

PATHFINDER SOCIETY

YEAR OF THE DEMON



DAY OF THE DEMON

BY LARRY WILHELM



DAY OF THE DEMON

Pathfinder Society Scenario #5-14

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Pathfinder Society Scenario #5-14: Day of the Demon is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Weapon in the Rift makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2*. 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 Pathfinder Reference Document online at paizo.com/prd.

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DAY OF THE DEMON

BY LARRY WILHELM



Ostergarde Manor, an infamous estate in the foothills of the Menador Mountains, is best known for the practice of diabolism before the Age of Lost Omens. Built by the Kastner family, the estate fell out of use after House Thrune's infernal regime came to power, and it is a fine example of an old Chelish manor house now fallen into obscurity. No longer obliged to practice their dark arts at the edges of Imperial Chelias, the Kastners moved to the more cosmopolitan city of Egorian, leaving their remote manor untended and empty. The cold stones of the abandoned manor still stand, and while the secluded property no longer sees use by the family, it still represented a major holding of the Kastners' until very recently.

In the autumn of 4712 AR, Hellknight maralictor Damian Kastner married Michellia Blakros, one of the family matriarch's eldest daughters. As is tradition in the Blakros family, when a new member of the family marries into the clan, he or she gives the family a dowry in exchange for taking the family name (and gaining all the benefits that come with it). Kastner gave his new wife his long-abandoned ancestral home—Ostergarde.

While this exchange of real estate appeared mundane to most, the transaction caused significant distress to Tancred Desimire, a demon-worshipper who had been squatting in the remote manor, using the forsaken site to carry out secret rites to the demon lord Shax. Within Ostergarde's unhallowed walls, Tancred plotted a grandiose assault upon the city of Absalom. Using his clout within the Chelish bureaucracy, he secured the transfer of several killers and assassins to his own care. Tancred then sought to swell the ranks of this psychotic platoon with a demonic hoard, drawn together under the banner of Shax—the Blood Marquis.

But the transfer of Ostergarde to new ownership interrupted Tancred's plans. Knowing that the reclamation of the estate was inevitable, Tancred hastily abandoned the manor. Before he left, Tancred ordered one murderess, Vaga Underbough, to clean up the evidence of demon worship and deal with anyone who arrives to claim or clear up the site (particularly if they're

WHERE ON GOLARION?

Day of the Demon takes place in the foothills of the Menador Mountains in the nation of Chelias, approximately 75 miles from the headwaters of the Yolubilis River. The manor stands on a high bluff overlooking a well-traveled road leading through the mountains, making it a memorable landmark for travelers passing from Kintargo to points south and vice versa. For more information about Chelias, refer to *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Chelias, Empire of Devils*, both available at your local bookstore or hobby store, or online at paizo.com.



Pathfinders). Unfortunately for Desimire, however, while Vaga is happy to kill intruders, she's far more interested in arranging their corpses than in clearing away evidence.

SUMMARY

The adventure begins as the PCs arrive at Ostergarde during a thunderstorm. As the PCs approach the manor, they may note signs of recent use, including strange tracks leading toward the house. As the PCs investigate a ransacked wagon, they're attacked by several howlers that had been kept as pets by Desimire's growing army of demons and murderers.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Within Ostergarde itself, the PCs must survive or bypass the manor's defenses: a series of traps and gargoyles tasked with protecting the estate from anyone not of or escorted by a member of the Kastner family. In addition to the manor's defenses, the PCs also find a sobbing child hiding in a closet. This "child" is Vaga Underbough, one of the killers Tancred Desimire enlisted to help him build his army. Vaga is a halfling with a knack for disguising herself as a human child. The deceptive killer begs the PCs for their help, refusing to leave until they find her missing relatives, who she claims are hidden elsewhere in the manor—the bait for her trap to ensnare the PCs.

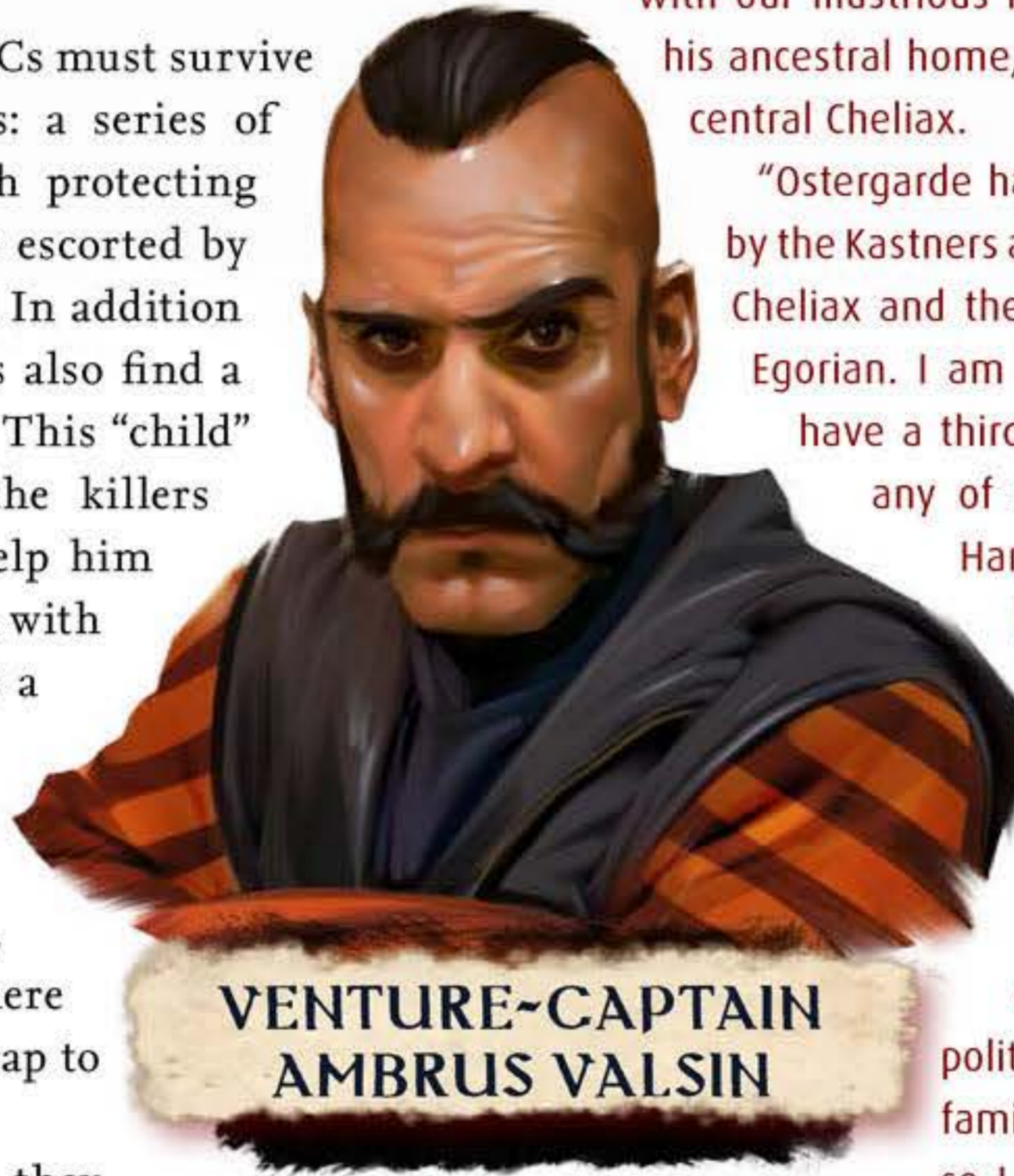
As the PCs explore Ostergarde, they discover incriminating evidence scattered throughout the manor detailing arson, a prison break, and plans to attack an unknown city with an unlikely army of murderers and demons. Eventually, the PCs discover the entrance to the manor's hidden dungeon complex. As the PCs enter the dungeon, they are beset by a small contingent of demons left behind in Ostergarde to assist Underbough with eliminating any who could discover Tancred's plans.

When the deceptive halfling finally leads the PCs into her trap, she reveals herself for the killer she is, and attacks them with the aid of more Abyssal allies. If the PCs are victorious, they not only clear Ostergarde of dangers, leaving it ready for the Blakros family, but also rescue the two surviving victims of Underbough's most recent murder spree.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

In the halls of Skyreach, Venture-Captain Ambrus Valsin's familiar voice gathers the attention of the assembled Pathfinders.



**VENTURE-CAPTAIN
AMBRUS VALSIN**

"Pathfinders, please may I introduce to you Hamaria Blakros, who some of you may have met previously. Madame Blakros is the head of the powerful Blakros family, valuable allies of the

Pathfinder Society. She will brief you on your next mission." The regally dressed noblewoman looks over the assembled party, her piercing eyes seeming to notice every detail, then speaks. "Greetings, Pathfinders. Recently, my daughter Michellia married the Hellknight Damian Kastner, and as is customary when one marries into the Blakros family, he provided a dowry in exchange for being honored with our illustrious name. Damian's gift took the form of his ancestral home, an estate called Ostergarde in north-central Chelias.

"Ostergarde has sat empty for some time, deserted by the Kastners after the Thrune regime came to control Chelias and the family moved to the new capital of Egorian. I am a cautious woman, and I'd prefer to have a third party explore the manor before I or any of my family take up residence there."

Hamaria snaps her fingers and servants bring several tomes to her side.

"These books all make some mention of Ostergarde or the Kastners, and may contain useful information. While the Chelish government takes great care in rewriting history to suit its current politics, these tomes have been in our family since before the rise of House Thrune, so I am confident their contents have not

been altered. Consider them a donation to the Pathfinders' great library—a down payment for the deal I brokered with your venture-captain. I suppose he can fill you in on the details from here. It was a pleasure to meet you." Without further ado, Hamaria takes her leave.

Valsin then claims the room's attention again. "Pathfinders, you are to journey to Ostergarde and rid its halls of any squatting denizens, traps, or forgotten devils. In return, you are free to plunder its contents. Hopefully, everything you need to know about Ostergarde can be found within these books. I do not need to remind you how important it is to maintain our good relationship with the Blakros family, so don't screw things up. Stick to the mission, and don't wreck the place." Softening his stance, Valsin finally adds, "Be careful, Ostergarde is not a kind place," before hurrying away to attend to the next crisis.

Ostergarde

The Pathfinders may use their brief time in Absalom or the long journey to Chelias to research the manor and its history, making Knowledge (history, local, or nobility) checks. If they refer to the books Hamaria provided, the PCs receive a +5 circumstance bonus on this check.

DAY OF THE DEMON

15+ It was an open secret that when occupied, Ostergarde was a nexus for devil worship, and because of its reputation, most travelers leave the abandoned manor alone even though it sits near a highly travelled mountain pass between Kintargo and the rest of Cheliox.

20+ Before Queen Abrogail I of House Thrune ventured into the Barrowood, she visited Ostergarde to bolster her knowledge on infernal contracts. It is believed she used this knowledge in her infamous infernal bargain within the Barrowood, which led to her house's victory in the Chelish Civil War.

25+ A sprawling dungeon complex exists under the manor, accessible only through secret entrances. A gateway to Hell is believed to rest somewhere beneath Ostergarde's abandoned halls.

30+ One must enter Ostergarde with an escort of Kastner blood, or speak aloud the following devotion to Asmodeus: "O, cleansing fires of the Prince of Darkness, wash me in your burning might. Purify me as I enter your house of cloven hooves." Anyone who fails to do so incurs the wrath of Ostergarde's eternal defenders.

Also, allow the PCs time to purchase any equipment they may need, either before leaving Absalom, or during their long journey through Cheliox to Ostergarde.

A. OSTERGARDE MANOR

As the PCs approach Ostergarde in north-central Cheliox, they are barraged by a raging storm that follows them through the countryside for days. Luckily, the manor itself provides a good source of shelter. Other than Ostergarde, however, the area is desolate and consists of sharp hills, craggy terrain, and barren trees. Read the following aloud to set the scene.

Lightning slashes through the overcast sky, highlighting a darkened manor that stands defiantly upon a jagged bluff. A torrent of rain floods the trail, and thunderous cracks accompany each electrified stroke. In the distance, the trail ends abruptly at the front door of the lonely manor house—the only shelter in sight.

The grounds of Ostergarde contain the manor itself and a modest outbuilding functioning as both a stable and servants' quarters (A1). The manor itself is divided into the first floor (A2–A8), the second floor (B1–B7), and the basement (C1 & C2), the last of which contains a secret dungeon complex (D1–D5) that can be accessed from the first floor's master bedroom closet. The manor and stable are constructed of red- and black-hued masonry (hardness 8, hp 90, break DC 35) in the architectural style of Imperial Cheliox. Wooden doors (hardness 5, hp 15, break DC 18) divide the rooms unless specifically

THE STORM

Day of the Demon takes place during severe weather (treat as cold, below 40° F; *Pathfinder RPG Core Rulebook* 442). GMs should be familiar with the features of storms (particularly rain and severe wind), their dangers, and how they affect combat and movement, as described on pages 438–439 of the *Core Rulebook*. The manor's interior and basement levels provide shelter from the storm's effects. The storm ends 2 days after the PCs arrive at Ostergarde Manor, unless the PCs magically alter the weather to clear the skies before that point.

stated otherwise. Once lit, fireplaces and torch sconces illuminate Ostergarde with normal light. Individual rooms are described below.

A1. Outbuilding (CR 6 or CR 9)

A wagon sits in pieces outside of a modest stable. A successful DC 15 Perception check reveals the tracks of several large felines intermixed with stranger tracks that resemble elongated, thin humanoid footprints. The PCs can identify the former as howler footprints with a DC 18 Knowledge (planes) check, while the latter can be identified as babau prints with a successful DC 21 Knowledge (planes) check; the PCs may use Survival to aid another when attempting these checks. The babau tracks lead toward the manor, while the howler tracks lead to the stable by way of the shattered wagon—its surface is marred by rents from the beast's savage claws. Despite the downpour, the tracks are sufficiently fresh that the PCs may locate and follow either of these sets of tracks with a successful DC 15 Survival check.

The stable's eight box stalls lie mostly empty, but a successful DC 20 Survival check reveals several horse tracks less than a week old, hinting at the manor's recent use. A successful DC 15 Perception check reveals a silver pommel cover from an ornate saddle, knocked into the dirt as if by accident. A character who succeeds at a DC 15 Knowledge (nobility) check connects the insignia etched on the saddle decoration to the Desimires, a noble Chelish family. A nearby pile of hay reeks of musk.

On the stable's outer eastern wall, a narrow staircase rises toward three humble rooms that once offered lodging for servants. The ceiling leaks, and the rain has made the staircase slick; if any PC attempts to ascend the staircase, she must make a successful DC 17 Acrobatics check or she slips and falls to the ground, taking 2d6 points of damage (Reflex DC 13 for half damage). A successful check allows a PC to move at half speed.

The three rooms located above the stables are littered with mundane trinkets and clothing that once belonged

PATHFINDER SOCIETY SCENARIO

OSTERGARDE MANOR



to Vaga's victims. With a successful DC 10 Perception check, a PC uncovers 12 diaries written by different people. These memoirs all have similar last entries (from various times over the last few months) describing their incredible "good fortune" at stumbling upon the isolated manor during cruel weather, and their intent to wait the storm out within its walls. The most recent entry, only 2 days old, belongs to Benn Anders. The text of the journal entry is reproduced in **Handout #1** on page 21.

Creatures: A small pack of howlers call the stables home and claim the hay storage as their den. These Abyssal hunters were kept by Desimire as guardians and sentinels, but proved difficult to transport with him when he left, so he set them loose to sow havoc in the countryside. The howlers now hunt the well-traveled mountain pass. One hides in the hay to weather the storm, and the others prowl about using the rain as concealment to stalk prey. As the PCs investigate the outbuilding, the howlers attack.

Subtier 6–7 (CR 6)

FERAL HOWLERS (3) CR 3
 Howler (*Pathfinder RPG Bestiary 2* 159)
 hp 37 each

TACTICS

Before Combat Sensing prey nearby, the howlers begin to close in on the outbuilding by using the rain to conceal their approach. The howler in the haystack observes the Pathfinders and howls and attacks when the first PC enters the stable, signaling its kin to join the assault.

During Combat The howlers utter mind-shattering howls immediately upon initiating combat and continue to howl for the duration of combat. They fight with pack tactics, attempting to surround and overwhelm the weakest-looking PC.

Morale The howlers fight until reduced to 5 or fewer hit points, at which time they attempt to flee into the wilderness.

Subtier 6–7 (CR 9)

FERAL HOWLERS (4) CR 5
 Advanced howler (*Pathfinder RPG Bestiary 2* 159)
 CE Large outsider (chaotic, evil, extraplanar)
 Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE
 AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)
 hp 51 each (6d10+18)
 Fort +8, Ref +8, Will +4
 Defensive Abilities quill defense

DAY OF THE DEMON

OFFENSE

Speed 60 ft.

Melee bite +10 (1d8+5), quills +5 (1d4+2 plus pain)

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

Special Attacks howl

TACTICS

Before Combat Sensing prey nearby, the howlers begin to close in on the outbuilding by using the rain to conceal their approach. The howler in the haystack observes the Pathfinders and howls and attacks when the first PC enters the stable, signaling its kin to join the assault.

During Combat The howlers utter mind-shattering howls immediately upon initiating combat and continue to howl for the duration of combat. They fight with pack tactics, attempting to surround and overwhelm the weakest-looking PC.

Morale The howlers fight until reduced to 15 or fewer hit points, at which time they attempt to flee into the wilderness.

STATISTICS

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

Base Atk +6; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +9 (+21 when jumping), Climb +11, Perception +14, Stealth +8

Languages Abyssal (can't speak)

SPECIAL ABILITIES

Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed at a DC 14 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, it takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based. *Howler Howl:* Curse—howl; *save* Will DC 14 negates; *frequency* 1/hour; *effect* 1 Wis damage; *cure* 1 save.

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a successful 16 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a successful DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

Treasure: Once the PCs defeat the howlers, they may search the pile of hay. Within the fetid straw, they find bones

SCALING ENCOUNTER A1

To accommodate a party of four PC, remove one feral howler from the encounter.

and other gore, but nothing of value is immediately apparent. With a successful DC 20 Perception check, however, a PC may uncover a pair of earplugs from the haystack. While Tancred's howler handlers were tieflings (and thus immune to the beasts' howls), when non-outsiders needed to approach the beasts, they wore these lead earplugs, which grant immunity to the howlers' howl special attack for 1 hour, after which the supernatural force of the otherworldly cries can no longer be suppressed. Like normal earplugs, these earplugs grant a +2 circumstance bonus on saving throws against sonic effects but impart a -5 penalty on sound-based Perception checks.



SCALING ENCOUNTER A3

To accommodate a party of four PCs, give the gargoyles the sickened condition as a result of their advanced age.

Rewards: If the PCs do not find the howler handler's earplugs, reduce each PC's gold earned by 166 gp.

A2. Front Door

The 2-inch-thick iron front door (hardness 10, hp 60, break DC 28) is decorated with a sneering devil's visage. A brass ring protruding from the devil's pierced nose serves as a knocker.

Beyond the doors, two circular receiving chambers once offered visitors a place to rest before the master of Ostergarde received them.

A3. The Fountain of Carnal Delights (CR 6 or CR 9)

A stone fountain showcases Ostergarde's entrance hall. Water streams from the mouths of several sculpted stone imps skirting the fountain's edge. At the fountain's center, an immense four-armed devil bellows in a silent scream while two erinyes concubines kneel at his feet.

While this fountain serves as an ostentatious decoration for the manor's grand entry hall, it also provides as one of Ostergarde's primary defenses.

Creatures: At the height of the Chelish Civil War, when the Kastners' alliance with House Thrune made them many enemies, one of the family's many great wizards cast *geas* on several gargoyles, commanding them to defend the manor from the family's enemies. Ever since, only those of Kastner blood, those escorted by a member of the family, or those who utter a pass phrase are allowed to enter; all others find themselves the target of the gargoyles' wrath. The pass phrase allowing entry into the house is "O, cleansing fires of the Prince of Darkness, wash me in your burning might. Purify me as I enter your house of cloven hooves." In Subtier 3-4, the two cowering erinyes statues are gargoyles. In Subtier 6-7, the erinyes are simple inanimate sculptures, but the bellowing devil statue is a four-armed gargoyle.

Subtier 3-4 (CR 6)

GARGOYLES (2) CR 4

hp 42 each (*Pathfinder RPG Bestiary* 137)

TACTICS

Before Combat The gargoyles use their freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyles remain motionless and ignore the PCs' presence within Ostergarde.

During Combat The gargoyles use the two-story terrain to the best of their ability, making hit-and-run attacks and fleeing to the room's balcony to regroup for another onslaught.

Morale The gargoyles fight until reduced below 10 hit points, at which time they flee Ostergarde, only to return when the *geas* effect forces them back. If at any time the PCs speak the phrase above, the gargoyle guardians immediately surrender and retake their positions at the fountain. The gargoyles do not attack any creature that has previously spoken the pass phrase.

Subtier 6-7 (CR 9)

FOUR-ARMED GARGOYLE CR 9

CE Large monstrous humanoid (earth)

Init +1; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 105 (10d10+50)

Fort +10, Ref +8, Will +9

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +15 (1d8+6), 4 claws +15 (1d6+6/19-20), gore +15 (1d4+6)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+6)

TACTICS

Before Combat The gargoyle uses its freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyle guardian remains motionless and ignores the PCs' presence within Ostergarde.

During Combat The gargoyle attempts to get in a position to attack as many targets in a single round as possible, but uses the room's two-story layout to its advantage if the PCs are spread out in such a way that hit-and-run tactics work more in the guardian's favor.

Morale The gargoyle fights until reduced below 20 hit points, at which time it flees Ostergarde, only to return when the *geas* effect forces it back. If at any time the PCs speak the phrase above, the gargoyle guardian immediately surrenders and retakes its position at the fountain. The gargoyle does not attack any creature that has previously spoken the pass phrase.

STATISTICS

Str 23, Dex 12, Con 20, Int 8, Wis 15, Cha 11

Base Atk +10; CMB +17; CMD 28

Feats Great Fortitude, Hover, Improved Critical (claws), Power Attack, Skill Focus (Fly)

Skills Fly +18, Perception +15, Stealth +10; Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on Stealth checks to hide in plain sight as a stone statue.

A4. Ballroom

A scuffed hardwood floor dominates this large recessed chamber. At the room's far end, a large harp and piano sit neglected, suggesting this room once provided revelry. However, on dark nights this chamber also held all form of occult ceremonies.

A5. The Wolf in Sheep's Clothing (CR 4 or CR 8)

An ornate fireplace, plush chairs, and thick rugs offer the veneer of comfort within the otherwise cold manor. Two doors exit the room.

This open sitting room appears to have been used more recently than other, less comfortable portions of the manor. The western door provides access to the basement (area C1), while the door on the east wall leads to a large closet.

Creature: Unless the PCs took steps to enter the manor quietly and avoided the gargoyle battle, run the encounter with Vaga Underbough (see area D5 for her stat block), as detailed here. If the PCs bypassed the battle with the gargoyles and took measures to remain silent, Vaga must attempt an opposed Perception check to detect the PCs. If the PCs surprise her, she has not had the chance to cast *disguise self*. Regardless, Vaga is masquerading as a human child, and has used her *wand of misdirection* targeting the true Tilly Anders, who can be found in the secret dungeon beneath the manor (area D5). Any attempt to read her aura instead reads Tilly's, and the halfling's naturally childlike features mean that even without her disguise in place, she can easily be mistaken for a human child.

Vaga's Childlike feat grants her the ability to take 10 on Bluff checks to convince others she is telling the truth, so long as her story makes her appear innocent. She also gains a +2 bonus on Disguise skill checks to pose as a human child, and ignores the check penalties for disguising herself as a different race and age category while doing so. These effects are already factored into her skill bonuses as listed below.

As the PCs explore the ground floor, Vaga is hiding in the closet here, and begins whimpering to attract

attention. When the PCs enter this area (assuming Vaga is aware of their presence), they can hear her sobs with a successful DC 5 Perception check (the halfling wants to be discovered). At first, she feigns a state of sobbing hysteria. Regardless of how the PCs interact with her, she eventually snaps out of her psychosis and clings to the rescuer with the highest Charisma score. Allow the PCs to attempt a skill check or two (Diplomacy or Heal skill checks with automatic success) before she

becomes lucid. She refuses to leave the manor without her family (Pa, Mother, and Tarcey), and begs the PCs to help her. Despite her pleas for aid, she doesn't allow any of the PCs to touch her, as such contact would constitute interaction with the *disguise self* spell she has in effect to appear as Tilly. If a PC attempts to touch her, the halfling screams in fear and cowers from him.

In Subtier 3–4, Vaga has a Disguise bonus of +25 if under the effects of *disguise self*, or +15 without the benefits of the spell. As noted above, she can take 10 on any Bluff check to appear innocent, and has a +13 modifier on such checks. In Subtier 6–7, Vaga has a +30 Disguise bonus when magically altered by *disguise self*, and a +20 bonus without it. Her Bluff bonus is +18. If the PCs pierce Vaga's hoax with skill checks, spells, or class abilities, refer to the Vaga's Ruse sidebar on page 10.

Once Vaga becomes coherent, she answers the PCs' questions, but

her answers come from the viewpoint of her assumed identity of Tilly Anders. Some of "Tilly's" answers are provided below. For the remainder of the scenario, or until her identity is discovered, Vaga stays close to the PCs, all the while maintaining her ruse of being the young, traumatized Tilly Anders. She remains out of harm's way throughout the exploration of the house, as she knows what's in store for the PCs every step of the way. If engaged at a later time, the halfling continues to draw the conversation back to her poor family, begging the PCs to help her. If they suggest she hide somewhere safe until they've cleared the manor of any danger, she outright refuses, throwing a child's temper tantrum out of the fear of being abandoned in a scary house with so many monsters in it.

Who are you? "My name is Tilly. Tilly from Kintargo. Pa says I'll be Tilly from Egorian soon."

What happened to you? "Pa and Mother and Tarcey and me, we hit the road. Pa says we'll walk and walk till



VAGA'S RUSE

If the PCs' opposed Sense Motive checks surpass Vaga's Bluff or Diplomacy checks and the PCs suspect her falsehood, she attempts a final lie (Vaga takes a -5 penalty on this Bluff check as this lie is unlikely, and she can't take 10 since the lie doesn't make her appear innocent). Suddenly, Vaga begins to twitch violently, and with an awkward jerk she activates her *boots of levitation* and rises off the ground speaking in Infernal. If it becomes apparent that no PC can understand her, she breaks into choppy Common. Hoping the PCs are aware of Ostergarde's diabolical past, she attempts to trick the PCs into thinking she is possessed. Vaga (now masquerading not just as Tilly, but as Tilly possessed by a devil) torments the PCs, holding the "child's body" as hostage. Vaga then taunts the PCs as they explore the manor while periodically reverting back to sweet Tilly begging for the Pathfinders' help. If Vaga's bluff fails a second time, she attempts to escape (drinking her *potion of gaseous form*) and waits for the PCs in area **D5**. If the PCs prevent her escape and defeat her in the manor, they find themselves rewarded with an easier final encounter.

we're in Egorian, and that's where he'll find work. We walked so long, and I got real tired, and it got real dark and windy, and the rain made Tarcey cry. And Mother said, "Let's wait inside," but Pa said, "No way"—he said he heard there's bad things live in Osty-garde. And then I dunno. Maybe there's big, prickly cats. Maybe they scared me and so I hid from the thin men. I dunno. I want Mother and Pa."

Where are your parents? "The thin men drug them through the mud. In here, in Osty-garde. And Tarcey was crying and they didn't even care."

How long have you been here? "I dunno. When the scary statue chased me, I hid here. When I heard Pa shouting upstairs, I wanted to go up but I was too scared. Can you help me find them?"

Why are you still here? (Let's get you to safety.) "I want Mother and Pa and Tarcey. They said I'm supposed to never go off without them. I'm supposed to wait. But I'm so tired, and hungry, and scared. I can't leave without them. They always say not to."

Who are the thin men? "They're really skinny and really mean. Their skin looks like mud. They grin real big but they never talk, except they maybe talk without words. I dunno."

Subtier 3–4 (CR 4)

VAGA UNDERBOUGH

CR 4

hp 34 (see page 16)

Subtier 6–7 (CR 8)

VAGA UNDERBOUGH

CR 8

hp 82 (see page 16)

A6. Kitchen

A large kitchen with an attached sunken cold room holds slowly decaying foodstuffs. A stone oven squats in the southern half of the room. Near the oven, a dark well provides the manor's fresh water. Wooden counters, tables, and barrels make up the rest of the kitchen's contents.

If the PCs descend the well, they arrive in area **C2**.

A7. Dining Hall

Stone fireplaces flank an oval table surrounded by upholstered chairs. A large mural on the eastern wall depicts the founding members of the Kastner family wearing robes and standing around an open black double door. Eldritch light floods out of the painted door, casting the staring faces in a sinister glow.

No matter where a PC moves in the dining hall, the eyes in the painting always seem to stare directly at the onlooker; this is a nonmagical effect. If the PCs have been to area **B6**, they recognize that the black door in the mural is identical to the closet door in the master bedroom.

A8. Private Library

Esoteric books cram the shelves of two long bookcases. The shelves flank a desk whose surface is buried beneath dossiers, receipts, bureaucratic seals, and other symbols of office. A spiral staircase on the eastern wall rises to a second level.

The most notable books on the shelves constitute a collection called *The Gates Ajar* and grant anyone who reads the collection a +2 competence bonus on Knowledge (planes and religion) checks relating to daemons, demons, or devils. Unfortunately, the books are infused with evil and any nonevil PC who lacks an evil aura and attempts to open one of the volumes must succeed at a DC 20 Will save or he takes 1d6 points of unholy fire damage and is unable to pick the books up for the remainder of the scenario (cross this boon off such PCs' Chronicle sheets). Furthermore, a marked page details first contact with an Abyssal entity named "Arastrax"—a shadow demon in whom Tancred showed a particular interest.

PCs who study the dossiers learn of an ambitious plan to amass an army of demons and serial killers and hide them on the isolated estate. The plan details inmate transfers to

a prison named Sinner's End. The list of prisoner transfers is reproduced as **Handout #2** on page 22. A successful DC 10 Knowledge (local) check reveals that Sinner's End recently burned down, claiming the damned souls within. Evidence within the dossiers implies that their deaths were faked and the prisoners were taken to Ostergarde to swell the ranks of the hidden army.

The receipts on the desk specify that a man named Tancred Desimire funded the construction of Sinner's End. In addition, the insignias on the seals and symbols of office match the etching found on the silver pommel hidden in area **A1**.

B. SECOND FLOOR

Ostergarde's second floor held the Kastner family's private chambers and served much the same purpose for Desimire and the most trusted of his associates in his burgeoning army. Many areas of the second floor are open to the first, allowing occupants to see the goings-on throughout the house from nearly any vantage point. The balconies overlooking areas **A3**, **A5**, and **A7** stand at a height of 15 feet from the first floor and have a railing that provides partial cover to any Medium creatures standing adjacent to them.

B1. Guest Quarters

Several rooms on Ostergarde's second floor once offered guests a cozy respite, but they've been stripped down and refurnished with cots to accommodate the recent influx of prisoners, who are now traveling with Tancred.

B2. Guard Towers

These twin, open-air turrets are topped with crenellations. They would offer a magnificent view of the surrounding countryside, were it not for the raging storm.

B3. Armory

The armory's iron door (hardness 10, hp 60, break DC 28, Disable Device DC 40) is barred with a superior quality lock, and its key is miles north with its owner, Tancred Desimire. If the PCs gain entry, they find within weaponry filling several wooden racks.

Treasure: In the armory, a PC can find one of any simple or martial weapon listed on Table 6-4 of the *Pathfinder RPG Core Rulebook*. No ammunition is present. Such weapons may be used during the scenario, but does not count toward (or against) the total wealth cap for the scenario as presented on the Chronicle sheet.

A unique weapon hangs on the wall—a Large heavy mace called "Hell's Gavel." In Subtier 3-4, Hell's Gavel is a Large masterwork cold iron heavy mace, while it is a Large +1 demon bane heavy mace in Subtier 6-7.

Rewards: If the PCs do not enter this room and explore its contents, reduce their gold earned as follows.

Subtier 3-4: Reduce each PC's gold earned by 27 gp.

Out of Subtier: Reduce each PC's gold earned by 359 gp.

Subtier 6-7: Reduce each PC's gold earned by 692 gp.

B4. Castellan's Quarters

This chamber once housed Ostergarde's commander-at-arms, though it now serves as Vaga's chambers. The posh room contains a large mirror and an armoire. If the PCs search the armoire, they find clothing sized for a small humanoid creature; with a successful DC 20 Perception check, a PC also turns up an exhausted disguise kit.

B5. Rooftop Garden

An elaborate garden wraps around Ostergarde's second floor. Cold-environment plants thrive in this forgotten mountain country. Treat this area as difficult terrain.

B6. Master's Bedroom (CR 5 or CR 8)

Warm carpet, thick curtains, and a four-poster bed decorate this room. A curtain of pure white linen divides the room in two. The curtain is decorated with embroidered images of bone-white doves with berry-stained beaks; with a successful DC 15 Perception check, a PC notices a subtle ivory pattern throughout the curtain—the Abyssal rune for Shax. A successful DC 20 Knowledge (planes or religion) check identifies Shax's rune, as can those who read from *The Gates Ajar* in area **A8**.

To the east of the curtain, a set of stairs and two chairs create an antechamber. On the opposite side, a bed and three sets of doors await. The north door exits onto an outdoor veranda overlooking the mountain pass. Overhanging the edge of the bluff, the distance from the balcony to the ground below is 80 feet. The southern doors exit out into Ostergarde's balconies, providing a view of the manor's first floor. The double door on the west wall has a smooth jet surface unlike any other door in Ostergarde. If the PCs noticed the mural in area **A7**, they note a striking resemblance to the glowing door in the mural. The doors open easily, but the passage is trapped. Beyond lies only a walk-in closet; along the closet's southern wall, however, a sliding panel provides access to area **B7**. A PC who succeeds at a DC 20 Perception check can find the secret panel in the closet.

Traps: Before Tancred left, he installed a trap to guard the entrance to Ostergarde's secret dungeons. In Subtier 3-4, a shocksaw trap arcs out from a hidden ceiling slot in the northwest corner of the room. In Subtier 6-7, a hail of arrows fires from a series of small holes in the northwest corner, targeting all creatures in a 20-foot line from the room's northwest corner to its southeast corner.

SHAX



The PCs may wish to gain more information on Shax with a Knowledge (Planes or Religion) check. Using the library in area **B6** grants a PC a +2 circumstance bonus on the skill check (this bonus stacks with the permanent circumstance bonus granted by reading from *The Gate Ajar* specifically).

15+ Shax is known as the Blood Marquis, and is the male demon lord of envy, lies, and violent murder. His temples take the forms of crooked alleyways, hidden rooms in grand estates, and secret dungeons.

20+ Shax appears as a human male with a dove's head, bird's legs, and an immense collection of knives and other bloodstained weaponry. His unholy symbol is a curved white feather sitting in a pool of blood.

25+ Shax's realm, which is named Charnelhome, is an immense house the size of a city that sits perched atop a slanted bluff. Each of Charnelhome's rooms contains a different insidious death trap or horrific guardian—Shax is fond of releasing victims into Charnelhome so he can watch them try to escape, often posing as a fellow prisoner so he can experience the victims' despair.

Subtier 3–4 (CR 5)

SHOCK SAW TRAP CR 5

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic

Effect whirling electrified circular saw blades on an articulated metal arm reach out of a slot in the ceiling to strike a target below (+10 melee, 2d6 slashing plus 3d6 electricity damage)

Subtier 6–7 (CR 8)

HAIL OF ARROWS TRAP CR 8

Type mechanical; Perception DC 29; Disable Device DC 25

EFFECTS

Trigger location; Reset repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

B7. Secret Room

A stout ledge hangs over a shaft that descends 35 feet into Ostergarde's secret dungeon complex. A series of iron rungs leads down the dark shaft to area **D1**.

C. OSTERGARDE BASEMENT

The basement accessible from the building itself is unusually small, consisting of a single large storage

room and a cistern. Since the manor had always had an extensive dungeon complex beneath it, the site's builders never bothered building too elaborate of an actual cellar.

The basement is 10 feet below the first floor above, and has cold hewn stone walls and smooth stone floors. Abandoned when Tancred took the majority of his army with him, the basement is currently unlit.

C1. Modified Barracks

This chamber was once the manor's storage area, but it now holds several rows of cots that were used to house the escaped convicts from Sinner's End. In all, 21 cots sit abandoned; their former occupants currently march with their general, Tancred Desimire.

C2. Cistern

This circular chamber holds fresh spring water, which rises to just under the height of the floor. A hole in the ceiling allows a bucket to descend into the clear waters before being hauled to the kitchen in area **A6**.

The water here is 10 feet deep, and hides an underwater tunnel providing access to the secret dungeon complex beneath the manor. If any PC enters the spring's waters, a successful DC 15 Perception check reveals a submerged culvert that runs 40 feet under area **C1** before emptying into the pool in area **D1**.

D. SECRET DUNGEON

Built for illicit purposes in a time when the open worship of devils was not permitted in righteous Imperial Chelias, this dungeon served as the location of the Kastner family's diabolical practices. While the dungeon complex once contained many levels below this one, collapsed tunnels and still-hidden entrances leave this the only currently accessible layer of the Kastners' subterranean chambers. The walls of this level are all superior masonry and the floor is flagstone. Small glowing red crystals embedded into the ceiling at intervals of between 10 and 20 feet illuminate the dungeon with dim light.

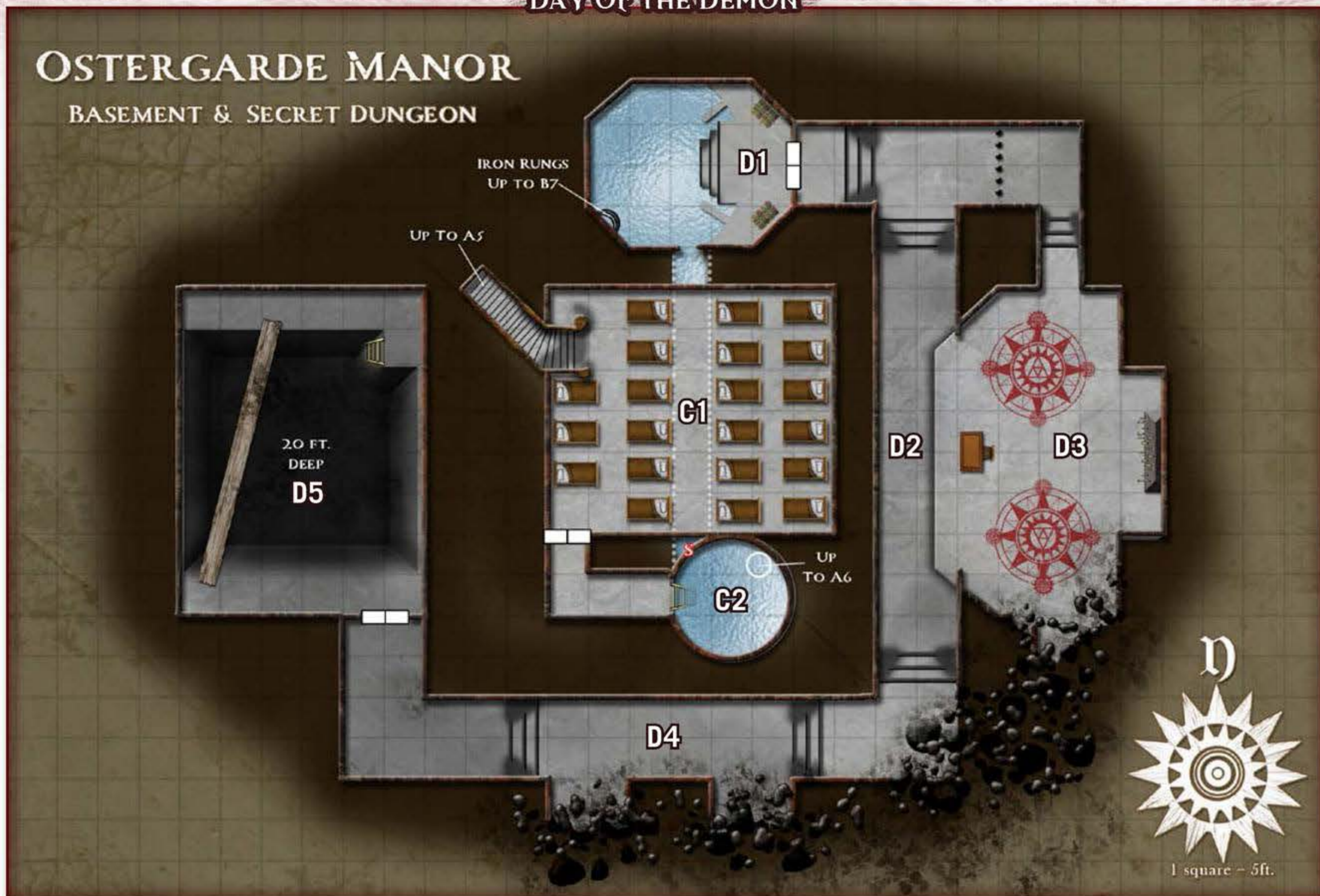
D1. Cleansing Chamber

The iron rungs descend from a vertical shaft and continue all the way to the floor, leading into a clear pool filling the bottom 10 feet of the room. The chamber's walls depict Asmodeus in all manner of triumph. A stone stair rises from the pool to a dais on the room's eastern end, where several dark robes hang on hooks. An ornate double door in the east wall provides the only visible egress from the chamber.

Members of the Kastner family used this room to cleanse themselves before partaking in diabolical rituals elsewhere in the secret dungeons. Participants would

OSTERGARDE MANOR

BASEMENT & SECRET DUNGEON



disrobe in the master bedroom (area B6) and proceed naked through the narrow tunnel to emerge into this cleansing pool, where they would consume a draught of poison. If the drinker's faith in Asmodeus was true, consuming the pool's water would stave off death. In truth, the entire ceremony was a sham, and the poison was nothing but a placebo designed to test one's devotion. The water in the pool is merely water and is not an antidote for any true poisons.

Any PC submerged under the water notices an culvert in the southern wall 10 feet below the waterline. The culvert runs for 40 feet and terminates at a secret door. A successful DC 10 Perception check reveals the entrance to area C2.

Treasure: The robes all appear unremarkable, and they smell musty, having been out of use for decades. Despite their ordinary appearance, however, one of the robes radiates a moderate necromancy aura—it is a *robe of bones*.

Rewards: If the PCs do not recover the *robe of bones*, reduce each PC's gold earned by 200 gp.

D2. Sunken Path

Two sets of stairs flank this 50-foot-long corridor, sinking the avenue 10 feet under the lip of an overhanging

balcony (area D3). A horrifying mural of the Nine Hells covers the entirety of the 50-foot-by-20-foot west wall. A successful DC 20 Climb check allows a PC to climb up on the balcony leading to area D3.

D3. Chamber of the Damned (CR 6 or CR 9)

This grand chamber overlooks a sunken hallway (area D2) via a balcony. Other than the balcony, an additional exit provides access to this chamber from the north. On the north entrance, a portcullis (hardness 10, hp 60; Lift DC 25) bars entry. There was once a southern entrance, but it now lies buried under several tons of rock, impassable without magic or hours of labor. On the chamber's eastern edge, a tricky lifting mechanism protrudes from the stone wall. With a successful DC 15 Disable Device check, a PC manipulates the mechanisms to raise the northern portcullis (an action that takes 1d4 rounds). In the chamber's center, a desk faces the balcony and the grand mural beyond. A secret compartment on the desk (Perception DC 20 to notice) yields Tancred Desimire's personal journal (see Development, below).

Two portals have been carved into the stone floor; their recessed lines are stained reddish-brown. With a successful DC 10 Heal check, a PC identifies the

OPTIONAL ENCOUNTER

Elements of encounter **D3** are optional. If less than 2 hours remains in which to complete the scenario, remove the creatures from area **D3** and give the PCs the opportunity to discover the desk's secret compartment and interact with the summoning circles without harassment.

substance is dried human blood. A PC who succeeds at a DC 20 Knowledge (arcana or planes) check recalls that one method of retuning a portal is to taint it with blood; through this method, Tancred Desimire retuned Ostergarde's infernal portals to reach the Abyss.

Creatures: A babau demon guards this room, watching the hallway below for any intruders. Tancred called this demon here months ago from Charnelhome, but now it follows Vaga's commands. This is the "thin man" she spoke of in her Tilly Anders persona. The demon is aware of Vaga's ruse and ignores her should she appear in the room with the PCs, focusing all its attention on the Pathfinders escorting her in an effort not to reveal her true identity. In Subtier 6–7, there are three babaus.

Subtier 3–4 (CR 6)

BABAU CR 6

hp 73 (*Pathfinder RPG Bestiary* 57)

TACTICS

Before Combat The babau uses stealth to ambush the PCs as they enter this chamber or traverse the sunken path (area **D2**).

During Combat On the opening round of combat, the babau uses its *darkness* spell-like ability. On subsequent rounds, it uses its long spear to harass the PCs from a distance. When reduced below half its total hit points, the demon uses its *greater teleport* spell-like ability to retreat to another part of the dungeon. At this point, it attempts to summon an additional babau, reengaging the PCs a round later whether successful or not. It employs its *greater teleport* spell-like ability to surprise the PCs when it reappears.

Subtier 6–7 (CR 9)

BABAUS (3) CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57)

TACTICS

Before Combat The babaus use stealth to ambush the PCs as they enter this chamber or traverse the sunken path (area **D2**).

During Combat On the opening round of combat, one babau uses its *darkness* spell-like ability while the other two move to flank the nearest target. On subsequent rounds,

they attempt to harass the PCs from the darkness with their longs spears. When reduced below half its total hit points, a demon uses its *greater teleport* spell-like ability to retreat to another part of the dungeon and delay for 1 round before reengaging the PCs a round later, counting on the element of surprise to throw the PCs off as the trio pops back and forth into combat one-by-one.

Morale Two of the babaus fight to the death, thirsty for blood and relishing the opportunity to murder the PCs. When only one babau remains alive and it is reduced below 10 hit points, it attempts to flee using its *greater teleport* spell-like ability, intending to find Tancred and inform him that Vaga has failed at her mission.

Development: If the PCs discover Tancred's journal, they uncover three shocking entries. The text for these entries is reproduced in **Handouts #3, #4, and #5** on pages 22–23.

D4. Collapsed Corridors

Several tons of rocks fill these hallways, blocking passage into a larger dungeon complex. No matter how much effort the PCs put into clearing these passages, more debris cascades into their excavations. What lies beyond them, if it's even accessible through other means, is beyond the scope of this adventure.

D5. The Pit (CR 6 or CR 9)

A narrow wooden plank spans a twenty-foot-deep pit, within which sits an unsettling scene. Several groups of corpses have been arranged here, mimicking poses of family merriment. There are half a dozen such macabre scenes set up throughout the pit, including a middle-aged couple engaged in a romantic meal, a family of four nestled cozily in a bed, a dancing couple, and six men who appear to be brothers playing a dice game around a crowded table. Interspersed between the sinister dioramas are seemingly random objects, like a jar of eyeballs, a cage full of snow-white doves, and a large pile of ragged, filthy blankets.

This pit once served the Kastners as a place to keep dangerous creatures that they feared they couldn't control. While it was fairly ineffectual against summoned devils and creatures with flight or the power of teleportation, it met their general needs at the time. Since Tancred's abandonment of Ostergarde 3 months ago, Vaga has sated her sadistic thirst for murder by returning to her old ways, setting up her characteristic dioramas of death here.

Creatures: Here the PCs find themselves face-to-face with the true nature of the person they've known only as Tilly Anders since meeting her in Ostergarde's closet.

DAY OF THE DEMON

Vaga Underbough is a hardened serial killer, despite her innocent appearance. Born a slave at the Pleatra, Vaga Underbough was sold at a young age, and grew up serving a Chelish noble family in the city of Westcrown. Though similar in age to her master's children, she did not share their privileges; she endured many torments, but quietly became obsessed with the affection she saw her master bestow on his offspring. Seeing the disparity between her own childhood and those of her owners' children, Vaga internalized the pain and it warped her to the core. While her master's children grew up and moved out of the house, Vaga remained behind, and one day when her master was alone in the house, Vaga murdered him and posed his corpse in a gaudy display of privileged leisure—sitting in his favorite chair with his feet up, reading a scandalous serial novel purchased for a copper on a street corner.

Without a master, Vaga Underbough took to the streets and survived by posing as a human child in need of care. A skilled manipulator, the halfling murderess worked her way into dozens of homes, and in each case, she murdered the families that showed her charity, posing her victims in garish dioramas of family life. She became known as the Lullaby Lady by the people of Westcrown, who invented wild stories of the dangerous serial killer that stalked the streets, never suspecting the charming orphan girl who begged them, doe-eyed, for a warm meal was the true killer. Eventually, however, the authorities captured and imprisoned Vaga Underbough, and she was transferred from Westcrown to Sinner's End, a prison just outside of Egorian, on the orders of a member of the Chelish government—Tancred Desimire.

According to the public record, Underbough died along with the rest of the criminals in Sinner's End when the structure burned to its foundation six months hence. In fact, Tancred had her smuggled to Ostergarde, and before he left the manor, he ordered her to hide the evidence of their occupation and murder anyone entering its premises: specifically the anticipated members of the Pathfinder Society. But Vaga soon grew bored and has used the manor to lure ill-fated travelers into Ostergarde where she murders them and uses their corpses in her dioramas.

In addition to Vaga, who gleefully invites the PCs to admire the beauty of her work here in the pit, and hopes to slit their throats with looks of surprise and horror still on their faces—the PCs must contend with the halfling's loyal yeth hound. The creature has been trained well to obey the killer and restrains itself from hunting unless Vaga allows it to do so. Currently, the beast is hidden amid the rags and blankets at the bottom of the pit along with the Anders children, who are both in a poison-induced state of deep

SCALING ENCOUNTER D3

To accommodate parties of four PCs, make the following adjustments to encounter **D3**.

Subtier 3–4: The babau does not attempt to summon another demon when it teleports away, and waits 2 rounds before reappearing to surprise the Pathfinders, allowing them more time to heal after the fight appears to end.

Subtier 6–7: Remove one babau from the encounter, but do not alter the remaining demons' tactics.

slumber. In Subtier 6–7, there are two yeth hounds in the pit, awaiting their mistress's return with new prey.

Subtier 3–4 (CR 6)

VAGA UNDERBOUGH

CR 4

Female halfling rogue 1/sorcerer 4

CE Small humanoid (halfling)

Init +3; Senses Perception +7



PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER DS

To accommodate parties of four PCs, make the following adjustments to encounter **D5**.

Subtier 3–4: Replace the advanced yeth hound with a standard yeth hound; do not adjust the creature's tactics.

Subtier 6–7: Remove one of the advanced yeth hounds; do not adjust the remaining creatures' tactics.

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 34 (5 HD; 1d8+4d6+14)

Fort +4, **Ref** +7, **Will** +4; +1 vs. traps, +2 vs. fear, +2 vs. poison

Resist electricity 5

OFFENSE

Speed 20 ft.

Melee dagger +6 (1d3–1/19–20)

Ranged dagger +6 (1d3–1/19–20)

Special Attacks sneak attack +1d6

Sorcerer Spells Known (CL 4th; concentration +7)

2nd (4/day)—*summon monster II*

1st (7/day)—*cause fear* (DC 14), *disguise self*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *resistance*

Bloodline abyssal

TACTICS

Before Combat Vaga attempts to position herself in the most advantageous location while her disguise is still in effect. She ensures that her dagger is coated in a dose of shadow essence whenever possible so her first attack with the weapon will be deadly.

During Combat Vaga prefers deception and capitalizing on her targets' moments of weakness rather than open combat, but when forced to fight, she does so with the fury expected of a killer of her renown. If adjacent to a flat-footed foe at the start of combat, she initiates with a sneak attack; otherwise, she activates her *boots of levitation* immediately, hovering above her enemies to avoid melee attacks. While she has a 10% arcane spell failure chance from her leather armor, she nevertheless knows that her strength is in her spellcasting rather than physical damage. Thus, she lets her yeth hound minion fight in her stead while she casts offensive spells from range. If the hound appears near death, Vaga casts *summon monster II* to bring a fiendish giant spider to her aid.

Morale Vaga is overwhelmed by her urge to kill, and even when her carefully crafted plans fall apart, she can't bring herself to surrender or relent until all her enemies are dead. As such, she fights to the death.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 17

Base Atk +2; **CMB** +0; **CMD** 13

Feats Childlike^{APG}, Deceitful, Eschew Materials, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Bluff +13, Climb +1, Disguise +13, Linguistics +5, Perception +7, Spellcraft +5, Stealth +13; **Racial Modifiers** +2 Acrobatics (–2 when jumping), +2 Climb, +2 Perception

Languages Abyssal, Common, Halfling, Infernal

SQ trapfinding +1, bloodline arcana (summoned creatures gain DR 2/good)

Combat Gear *potion of gaseous form*, *wand of misdirection* (CL 12th, 6 charges), *shadow essence* (2 doses); **Other Gear** leather armor, dagger, *boots of levitation*

ADVANCED YETH HOUND CR 4

hp 38 (*Pathfinder RPG Bestiary* 286, 294)

TACTICS

Before Combat The yeth hound hides amid the dirty rags at the bottom of the pit, next to the sleeping Anders children. When it hears anyone enter the room, it flies up to investigate, relishing in the prospect of hunting anyone Vaga will permit it to pursue.

During Combat The hound attempts to put itself between Vaga and the PCs, viciously attacking any target it can reach without putting Vaga in undue danger. It does not use its bay attack unless Vaga is dead or not present.

Morale The yeth hound is consumed with a desire for blood and the hunt, and it fights to the death, even pursuing fleeing prey should the PCs attempt to escape.

Subtier 6–7 (CR 9)

VAGA UNDERBOUGH CR 8

Female halfling rogue 1/sorcerer 8

CE Small humanoid (halfling)

Init +3; **Senses** Perception +7

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 armor, +3 Dex, +1 dodge, +4 shield, +1 size)

hp 82 (9 HD; 1d8+8d6+48)

Fort +7, **Ref** +8, **Will** +6; +1 vs. traps, +2 vs. fear, +2 vs. poison

Resist electricity 5

OFFENSE

Speed 20 ft.

Melee dagger +8 (1d3–1/19–20)

Ranged dagger +8 (1d3–1/19–20)

Special Attacks sneak attack +1d6

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*summon monster IV*

3rd (6/day)—*deep slumber* (DC 17), *rage*, *wind wall*

2nd (7/day)—*bull's strength*, *false life*, *invisibility*, *web* (DC 16)

1st (7/day)—*cause fear* (DC 15), *disguise self*, *expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0 (at will)—*acid splash*, *bleed* (DC 14), *dancing lights*, *detect magic*, *detect poison*, *flare* (DC 14), *ghost sound* (DC 14), *resistance*

Bloodline abyssal

DAY OF THE DEMON

TACTICS

Before Combat Vaga attempts to position herself in the most advantageous location while her disguise is still in effect. She ensures that her dagger is coated in a dose of shadow essence whenever possible so that her first attack with the weapon will be deadly. At the soon as she is aware of the PCs' presence, Vaga casts *false life*, and she casts *shield* immediately before entering area **D5**, knowing combat within is imminent (as long as she can do so without being seen or heard by a PC).

During Combat Vaga prefers deception and capitalizing on her targets' moments of weakness rather than open combat, but when forced to fight, she does so with the fury expected of a killer of her renown. If adjacent to a flat-footed foe at the start of combat, she initiates with a sneak attack; otherwise, she activates her *boots of levitation* immediately, hovering above her enemies to avoid melee attacks. Although she has a 10% arcane spell failure chance as a result of wearing leather armor, she nevertheless knows that her strength is in her spellcasting rather than physical damage. Thus, she lets her yeth hound minions fight in her stead while she casts offensive spells from range. After one of the hounds is defeated, Vaga casts *summon monster IV* to bring 1d3 dretches to her aid (or 1d3 fiendish dire bats if more than half of the PCs are flying).

Morale Vaga is overwhelmed by her urge to kill, and even when her carefully crafted plans fall apart, she can't bring herself to surrender or relent until all her enemies are dead. As such, she fights to the death.

Base Statistics Without the benefit of *false life* and *shield*, Vaga has the following statistics: **AC** 19, touch 15, flat-footed 15; **hp** 69.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +2; **CMD** 16

Feats Childlike^{APG}, Deceitful, Dodge, Eschew Materials, Great Fortitude, Toughness, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +18, Climb +1, Disguise +18, Linguistics +5, Perception +7, Spellcraft +6, Stealth +13; **Racial Modifiers** +2 Acrobatics (-2 when jumping), +2 Climb, +2 Perception

Languages Abyssal, Common, Halfling, Infernal

SQ trapfinding +1, bloodline arcana (summoned creatures gain DR 4/good)

Combat Gear *potion of gaseous form*, *wand of misdirection* (CL 12th, 6 charges), shadow essence (2 doses); **Other Gear** *glamered +2 leather armor*, dagger, *boots of levitation*

ADVANCED YETH HOUSES (2) CR 4

hp 38 each (*Pathfinder RPG Bestiary* 286, 294)

TACTICS

As Subtier 3–4.

Development: Amid the pile of rags and tattered blankets, the PCs find the sleeping bodies of Tarcey and Tilly Anders. Both have been kept sedated with a diluted dose of poison Vaga administered to keep them out of her hair. While she's a cold-hearted killer, Vaga is largely motivated by her own jealousy for the human children she saw experience the happiness and privileges she was denied as a child slave. As such, she has no ill will toward the Anders children, and justifies their parents' murder as saving the children from the inevitable betrayal the adults were bound to commit eventually.

If awakened with a successful DC 20 Heal check or any effect that neutralizes poison, the children tell the horrific tale of their family's journey from Kintargo to Egorian, and how they sought shelter in Ostergarde's stable to wait out the storm. When howlers attacked the family, the Anderses fled into the manor itself, at which point the gargoyles chased them right into Vaga's waiting hands.

The siblings can identify their parents as the couple posed as if sharing a meal, a sight that brings both of them to tears and silences them until a PC can coax them back into talking with a successful DC 15 Diplomacy check. Both children desperately want to get as far away from Ostergarde as possible, and indicate that they have family in Egorian they were planning to stay with when the whole family arrived from Kintargo.

Treasure: While most of the strange trinkets and decorative objects in the pit are mundane and essentially worthless, the jar of eyes is actually an *eyeball jar*.

Rewards: If the PCs defeat Vaga and recover the *eyeball jar*, reward them as follows.

Subtier 3–4: Give each PC 910 gp.

Subtier 6–7: Give each PC 2,147 gp.

CONCLUSION

With Ostergarde secured, the PCs may return to Absalom, where Ambrus Valsin greets them with a warm smile. He immediately thanks the PCs for a job well done and informs them that the Blakros family is pleased as well.

When Valsin learns of Tancred Desimire's shocking plans, he seems unconcerned; despite his nonchalance, he immediately takes this information to the Decemvirate. What future plans the Ten will unleash to counteract Tancred's grandiose schemes is not immediately revealed.

If the PCs return without securing Ostergarde, Valsin looks disappointed, but assures them that another team is on standby.

Success Conditions

The PCs' primary mission and secondary mission are the same: clear Ostergarde of its threats. If the PCs defeat

PATHFINDER SOCIETY SCENARIO

NEW MAGIC ITEM

EYEBALL JAR

PRICE
8,000 GP

SLOT none

CL 11th

WEIGHT 4 lbs.

AURA moderate divination



When created, this clear glass jar contains four eyeballs floating in a viscous fluid. As long as the jar contains at least three eyeballs, the *eyeball jar* grants its wielder all-around vision. Additionally, the *eyeball jar* grants its wielder a +2

bonus on saving throws against gaze attacks. Any time the jar's wielder fails a save against a gaze attack, she may, as an immediate action, expend one eyeball to absorb the effects of the gaze attack. This negates the gaze attack's effects as if the wielder had made her save, but destroys the eyeball. When the last eyeball in the jar is destroyed, the *eyeball jar* shatters and becomes useless. A jar found with fewer than four eyeballs is worth 25% less for each missing eyeball.

CONSTRUCTION REQUIREMENTS

COST 4,000 GP

Requirements Craft Wondrous Item, *blindness/deafness*, *true seeing*

Vaga Underbough and her minions and either destroy the gargoyles or learn their bypass phrase, each PC earns 2 Prestige Points. If the PCs defeat Vaga and her minions but fail to destroy or permanently bypass the gargoyles, they instead only earn 1 Prestige Point.

PLAYER HANDOUT #1

This damned storm ain't relenting. My wife Marta, caught something fierce, and through her rasping coughs begs me to let our family rest in Ostergarde. I've told her over and over that only evil lives there, we'd be better off to die in this storm. I can't delay any longer. My wife hallucinates and poor Tilly shakes violently. Young Tarcey holds strong, but I'm afraid we're going to die in this weather if we don't get warm, and fast. Damn it! I've made up my mind—I'm taking my family to the stable by the manor, to get out of the weather. Surely we'll be safe if we just avoid the manor itself.

Benn Anders

PLAYER HANDOUT #2

The Butcher of Korvosa—Dalton Krunne

Life Sentence for murder
murder and cannibalism

Transferred to Sinner's End
En route to Ostergarde

The Gentleman Strangler—Regis Jaggere

Life Sentence for murder
and conspiracy against the
Egorian nobility

Transferred to Sinner's End
En route to Ostergarde

The Giggling Granny—Nettie Fallows

Life Sentence for murder
and child abduction

Transferred to Sinner's End
En route to Ostergarde

The Lullaby Lady—Vaga Underbough

Life Sentence for murder
and indecency to corpses

Transferred to Sinner's End
En route to Ostergarde

The Monster of Macini—Salter Wisp

Life Sentence for murder
and theft

Transferred to Sinner's End
En route to Ostergarde

DAY OF THE DEMON

PLAYER HANDOUT #3

The deed is done! I finally had that strumpet, Zarta Dralneen, shackled in Citadel Vraid. It took every resource I had within the Chelish bureaucracy, but it was worth it to frame her for treason. I have no more favors within Thrune's government, but I shall need Cheliah no longer. The pleasure of personally ordering her arrest was a moment I will savor for an eternity. I swear Zarta will pay for the murder of my dearest brother Aglorn. Poor brother, my revenge is not complete. I vow I shall destroy everything she holds dear, starting with her property in Absalom—yes, that whole city shall burn.

PLAYER HANDOUT #4

Sweet Aglorn, even in your death you assist me greatly. I read your thesis on rerouting portals, and I think I reproduced your work at the Diamond Gate. With Ostergarde's infernal portals re-tuned to the Abyss, I have swelled my army of murderers with a demonic horde! Shax be praised! I leave for a wedding, which conveniently brings me near Absalom where I can delve the yet-unexplored dungeons beneath the ruins of Bonekeep. If I'm right, I can move my army there—closer to the city—and keep them hidden under the ruins until I'm ready to strike! Oh, how I wish you still lived, brother, for the chaos and death shall be glorious!

PLAYER HANDOUT #5

Dearest Brother, your memory spurs me on. I've hit minor snag in my plans, but do not fret, sweet Aglorn, for they are minor inconveniences. I failed to find ingress to the dungeons under Bonekeep, and on that same damned trip I discovered that Ostergarde had exchanged ownership. The very same Pathfinder Society responsible for your death sends agents my way! I must flee, but don't worry—I have left those meddling Pathfinders a little gift. Brother, I head to Nerosyan, forsaking my position in the Thrune government. Shax has shown me the force I need, and it waits in the Worldwound! With this force, I shall return to Absalom, set my murderers upon the city, and when chaos and fear grip the entire population, my demon army will strike. So north we go, brother, and from there, to the City at the Center of the World!

PATHFINDER SOCIETY SCENARIO

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Pathfinder Society Scenario #5-14: Day of the Demon

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
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Pathfinder Society Scenario #5-14: Day of the Demon

Character Chronicle #

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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This Chronicle sheet grants access to the following:

Scholar of The Gates Ajar: You studied the profane texts known as The Gates Ajar, and gained from them knowledge of the denizens of Abaddon, the Abyss, and Hell. You gain a +2 competence bonus on Knowledge (planes or religion) checks regarding daemons, demons, and devils.

EYEBALL JAR

Aura moderate divination; **CL** 11th
Slot none; **Price** 8,000 gp; **Weight** 4 lbs.

DESCRIPTION

When created, this clear glass jar contains four eyeballs floating in a viscous fluid. As long as the jar contains at least three eyeballs, the *eyeball jar* grants its wielder all-around vision. Additionally, the *eyeball jar* grants its wielder a +2 bonus on saving throws against gaze attacks. Any time the jar's wielder fails a save against a gaze attack, she may, as an immediate action, expend one eyeball to absorb the effects of the gaze attack. Doing so negates the gaze attack's effects as if the wielder had made her save, but destroys the eyeball. When the last eyeball in the jar is destroyed, the *eyeball jar* shatters and becomes useless. A jar found with fewer than four eyeballs is worth 25% less for each missing eyeball.

CONSTRUCTION

Requirements Craft Wondrous Item, *blindness/deafness*, *true seeing*; **Cost** 4,000 gp

All Subtiers	Subtier 6-7
<p><i>boots of levitation</i> (7,500 gp) <i>eyeball jar</i> (8,000 gp) Hell's Gavel (Large masterwork cold iron heavy mace; 324 gp, limit 1) howler handler's earplugs (2,000 gp; grant immunity to howlers' howl special attack for 1 hour/day, as well as a +2 circumstance bonus on saving throws against sonic effects, while imparting a -5 penalty on sound-based Perception checks) <i>potion of gaseous form</i> (750 gp) <i>robe of bones</i> (2,400 gp) <i>wand of misdirection</i> (CL 12th, 6 charges; 2,160 gp, limit 1)</p>	<p><i>glamered +2 leather armor</i> (6,860 gp) Hell's Gavel (Large +1 demon bane heavy mace; 8,312 gp, limit 1)</p>

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-7	651	1,303	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of subtier	1,127	2,254	
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-7	1,602	3,205	
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-	
FAME	Starting XP				
	+			<small>GM's Initials</small>	
	XP Gained (GM ONLY)				
	=				
	Final XP Total				
			Initial Prestige	Initial Fame	
GOLD	+			<small>GM's Initials</small>	
	Prestige Gained (GM ONLY)				
	-		Prestige Spent		
			Current Prestige	Final Fame	
GOLD	Starting GP				
	+			<small>GM's Initials</small>	
	GP Gained (GM ONLY)				
	+			<small>GM's Initials</small>	
	Day Job (GM ONLY)				
-		Gold Spent			
=		Total			

For GM Only

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