other lines, these are still fairly fresh and strong.

Creatures: After Sulianna narrowly escaped Koth'Vault's clutches, in desperation, she dove into this empty summoning circle to escape Illvaster. The circle's

outer rings radiate a powerful positive energy that keeps the undead beast at bay. Unfortunately, once she entered the circle the ancient wards prevented her from using her own magic to escape. Having succumbed to her wounds, she collapsed and has not recovered since. Unless identified with a DC 23 Knowledge (planes) check, Sulianna appears to be a beautiful, elven warrior-woman.



Sulianna the Luminescent

SULIANNA THE LUMINESCENT CR 13

Ghaele (*Pathfinder RPG Bestiary 25*)

hp 136 (currently –10 [stable])

Development: If healed to the point of regaining consciousness—fortunately the summoning circle also suppresses her Spell Resistance—Sulianna is able to speak and explains the nature of Koth'Vault's deception and Kalkamedes's affliction. She cannot escape the binding circle on her own, though, and needs the PCs' help to destroy it (hardness 5, 50 hp). Once she is free, she remains too weak to deal with Koth'Vault on her own, and she finds the PCs' heroic perseverance admirable. Using a fraction of her remaining strength, she grants one of the PCs the ability cast her *banish* spell to conclude what they started. Even though it is not as effective as destroying Koth'Vault completely, it at least spares Varisia the chaos that would ensue should he break free. Thanks to the summoning circle's magic, casting *banish* easily sends Koth'Vault back to the Abyss.

CONCLUSION

Upon being freed and ensuring Koth'Vault's banishment, Sulianna heals Kalkamedes of his affliction. With both of them restored, the PCs earn powerful, lifelong allies. Sulianna accompanies the group back to Kalkamedes's cottage and then departs for Elysium, but not before promising a favor in return for the PCs' assistance. Venture-Captain Sheila Heidmarch expresses visible relief upon seeing the Pathfinders return and offers them heartfelt thanks for their patience and hard work. Kalkamedes is also grateful, spreads word of the PCs' good deed to his long-time Pathfinder colleagues, and—with Gamin's consent—gives his sword to the PCs as a gift. In addition, he might take one or more of the PCs under his wing and act as a mentor figure.

If the PCs freed Koth'Vault, the demon terrorizes Varisia, favoring sites once dedicated to the runelords and their servants. In sparing the PCs for their unwitting aid, it may seem that he has repaid a favor.

In fact, he simply allows the Pathfinders to dread what may have come from their misguided action. Perhaps years from now, after guilt has wracked the PCs' consciences, he will return to slay them. Even if the PCs *banish* Koth'Vault, he remembers their faces and nurses a powerful, long-lasting grudge.

If Sulianna perished before being able to cure Kalkamedes, the Pathfinder still suffers from nightmares for the rest of his life, though he no longer sleepwalks. So long as the azata is no longer calling to Kalkamedes, these nightmares may be removed with the *heal* spell, should any PC be willing to pay for Kalkamedes's restoration. Otherwise the ex-paladin never fully recovers, and Gamin refuses to leave his side. In this case, cross *Gamin the Misforged* off the characters' Chronicle sheets.

Faction Notes: Following the revival of Sulianna and the restoration of Kalkamedes, the PCs have an opportunity to complete their faction missions.

Cheliox faction PCs can ask Kalkamedes about why he is no longer a paladin. Even though he is grateful for being saved, he is reticent to talk about the matter. Making a DC 13 Bluff or Diplomacy check convinces Kalkamedes to divulge why he abandoned his code (see the Creatures section on page 6). This earns Cheliox faction PCs 1 Prestige Point.

Shadow Lodge faction PCs might learn about Sheila Heidmarch's involvement in ordering Kalkamedes's rescue, but she only volunteers this information if Kalkamedes sustained less than 35 damage over the course of the scenario—a fact to which *Gamin the Misforged* can attest. Learning that Heidmarch used her own connections to save Kalkamedes earns Shadow Lodge faction PCs 1 Prestige Point.

Silver Crusade faction PCs should approach Kalkamedes with their faction's offer of *atonement*. Rather than be insulted, Kalkamedes promises to consider it carefully. If Kalkamedes still suffers from nightmares, he refuses to hear out the PCs' offer. Successfully delivering the message and securing Kalkamedes's sincere promise to consider the offer earns Silver Crusade faction PCs 1 Prestige Point.

Taldor faction PCs likely earned the trust of *Gamin the Misforged* by their attempt—successful or not—to save

Kalkamedes. If they were unable to learn Gamin's secret before, the PCs have one last opportunity to find out before the end of the scenario.

Success Conditions

Keeping Kalkamedes alive and removing his sleepwalking affliction earns each PC 1 Prestige Point for completing the mission.

FACTION MISSIONS

In addition to their primary mission for the Pathfinder Society, members of each faction can earn prestige for completing tasks on behalf of their respective factions, as outlined below.

Andoran Faction: Andoran faction PCs who discover the name of the Gorgon's Privateers' leader in area A2 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who discover how Kalkamedes lost his paladinhood earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who prepare a map depicting the location of the Black Edifice earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who acquire and preserve a live sample of razor bramble earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who obtain a viable sample of the Black Edifice's façade earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who obtain Kalkamedes's map from his cabin earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who ensure one or more of the Gorgon's Privateers in area A2 survive to carry the Sczarni's threat to their leader earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who discover that Venture-Captain Heidmarch herself lobbied the Decemvirate to persuade them to order Kalkamedes's rescue earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who extend an offer of atonement to Kalkamedes earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who persuade *Gamin the Misforged* to disclose who forged him and where earn 1 Prestige Point.

THE NIGHT MARCH OF KALKAMEDES

Andoran



Defender of Democracy,

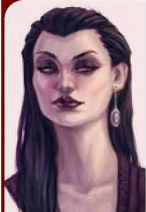
Ah! At last someone among us has been dispatched to the Fenwall Mountains. If you can get away, perhaps you can look into a matter we have been trying to review discreetly. A new band of highwaymen known as the Gorgon's Privateers has expanded into that area. Normally this is a small matter, but the reports suggest the bandits are conscripting young boys into their ranks by force. Is this press ganging a prelude to organized slavery? We intend to look into this. If you can find one of these Gorgon's Privateers, get us the name of his leader. We'll take it from there.



Liberty unbreakable!

Major Colson Maldris

Chelax



Delectable one,

So, you have been sent to help the Pathfinder Kalkamedes? How droll. In fact, the only thing that interests me in the slightest about him is that he used to be a paladin and since fell from grace. Normally, I couldn't care less, but I occasionally contract with a devil who maintains an archive of fallen paladins, setting out their misdeeds and sins. I might be able to barter with him if I knew Kalkamedes's personal tale of shame. Since you are there anyway, why don't you get it from him for me? Be careful, no doubt he will not speak of such things easily. I suspect you will have to earn his trust first.



Forever the object of your desire,

Paracountess Zarta Dralneen

Grand Lodge



Seeker of Secrets,

Word is that you've been sent to help Venture Captain Heidmarch out with our wayward brother, the Pathfinder Kalkamedes. If it assists, know that the last time we received any kind of a report from Kalkamedes he was off on a bit of an unsponsored lark. As part of his slow-going exploration of Varisia's ancient past, he was narrowing down his search for something he referred to in his final report as the Black Edifice. He never sent us any kind of a map of his exploration though, which is unlike him. While you are there, please determine whether Kalkamedes ever found this Black Edifice and if so, document where it is. Tell Kalkamedes that we would appreciate a map for our next Chronicle volume. Better still, you send us one.



Explore, report, cooperate!

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Crosser of Continents,

The four winds confide that you will soon embark on a journey to the Fenwall Mountains of Varisia. In the higher altitudes of the region grows the rare razor bramble, a plant with leaves so sharp that they cut like shurikens. Were you to secure a living sample to transplant, we could cultivate the razor bramble in the garden hedges that surround our lodge in Goka. Imagine the protection it might afford when our enemies try to skulk in the bushes surrounding our libraries, only to be cut to ribbons. See if it is your destiny to send us that sample.



May a thousand dragon blossoms bring you luck and health,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Guardian of our Ancestors,

I understand you are bound for the Fenwall Mountains of Varisia. Good fortune! A structure known as the Black Edifice has appeared in a handful of obscure historical texts, but no one has ever confirmed its location—likely due to an enchantment that allows the structure to elude detection. As we continually rediagnose and attempt to cure the Ruby Prince's strange affliction, it is possible that a property of the Thassilonian curse simply evades our divinations. Should you find this Black Edifice, secure a sample of the stone from which it is built. Ensure that you procure your sample carefully; an imprecise cut might ruin the sample's enchantment.



From the Birthplace of the World,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Esteemed Servant of the Satrap,

I must be honest, there is little profit for us in the Fenwall Mountains. Truthfully, this whole endeavor is a waste of your talents. Nevertheless, since you must go, while you are there, it would not hurt if you could acquire or create a map of the active gold mines in the region. This would better enable us to assess and rule out if there is any merit to our future return.



In furtherance of our mutual endeavors,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Upstanding Cousin,

I hear you've been dispatched to the Fenwall Mountains—perfect timing. There's a new upstart band of brigands and highwaymen in that area calling themselves the Gorgon's Privateers. They've refused to acknowledge our claim to this region and are robbing travelers without discretion or our blessing. If you see any of them, take them down a peg or two, but make sure at least one remains alive to take our message back to their leaders: "If you cross the Sczarni again, your lives end." Feel free to add something poetic so they really get the message.



All our blood together,
Guaril Karela
Guaril Karela

SHADOW LODGE



Between Us on the Inside,

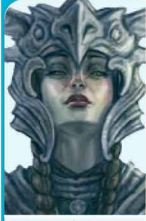
You know my complaint well. The Decemvirate cares nothing for the lower echelon Pathfinder, and this must change if the Society is to survive. Yet here we are: suddenly you have all been dispatched to risk your lives to help a fellow agent in need, a veteran pathfinder by the name of Kalkamedes. Is our message finally getting across, or is this some devious strategy to make our demands appear illusory? To make that assessment, I must know whose idea it was to help Kalkamedes and who sanctioned it internally. Find out all you can and relay a report. Oh, and keep an eye on Kalkamedes. He's a good lad, and I know you will keep him safe.



As always, I trust you will burn this message,
Torch
Grandmaster Torch

THE NIGHT MARCH OF KALKAMEDES

Silver Crusade



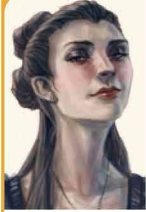
Vanguard of Valor,

I am proud to hear you have been dispatched to help the Pathfinder Kalkamedes. This is unbeknownst to many, including your colleagues, I suspect, but years ago, Kalkamedes was once a paladin. He strayed from the path of grace but since then he has always done his utmost to stand up for the innocent. It may be time for Kalkamedes to return back to the fold. Lend him aid—however you can—and keep him safe. Afterward extend our invitation: if he is willing, the Silver Crusade will send one of our members to help him atone and return to paladinhood. The order has need of men such as he.

In the divine light of the truth,

Ollysta Zadrian

TALDOR



Glorious Citizen of the Empire,

So now we send Pathfinders to baby-sit each other, do we? Very well then. Acquit yourselves well and do us proud, but while you are there, perhaps you could also assist the empire with something more worthwhile. Kalkamedes has a magic sword—a broken one, if I recall correctly—but the blade is sentient. The blade is also part of a family of truly magnificent swords made by a handful of legendary craftsmen in Varisia. If you can uncover the location of where the blade was first forged and the name of the smith, we could later seek out the foundry where its brethren were first enchanted. Empires are built on legends and perhaps it is time we arrange the forging of a new generation of legendary blades for the glory of Taldor.

For empire everlasting,

Lady Gloriana Morilla

PLAYER HANDOUT #1



PLAYER HANDOUT #2

“Those that would dare believe they are strong enough to oppose us shall learn that their strength is their weakness and our weaknesses are our very strengths.”

THE NIGHT MARCH OF KALKAMEDES

Pathfinder Society Scenario #4-19: The Night March of Kalkamedes

| | |
|--|--------------------|
| 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 | |

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| Character # | <input type="text"/> |
| Prestige Points | |
| Character Name | |
| <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 | |

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| Prestige Points | |
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Pathfinder Society Scenario #4-19: The Night March of Kalkamedes

Scenario Chronicle #

Slow Normal

| | | | |
|----------------|-----|-------|----------|
| SUBTIER | | | |
| 1-2 | 256 | 513 | MAX GOLD |
| SUBTIER | | | |
| 4-5 | 941 | 1,882 | |

This Chronicle Certifies That

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

EXPERIENCE

| | |
|---------------------|--------------|
| Starting XP | |
| + | GM'S INITIAL |
| XP GAINED (GM ONLY) | |
| Final XP Total | |

FAME

| | |
|---------------------------|------------------|
| Initial Fame | Initial Prestige |
| + | GM'S INITIAL |
| Prestige Gained (GM ONLY) | |
| Prestige Spent | |
| Final Fame | Current Prestige |

GOLD

| | |
|---------------------|--------------|
| Start GP | |
| + | GM'S INITIAL |
| GP GAINED (GM ONLY) | |
| + | GM'S INITIAL |
| Day Job (GM ONLY) | |
| + | |
| Items Sold | |
| = | |
| Subtotal | |
| - | |
| Items Bought | |
| = | |
| Total | |

Items Found During This Scenario

SUBTIER
ALL

Gift of the Ghaele: Sulianna the Luminescent, an azata whom you rescued, owes you a debt and has granted you a fraction of her power. You may use one of the following as a spell-like ability once, using your character level as your caster level. After using this boon, cross it off your Chronicle sheet.

Subtier 1-2: You may cast *aid*, *detect thoughts*, *lesser restoration*, or *see invisibility*.

Subtier 4-5: You may instead cast *continual flame*, *dispel magic*, *lesser globe of invulnerability*, or *restoration*.

GAMIN THE MISFORGED

Aura faint transmutation; **CL** 5th

Slot none; **Price** 7,015 gp; **Weight** 2 lbs.

Alignment neutral good; **Senses** 30 ft.

Intelligence 10, **Wisdom** 11, **Charisma** 10; **Ego** 2; **Language** speech (Common)

DESCRIPTION

This glittering blade is clearly defective, and a rippling break runs from its tip to its hilt like a crack in a broken window. Gamin is a *+1 allying mithral longsword*^{APG} with the permanent broken condition, and when held he can cast *guidance* on his wielder at will. Only a master swordsmith might repair Gamin's imperfections, and the Pathfinder Society does not have access to such a resource at this time.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *guidance*, *magic weapon*

SUBTIER
1-2

- bracers of armor* +1 (1,000 gp)
- cloak of resistance* +1 (1,000 gp)
- elixir of swimming* (250 gp)
- hat of disguise* (1,800 gp)
- phylactery of faithfulness* (1,000 gp)
- potion of cure moderate wounds* (300 gp)
- scabbard of vigor* (1,800 gp; *Pathfinder RPG Ultimate Equipment* 318)
- wand of ray of enfeeblement* (16 charges; 240 gp, limit 1)

SUBTIER
4-5

- +1 *vicious greataxe* (8,320 gp)

Items Sold / Conditions Gained

| | |
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TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

| | |
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| | |
| | |
| | |
| | |
| | |

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #