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YEAR OF THE
STOLEN STORM



CHAMPION'S CHALICE, PART 2: AGENTS OF THE EYE

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HOW TO PLAY

Pathfinder Society Scenario #8-21: Champion's Chalice, Part 2: Agents of the Eye is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfindersociety.



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GM RESOURCES

Agents of the Eye makes use of the following Pathfinder RPG products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Advanced Player's Guide (APG)*, and *Pathfinder RPG Ultimate Equipment (UE)*. 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. All relevant rules from the Bestiary volumes are reprinted at the end of the scenario for the GM's convenience.

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By Nicholas Herold



In the final decades of the Age of Serpents, the great cyclops empire of Ghol-Gan descended into brutal decadence and apostasy. The cyclopes abandoned their ancient worship of the sun and the moon and turned to cannibalistic rites and unholy magic. Those few cyclopes who managed to resist the descent into madness and violence had to be careful in order to avoid being slain and devoured by their wicked brethren. Most of the legacy of this vile period was lost to the waves during Earthfall, but the eastern outposts of the empire survived in what became known as the Kaava Lands, still steeped in corruption. One of these profane complexes, Kaddodi, was colonized during the Age of Darkness by a powerful asura named Parveen, who sought enlightenment through meditation on the cyclopes' blasphemy. During her millennium of contemplation, lesser asuras flocked to her banner like hyenas to a rotting carcass, and Parveen reached her apotheosis as a mighty asurendra.

Parveen would no doubt have proven to be a mighty foe of all civilization were her plans not halted by the Ten Magic Warriors of Old Mage Jatembe. Two of these powerful arcanists, using spells and wards taught to them by Jatembe himself, bound Parveen within her profaned temple, rather than slay her and risk her reincarnating elsewhere on Golarion. She remains there to the present day, although over time her wards have weakened. The residents of Boali on the Bay of Senghor discovered Kaddodi during their expansionist phase, damaging the seals by scavenging stone to build their own dwellings and removing artifacts to enrich themselves. Following the collapse of the cyclops civilization, the site has been reoccupied by grippli who know of Parveen's presence and seek to pacify and suppress the asura through the use of their mystical tradition of fiend-keeping. The power of the asura is such that even the dozen fiend-keepers in Kaddodi have been incapable of rendering her completely harmless.

From her prison, Parveen has not been idle, sending portents and dreams into the minds of those receptive to such foulness. The asurendra's unlikely savior is the tripurasura, Karan. This minor fiend has managed to infiltrate the leadership of one of the many tribes of vicious

WHERE ON GOLARION?

Champion's Chalice, Part 2: Agents of the Eye takes place in the Kaava Lands, the westernmost region of the Mwangi Expanse. Although laden with resources and history, this area remains poorly explored due to inaccessible terrain and monstrous predators. For more details on the Mwangi Expanse as a whole and the Kaava Lands in particular, see *Pathfinder Campaign Setting: Heart of the Jungle*. *Pathfinder Campaign Setting: Lost Empires* contains more information about the rise and fall of the cyclops empire of Ghol-Gan. If you are interested in mechanics for grippli fiend-keeping, see *Pathfinder Player Companion: Blood of the Beast*.



Hazh'a halfings native to the Kaava Lands and turn their demon worship to that of the asuras. Now at the head of a small army, Karan seeks to slaughter the gripplis of Kaddodi, finish the job that the Boalisi began centuries ago by removing all of the wards keeping Parveen in her prison, and unleash a great evil into Garund.

SUMMARY

The PCs are sent by Venture-Captain Finze Bellaugh to the ruined city of Kaddodi to use the Sargava Chalice, recently won by the Pathfinders in the overland footrace of the same

name, to gain access to ancient cyclops visions and learn as much as they can about the ruined site and the civilization to which it belonged. On their way to Kaddodi, the PCs find evidence that the ruins are not as abandoned as they had assumed, and that war has come to the lost city. In Kaddodi's main square, the PCs find the corpses of halflings and griplis felled in a recent conflict. The halflings bear symbols indicating that they belong to a foul asura cult, and tracks lead from the battlefield to an ancient temple. In the battlefield, the PCs can also find a survivor, the griplli adept Purpurrup, who can explain that the griplis have been keeping an ancient fiend contained within Kaddodi and that the halflings seek to release it. If the PCs assist Purpurrup in burying her dead comrades, they can gain her assistance in exploring Kaddodi and stopping the halfling cult.

By drinking water from Kaddodi's fountains out of the Sargava Chalice, the PCs gain access to the Sight of the Cyclops, a magical effect that grants visions of Kaddodi in its prime. One of the last cyclopes to retain his benevolence as Kaddodi descended into madness and ruin, named Akmon, speaks to the Pathfinders from the past. Akmon pleads with the PCs to honor the cyclops traditions of venerating the sun and moon and destroying evidence of cyclops apostasy. The first of these missions takes the PCs to an ancient pond, where they find an idol of the sun and moon encased in a stone coffer. To restore the idol, it must be allowed to be exposed to natural light, but recovering the idol requires swimming into caiman-infested waters.

Both the tracks of the halflings and the urgings of Akmon take the PCs to the Blighted Temple, which was originally a cyclops site of worship that was transformed into a celebration of blasphemy and the rejection of all that is divine. The PCs first encounter the halfling cult in the atrium of the Blighted Temple and battle its feral warriors. In the atrium, the PCs can use the Sight of the Cyclops in order to recover cold iron weapons stored here ages ago, which will be useful to them in battling the leader of the halflings. Exploring the Blighted Temple, the PCs find the Bones of the Beast, a tomb honoring a hideous ngoga—a half-orangutan, half-cyclops hybrid—bred by the cyclopes as a soldier; in order to fulfill Akmon's quest, the PCs must speak an ancient Cyclops benediction over the bones, which then animate as a bloody skeleton to challenge the PCs.

The lower level of the temple consists of the Hall of Broken Gods, where the cyclopes left destroyed religious icons to be forever trampled. The halfling cult guards this hall, and after the PCs deal with them, Akmon beseeches the PCs to remove the artifacts of faith and dispose of them in a respectful way. If the PCs have completed all of Akmon's tasks, he is released to the afterlife and leaves the PCs with a gift—a limited version of the cyclopes' flash of insight ability. Beyond the Hall of Broken Gods is the prison of the asura Parveen, where her follower Karan leads halflings

in destroying the wards trapping the ancient outsider. By stopping Karan and his minions, not only have the PCs prevented a great evil from returning to Golarion, but they also open up a possible alliance with the griplli tribes of the Kaava Lands.

GETTING STARTED

The PCs begin the scenario in Eleder, the capital of Sargava. Read or paraphrase the following to get the adventure underway.

A sea breeze brings a tang of salty air into the office of Venture-Captain Finze Bellaugh. The venture-captain sits behind his desk, cluttered with papers, although room has been cleared to showcase a large silver chalice. He clears his throat and rests his hands on his stomach before speaking.

"Here it is. The Sargava Chalice. Hard-won, but worth it in the end, I think." He looks up and gives a contented grin. "The Pathfinders didn't enter the competition just for the fame. My research indicates that this cup was originally crafted by the cyclopes of Ghol-Gan and looted from one of their cities, called Kaddodi by the Boalisi, thousands of years ago. A notable find in and of itself, but what is more intriguing are the records from Boalisi explorers. Apparently, by drinking waters from Kaddodi's ritual well out of this chalice, they were able to see visions of the cyclops city in its prime. A fantastic opportunity, wouldn't you say?"

"I invite you to be the first to confirm this. Take the Sargava Chalice to Kaddodi. Drink from its ritual pool and discover the visions of the cyclopes. Who knows what you may find? Perhaps priceless artifacts concealed by millennia of decay. Perhaps some insight into the last days of the cyclops culture. Perhaps both."

The PCs have the opportunity to ask Venture-Captain Bellaugh a few questions before they depart on their mission. The following are questions the PCs are likely to ask, and the venture-captain's responses.

How do we get to Kaddodi? "Kaddodi sits in the middle of the Kaava Lands; about three days travel north-west of Crown's End. We've provided maps of the region for you, and a ship leaves for Crown's End tomorrow morning, if you're ready for it."

How did the Sargavan government get the chalice? "The Boalisi were an expansionist culture, and their own ruins are scattered throughout the Kaava Lands and Sargava alike. The Sargavans got hold of many artifacts during the initial push of colonization, including the Sargava Chalice."

What happened to the Boalisi? "Nobody can quite say. Their civilization grew rapidly, moving from subsistence farming to multiple major urban centers in a few short generations. And a generation later, they were gone."

What happened to the cyclopes of Kaddodi? "This we can say with more certainty. Kaddodi dates back to before Earthfall, but the cyclopes were not destroyed in that

cataclysm. Their civilization, called Ghol-Gan, had already collapsed into brutality and violence. If there were any cyclopes living in Kaddodi when Earthfall occurred, they were likely little more than beasts.”

Is Kaddodi occupied? “Not as far as we can tell, no. The Zenj native to the Kaava Lands tend to avoid ancient ruins. There are other peoples in the area, though—griplis, lizardfolk, charau-ka, and halflings. One or more of them may potentially occupy Kaddodi.”

What dangers might we find in Kaddodi? “The same dangers anywhere in the Kaava Lands—giant vermin, hungry animals, and bad weather. Make sure to bring plenty of food and fresh water. The ruins may contain undead, as ruins so often do. You might even see a dinosaur.”

If we know about these visions, why has nobody ever gone to Kaddodi before and done this? “There are a few scattered records of explorers using the Sargava Chalice, but none of them ever had the analytical mind or historical knowledge to make it worth much while. The notes I was able to uncover are vague at best and hysterical at worst—it seems as though some of the visions of Kaddodi are rather... unpleasant. I know that trained Pathfinders are would be more resilient, right?”

Knowledge (history)

The PCs might already know something about the Ghol-Gan Empire and Kaddodi. A PC can attempt a Knowledge (history) check, recalling all information whose DC is equal to or less than the result of the check.

15+: Most of the Ghol-Gan Empire now lies beneath the waves of the Arcadian Ocean. Only scattered outposts remain in the Shackles and the western Mwangi Expanse.

20+: The decline of the Ghol-Gani cyclopes came with the abandoning of their gods in favor of worshipping demons and beasts. A once-noble civilization collapsed in an excess of violence directed both outward and in.

25+: Not all of the Ghol-Gani cyclopes succumbed to the ruin of their civilization and retained their decency and their faith. These cyclopes were frequently murdered by their more degenerate kin.

30+: “Kaddodi” is an old Boalisi word roughly meaning “swallower”—no doubt a reference to the horrors their explorers witnessed in cyclopes artifacts or visions.

APPROACHING KADDODI

Read or paraphrase the following as the PCs approach the city of Kaddodi.

The journey to Kaddodi winds through thick jungles and along treacherous rivers. Nearing the site of the city, a grisly spectacle comes into view on the side of the trail. A tall wooden pole, decorated with carvings of animals and spirits, has been decorated with several shrunken, mummified heads.

The PCs may wish to examine the pole described above to learn about what awaits them in Kaddodi. A successful DC 15 Knowledge (local) check reveals that the carvings on the pole are griplis in design, and that griplis don't have a reputation as being headhunters. A successful DC 18 Knowledge (local) check reveals that the Hazh'a halflings are headhunters and are known to live in the region. A PC who succeeds at a DC 15 Survival check discovers the footprints of multiple small humanoids leading towards and from the pole, leaving in the direction of Kaddodi. The halflings, following their victory over the griplis tribe, hung heads taken from earlier victims on the pole as a warning to other griplis—they intend to return with fresh shrunken griplis heads after their business in the city is finished.

ENTERING KADDODI

Read or paraphrase the following as the PCs enter the city of Kaddodi.

The city of Kaddodi looms ahead; partially collapsed walls overgrown with foliage tower forty feet in the air, and the buildings in the complex were clearly built to a scale of giants. The stink of blood and tropical decay is heavy in the air—a battle has taken place here. Dozens of small humanoid bodies lie dead in the sunlight, flies and vultures settling into the feast. The bodies are fresh and recent, as if the conflict here took place mere hours before. A gleaming well sits in the middle of the square, seemingly untouched by the violence.

The PCs may wish to examine the bodies. As they do, the scavenging animals move to flee them. The corpses are comprised of griplis and halflings, but it is evident from a quick scan that many more griplis have fallen than halflings. The griplis wear leather and are decorated with feathers and body paint; the halflings wear studded leather armor and many of them have filed teeth, claw-like fingernails, and other grisly body modifications. Examining the halfling bodies uncovers that they all carry bloodstone amulets depicting a leering, fanged face with six eyes. A successful DC 16 Knowledge (religion) check (DC 20 in Subtier 4–5) reveals that this symbol represents the veneration of blasphemous fiends known as asuras. A PC who succeeds at a DC 10 Survival check discovers a mass of small, barefoot humanoid footprints moving deeper into the complex toward the southwest. These were made by a troop of halflings led by the asura, Karan, toward the Blighted Temple. A PC who succeeds at a DC 10 Heal check (DC 13 in Subtier 4–5) determines that most of the wounds on the bodies of halflings and griplis alike were caused by small weapons, such as spears, axes, and claws. More disturbingly, a PC who exceeds this DC by 3 or more notices that some of the bodies were butchered after death—their missing flesh was due to deliberate action, not scavengers.

With a successful DC 10 Perception check, or automatically should the PCs decide to bury the bodies, the PCs hear a frantic scratching and whining coming from the battlefield. This is the compsoognathus Chirps, the familiar of Purpurrup, the only survivor of this massacre. Chirps is scratching at the outside of Purpurrup's familiar satchel and trying to get his master's attention, but the gripli is unconscious though stable at -3 hit points. If the PCs heal Purpurrup, read or paraphrase the following.

The small, frog-like humanoid sits up, her bulging eyes darting nervously. "You're not Hazh'a," she says in a high, reedy voice, the relief clear. "They may still be in the city. They have to be stopped or my tribe's work will be forever undone."

The PCs might have some questions for the gripli survivor. Some likely questions, and her responses, are detailed below.

Who are you? "My name is Purpurrup, and I am an apprentice to the fiend keeper of my tribe. He is now dead, as are many of my people."

What is a fiend keeper? "A tradition among my people. We siphon the hateful energy from fiends and put it toward productive uses, strengthening our souls while weakening the monster's power. My tribe's keeper was especially revered, as his fiend is physically here, trapped within a ruined temple of this city. The Hazh'a must be here to free this monster and undo our labors."

Who/what are the Hazh'a? "Wicked halflings who worship fiends as if they were proper gods. We have clashed with them a few times, but only ever in brief skirmishes. This time they brought an army, and were victorious."

What can you tell us about the Hazh'a forces? "Many of their warriors fight with bare hands, their fingers twisted into claws. Their leader was merely a child, but he wore the robes of a priest and carried a polearm longer than he was tall."

Where are the Hazh'a going? "There is an abandoned temple where the fiend here is trapped. The halflings must be going there to free it. I have only been there once myself—in its lower level there is a wall covered in wards and symbols behind which the fiend is held."

Do you know anything about the cyclopes or the Sargava Chalice? "This city once belonged to the giants, but it has been ours for decades now. We do occasionally find the bones of massive, one-eyed men in the ruins, but they are few and far between."

Do you know anything about the Boalisi? "I have never

heard the name. I was told that humans once came to this city to steal its riches, but they are long gone now."

Where are the rest of your people? "This city had only a small amount of us—fewer than fifty. I fear most of them are dead. There are many clans of us scattered throughout this land. More of my people will come here to secure the fiend. If it is not freed first."

Can you help us? "First I must help my kin. The dead must be washed, buried and mourned. But feel free to sleep in their dwellings if you must. My clan no longer needs them."

When the PCs are finished speaking with Purpurrup, she immediately begins to perform burial rituals for her dead comrades. If the PCs assist her by burying the dead, joining her prayers, or take other appropriate actions, she agrees to join them. Her game statistics are listed below. The PCs may wish to recruit Purpurrup without helping her, or insist that caring for the dead is a waste of time. Purpurrup cannot be intimidated on this matter, but a PC

who succeeds at a DC 19 Bluff or Diplomacy check (DC 22 in Subtier 4–5) convinces her to join the PCs on the condition that they help her with caring for the dead in the near future. If she is prevented from doing so, such as via force, she attempts to flee the PCs and considers them her enemies.

If the PCs do take the time to assist Purpurrup and perform rites for the gripli, their spiritual energies alert Parveen to their presence here. Infuriated by the intrusion and the veneration she senses, Parveen empowers her servitor Karan in order for him to more easily murder the interlopers. She grants him the ability to use a fraction of the power of her spirit blades. In this case, Karan gains *spiritual weapon* as a spell-like ability usable once per day when the PCs face the tripurasura in combat later in the adventure (see area B4 on page 15).



Purpurrup

PURPURRUP CR 1/2

Female gripli adept 2 (*Pathfinder RPG Bestiary 2* 149)

NG Small humanoid (gripli)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 9 (2d6+2)

Fort +0, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee spear +1 (1d6-1/x3)

Ranged sling +4 (1d3-1)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—*burning hands* (DC 13), *cure light wounds*
0 (at will)—*detect magic*, *purify food and drink* (DC 12),
stabilize

TACTICS

During Combat Purpurrup is not a confident combatant—she moves frequently to avoid melee, and prefers to heal others rather than use her sling or spear. If cornered, she uses *burning hands* on as many enemies as possible.

Morale Purpurrup's recent loss has her shaken.

If reduced to 3 hp or fewer, she flees combat, hides, and heals herself.

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 9,

Wis 15, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 11

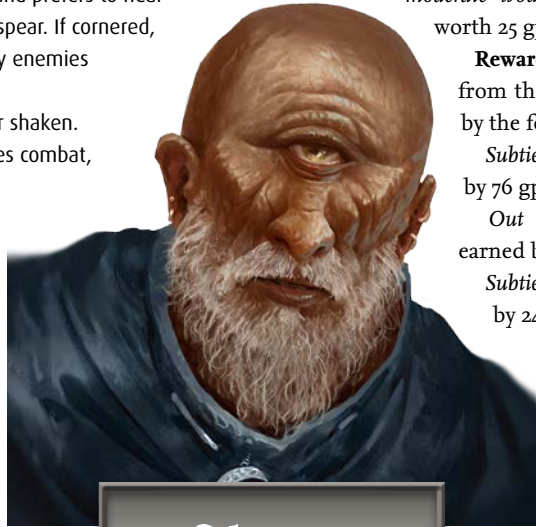
Feats Combat Casting

Skills Climb +7, Perception +3,
Stealth +6 (+10 in marshes and
forested areas), Swim +0

Languages Common, Grippli

SQ camouflage, swamp stride

Combat Gear *scroll of bless*, *scroll of protection from evil*, *wand of cure light wounds* (20 charges); **Other Gear** sling with 20 bullets, spear, familiar satchel^{UE}, 12 gp



Akmon

CHIRPS

CR —

Male compsoognatus familiar (*Pathfinder RPG Bestiary* 2 90)

N Tiny magical beast

Init +6; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 4 (1d8+2)

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

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +2 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 6, **Wis** 11, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 10

Feats Improved Initiative

Skills Acrobatics +2 (+6 when jumping), Perception +4,
Swim +14

SQ improved evasion

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Treasure: The PCs can salvage some useable gear from the battlefield. In Subtier 1–2, the PCs can recover six Small spears, one Small masterwork battleaxe, one *potion of bull's strength*, three *potions of cure light wounds*, and three bloodstone amulets worth 25 gp each. In Subtier 4–5, the PCs can recover six Small spears, three Small masterwork battleaxes, three *potions of bull's strength*, three *potions of cure moderate wounds*, and five bloodstone amulets worth 25 gp each.

Rewards: If the PCs fail to recover gear from the battlefield, reduce each PC's gold by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 76 gp.

Out of Subtier: Reduce each PC's gold earned by 163 gp.

Subtier 4–5: Reduce each PC's gold earned by 249 gp.

THE WELL OF VISIONS

The well in the center of Kaddodi is clean and clear, seemingly untouched by age or violence. In order to fulfill the requests of the Pathfinder Society, one or more of the PCs must use the Sargava Chalice to drink from the well and activate the Sight of the

Cyclops. If she is asked if she wants to drink from the well, Pupurrup declines, explaining that her tribe considers this water taboo and leave it alone. When one or more of the PCs drink from the well, read or paraphrase the following.

As the water flows down your throat, your vision wavers. Superimposed over the destroyed city of Kaddodi, as if in a dream, is a vision of the city as it appeared in its prime. The city as it actually is still appears solid, but translucent images of Kaddodi as it was sit hazily alongside it. Plants are cleared away, ruined buildings appear whole, and here and there you catch glimpses of cyclopes passing by. The denizens of the city ignore you, as if you were peering in on them without their knowledge. One of the cyclopes, however, meets your gaze, his expression mournful and face slack. "Well met, strangers," he says in Common.

The PCs might wish to ask questions of the spectral cyclops. Questions the PCs are likely to ask, and Akmon's answers, are detailed below.

Who are you? "My name is Akmon. I am a sage and scholar, and the last of my people to follow the old ways of the sun and moon, though I know that this will not prevent their fall. Even now I see around you what the future has wrought. But perhaps, with your help, my struggles will not be in vain."

THE SIGHT OF THE CYCLOPS

PCs who drink from the Sargava Chalice find that one of their eyes swells to twice its normal size, while their other eye goes cloudy and blank, as if suffering from cataracts. A PC with the Sight of the Cyclops takes a -2 penalty on ranged attack rolls, but gains a +2 insight bonus on initiative checks. The Sight of the Cyclops lasts for 24 hours and can be removed earlier with a *remove curse* or similar spell (the effect is caster level 7th).

VISIONS OF HORROR

Pathfinders with the Sight of the Cyclops see glimpses of Kaddodi as it once was during the Age of Serpents, but this includes visions of the madness and cruelty its cyclops inhabitants descended to in their final days. Do not overwhelm the PCs with these visions, but describe some unsettling or gruesome sight to them if they decide to do some exploring, or if they make camp to rest.

- A lone cyclops wanders past you with an immense bag slung over one shoulder. He does not seem to notice the writhing of the bag, or the faint, muffled sobbing from within.
- Two cyclopes begin arguing, which rapidly erupts into a brawl. One of the cyclops guts the other with a knife, and begins to consume the entrails as the body of the fallen cyclops still twitches.
- A cyclops faces a wall, and begins to rhythmically pound his head against it, until the wall cracks and blood pours from her forehead.
- A gang of cyclopes hoot and cheer as they throw books, maps, and papers into a bonfire. An ecstatic shudder runs through the crowd as a cyclops is frogmarched to the front of the mass and hurled into the flames as well.

SCALING ENCOUNTER A

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

Subtier 1-2: The black caiman has the young creature simple template (*Pathfinder RPG Bestiary* 295).

Subtier 4-5: Two black caimans attack the PCs.

How can you speak our language? “I hardly know myself. This is the first time I have ever used this language, and no doubt my fellows think I am speaking in tongues.”

What can you tell us about Kaddodi? “I know not this name, but if you refer to my city, it is a vile and barbarous place. I could speak of blasphemy and desecration, of cannibal feasts and horrible mutations. You shall see enough soon.”

Why can we see the past? “You see the past, I see the future. I tend to this well as a reflection of the moon even as my fellows descended into madness. It is my visions that you see, a record of barbarity and chaos kept by the only one of us who still knew enough to mourn.”

Can we help you at all? “My vision of you is hazy, as if it comes through the vastness of time. My own death is inevitable, but perhaps you can do some small service to me and restore the dignity of the old ways.”

How do we restore the old ways? “You must perform three tasks. First, an idol of the sun and moon was sealed away and thrown into a lake so it could never see the light again. It must be restored and have sun or moon shine upon it once again. Second, my people created a monstrous hybrid, part cyclops and part ape. Ancient prayers must be said over its tomb to consecrate the family line forced into such a hideous fusion. Finally, beneath that tomb lies the Hall of Broken Gods, where hundreds of icons and artifacts were destroyed for sheer spite. They must be disposed of respectfully to appease the sun and moon.”

What’s in it for us? “Is not the wonder of my city enough for you? If a reward you require, I will gladly grant you a sliver of my second sight—too much and your minds would crumble under the weight of ages. A fraction of it may serve you well.”

A. DESECRATED LAKE (CR 2 OR CR 5)

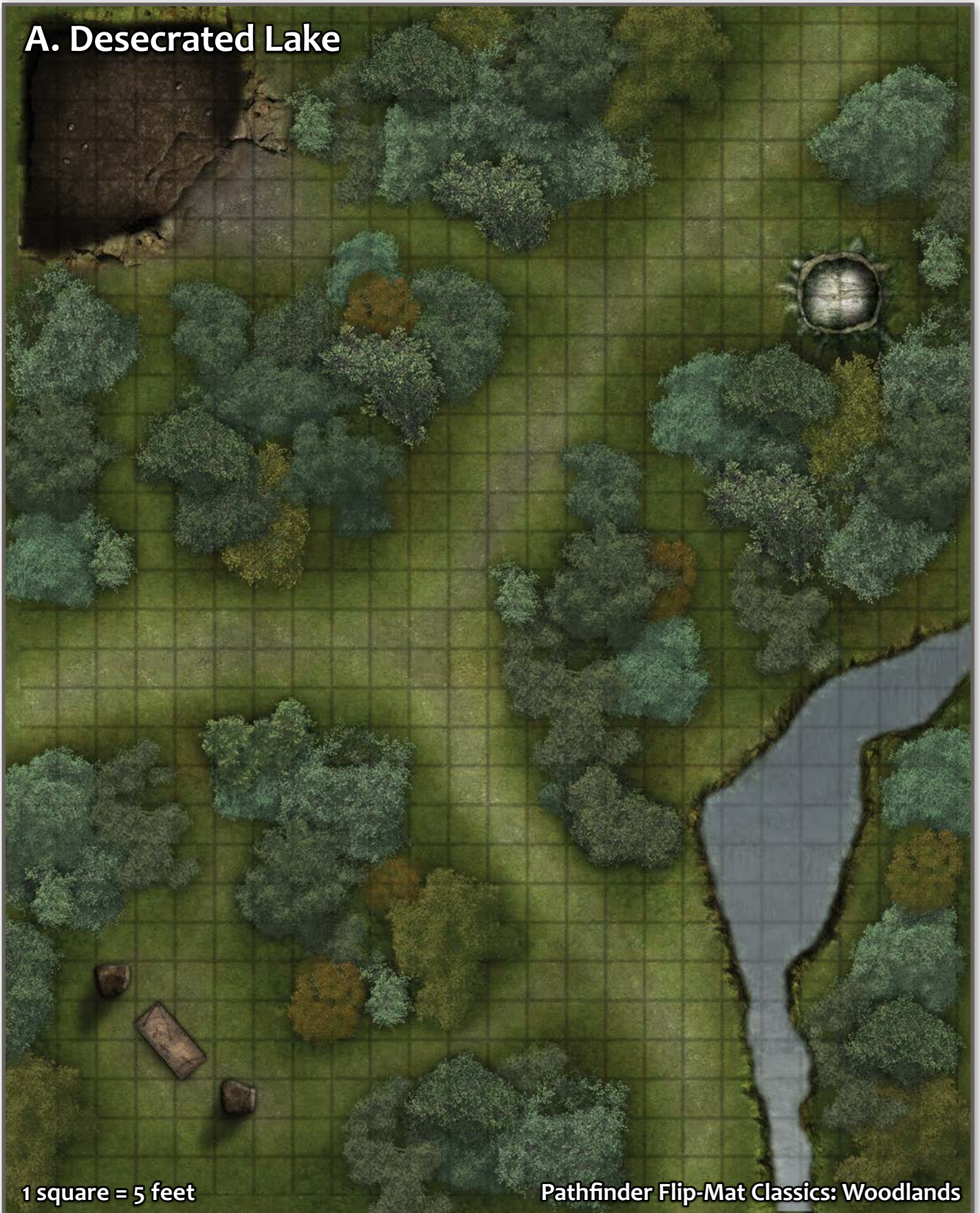
A small, marshy lake sits by the side of the road, a ruined temple looming in the distance to the south. The buzz of insects is heavy in the air and ripples appear on the water’s surface, as if fish were swimming just below it.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

Through the Sight of the Cyclops, you see a grave cyclops clad in pelts and carrying an enormous stone casket wrapped in chains appears. He intones a few hateful-sounding words before spitting on the casket and hurling it into the depths of the lake. Cheers sound, but a lone sigh is barely audible. “The Idol of the Sun and Moon,” explains the voice of Akmon, heavy with regret. “It must be salvaged from its prison and allowed to once again bathe in natural light.”

The Hazh’a halflings stopped at this pool near the Blighted Temple in order to gather water and wash themselves, but quickly fled after attracting the attention of its denizens.

A. Desecrated Lake



1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodlands

SCALING ENCOUNTER B1

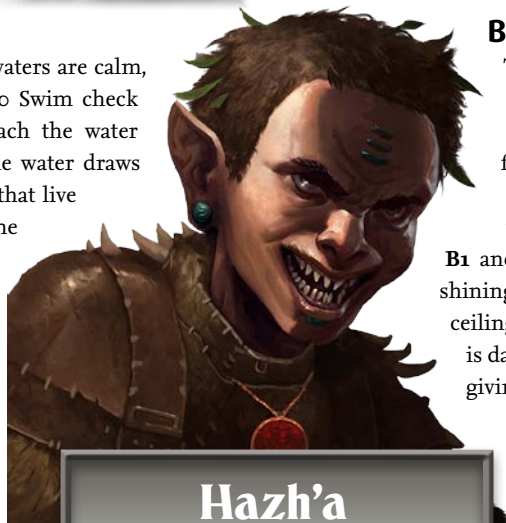
Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: Remove two of the Hazh'a warriors.

Subtier 4–5: Remove the giant frilled lizard and add another Hazh'a headhunter.

The lake is 20 feet deep and the waters are calm, requiring only a successful DC 10 Swim check to navigate. The PCs can approach the water without incident, but entering the water draws the interest of the black caimans that live here. If Purpurrup has joined the PCs, she can help them recover the casket, but warns them that predatory animals live in the pool and come here to drink.

Creatures: The waters of the lake are home to large black caimans, which normally prey on fish but are happy to add humanoids to their diet. In Subtier 1–2, a single caiman attacks the PCs. In Subtier 4–5, three caimans attack.



**Hazh'a
Headhunter**

Subtier 1–2 (CR 2)

BLACK CAIMAN

CR 2

Crocodile (*Pathfinder RPG Bestiary* 51; see page 18)

hp 22

Subtier 4–5 (CR 5)

BLACK CAIMANS (3)

CR 2

Crocodile (*Pathfinder RPG Bestiary* 51; see page 18)

hp 22 each

Development: The chains that once bound the stone casket have long since rusted away, but it landed upside down in the muck, and its weight could still pose an issue to the PCs. The casket weighs 1,000 pounds, requiring a combined maximum load of 200 pounds between all PCs attempting to push the lid in order to reveal the idol within (a character with a Strength score of 15 or higher can do this unaided). The idol itself weighs 400 pounds, requiring a combined maximum load of 400 pounds to lift to the surface (a character with Strength 20 or higher can do this unaided). Recovering the Idol of the Sun and Moon serves to complete one of Akmon's three tasks.

Treasure: In Subtier 1–2, the stone idol is worth 500 gp.

In Subtier 4–5, the idol is studded with opals, bringing its value to 2,000 gp.

Rewards: If the PCs do not recover the Idol of the Sun and Moon, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 208 gp.

Subtier 4–5: Reduce each PC's gold earned by 333 gp.

B. THE BLIGHTED TEMPLE

The Blighted Temple was once the center of cyclops religious life, but as Ghol-Gan declined it became a site of foul rites and blasphemies. Although worn and ancient, it has mostly stood the test of time. The upper level (areas **B1** and **B2**) is in dim light due to sunlight shining through cracks in the walls and ceiling, but the lower level (areas **B3** and **B4**) is dark. Ceilings are 30 feet high in all areas, giving the rooms a cavernous feel.

The tripurasura, Karan, reached the Blighted Temple with his followers several hours earlier, and the halflings are scattered throughout the complex. Describe to your PCs occasional flickers of movement or even some atrocious act of violence glimpsed through the Sight of the

Cyclops in addition to the visions called out in the boxed text. Do not overwhelm the PCs with distractions, but include enough to keep them on edge and to stress the eerie nature of the Sight.

B1. Cannibal Pavillion (CR 4 or CR 7)

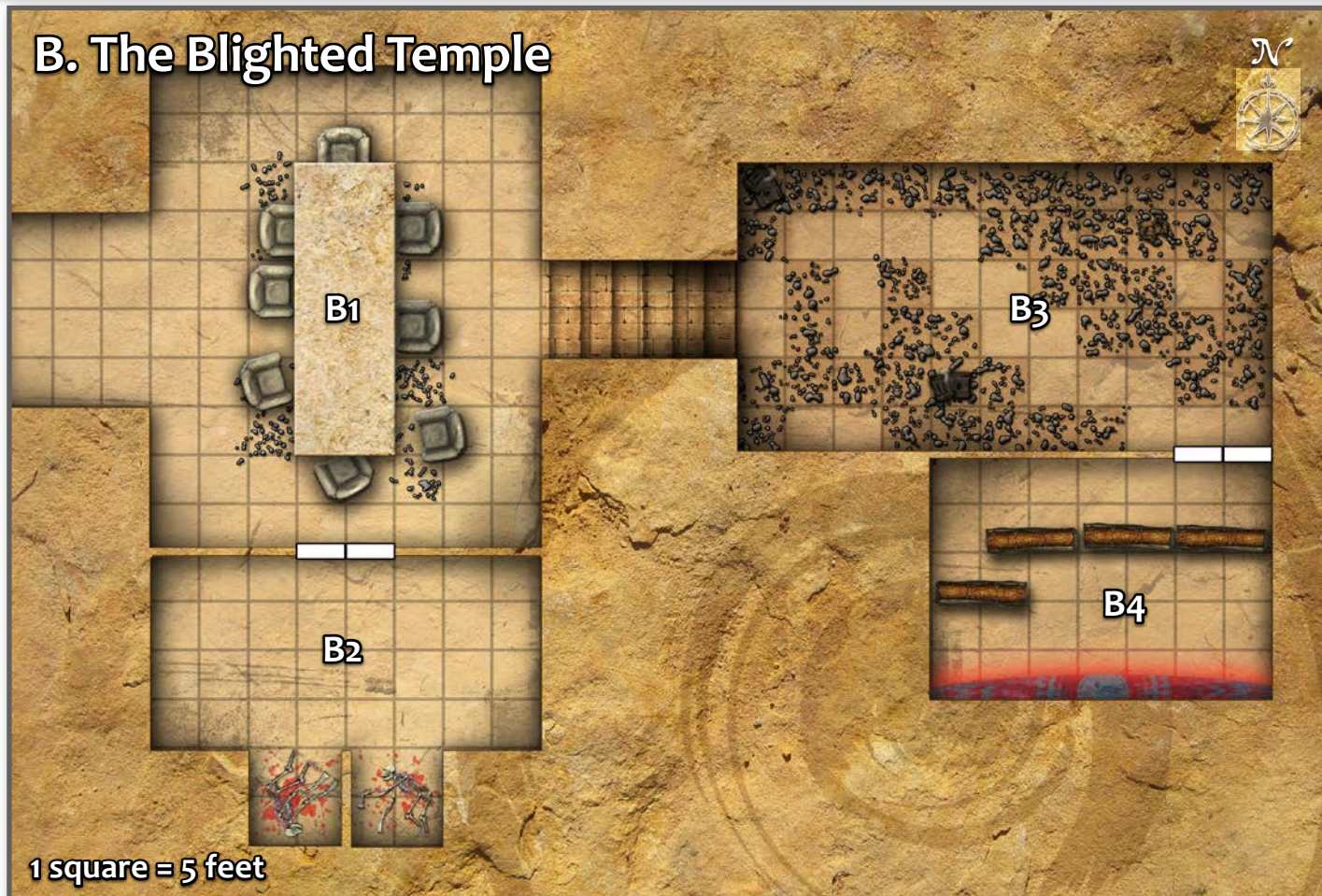
This enormous room is little more than bare stone. Two doors lead from this chamber—one to the south descending down a wide stair and one to the west securely shut. A broad stone table, still discolored from ancient bloodstains, sits in the middle of the room with stone chairs laying about it in disarray.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

The Sight of the Cyclops reveals that this chamber was once decorated by frescoes depicting cruel violence against cyclopes and smaller humanoids alike. In addition, at least a dozen cyclopes feasting on the flesh of their kin with horrible glee fill the pavilion.

The tabletop sits 8 feet off the ground, and Medium or smaller creatures can pass underneath it easily. A successful DC 10 Climb check is required to scale the massive chairs in order to climb on top of it. Some of the chairs have

B. The Blighted Temple



broken—these squares are difficult terrain. If Purpurrup is with the PCs, she confirms that the fiend trapped in the ruins is on the lower level, down the stairs. She has not spent much time in the Blighted Temple, and is visibly uneasy within its walls.

Creatures: Members of Karan's tribe of Hazh'a halfling followers occupy this chamber. They are not expecting any trouble and, as such, have not bothered to post guards. Due to their fanatical devotion to Karan and their love of violence, negotiating with the halflings is all but impossible. In Subtier 1–2, the Hazh'a forces here consist of three halfling warriors and an elite headhunter. In Subtier 4–5, all three of the halflings are headhunters, and they have with them a domesticated giant frilled lizard.

Subtier 1–2 (CR 4)

HAZH'A WARRIORS (3)

CR 1/2

Halfling warrior 2
NE Small humanoid (halfling)
Init +2; **Senses** Perception +3

DEFENSE

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

hp 13 each (2d10+2)

Fort +4, **Ref** +3, **Will** +1; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +5 (1d6/×3)

Ranged shortbow +5 (1d4/×3)

TACTICS

During Combat The Hazh'a warriors attempt to climb onto the table to get higher ground, then fire upon lone targets with their bows. They use their thunderstones to sound an alarm and in an attempt to disable enemy spellcasters.

Morale If any headhunters still live, the Hazh'a warriors fight to the death. Otherwise, they attempt to flee or surrender if reduced to 5 hp or fewer.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 13

Feats Weapon Focus (battleaxe)

Skills Acrobatics +3 (–1 when jumping), Climb +1, Intimidate +4, Perception +3; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

Combat Gear thunderstone; **Other Gear** leather armor, light wooden shield, mwk battleaxe, shortbow with 20 arrows, 5 gp

SCALING ENCOUNTER B2

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

Subtier 1–2: Remove the bloody skeleton variant from the decrepit ngoga skeleton. It loses fast healing, channel resistance, and the deathless special quality, and its Charisma score changes to 10, reducing its maximum hit points to 18 and its Fortitude bonus to +1.

Subtier 4–5: Remove the decrepit ngoga skeleton.

HAZH'A HEADHUNTER

CR 2

Halfling ranger 3

NE Small humanoid (halfling)

Init +2; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 size)

hp 30 (3d10+9)

Fort +6, **Ref** +6, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee 2 claws +5 (1d3+1)

Ranged composite longbow +7 (1d6/×3)

Special Attacks combat style (natural weapon^{APG}), favored enemy (humans +2)

TACTICS

During Combat The Hazz'a headhunters move to flank opponents whenever possible, attacking with their claws. If they get the opportunity to do so without provoking attacks of opportunity, they drink their *potions of bull's strength*, granting them a +2 bonus on attack and damage rolls with their claws.

Morale If reduced to 5 hp or fewer, a headhunter retreats in order to drink a healing potion, and then returns to the fray. Fanatics, they fight to the death.

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 16

Feats Aspect of the Beast^{APG}, Dodge, Endurance, Nimble Moves

Skills Acrobatics +6 (+2 when jumping), Climb +8, Escape Artist +4, Intimidate +5, Perception +8, Sense Motive +3, Stealth +11, Survival +6, Swim +6; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ favored terrain (jungle +2), track +1, wild empathy +3

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (3), *potion of cure moderate wounds*, thunderstones (3); **Other Gear** mwk studded leather, mwk composite longbow with 20 arrows, torches (5), bloodstone amulet worth 25 gp, 11 gp

Subtier 4–5 (CR 7)

HAZH'A HEADHUNTERS (3)

CR 2

hp 30 each (see Subtier 1–2)

GIANT FRILLED LIZARD

CR 5

hp 59 (*Pathfinder RPG Bestiary* 194; see page 18)

TACTICS

Before Combat The giant frilled lizard uses Stealth to hide under the table.

During Combat The giant frilled lizard opens combat with its intimidating charge ability, focusing on PCs with light armor.

Morale The giant frilled lizard flees if reduced to 10 or fewer hit points.

Development: If any of the halflings survive, the PCs can interrogate them. They are stubborn and spiteful, even after losing, and do not respond to diplomacy. A PC who succeeds at a DC 18 Intimidate check (DC 21 in Subtier 4–5) can get information out of them; mind-influencing spells might also be successful. The halflings know that they are in the Blighted Temple to release “a mighty goddess” who will “bring ruin and delight” when she is free. They describe their leader Karan in worshipful tones, referring to him as “the golden child” and saying that “teeth and blades cannot penetrate his flesh!”

A PC who succeeds at a DC 15 Strength check can open the doors to **B2**.

Treasure: In addition to the halfling's gear, a PC who succeeds at a DC 18 Perception check (DC 21 in Subtier 4–5) finds a hidden cache beneath the table. A PC with the Sight of the Cyclops needs only to succeed at a DC 10 Perception check to find the cache, as it is hidden by age and debris and was not secret in the time of Ghol-Gan. Within the cubby are a trinket the cyclopes recovered from would-be “demon slayers”. In Subtier 1–2, this consists of a masterwork cold iron morningstar. In Subtier 4–5, it is a +1 *cold iron morningstar*.

Rewards: If the PCs do not retrieve the morningstar, the GM should cross it off the PCs' Chronicle sheets. If the PCs do not find the morningstar, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 26 gp.

Out of Subtier: Reduce each PC's gold earned by 110 gp.

Subtier 4–5: Reduce each PC's gold earned by 193 gp.

B2. Bones of the Beast (CR 3 or CR 6)

This room is nearly bare, no doubt its treasures lost to time and looters. Two cavities sit in the western walls of the room, each filled with a giant, monstrous skeleton.

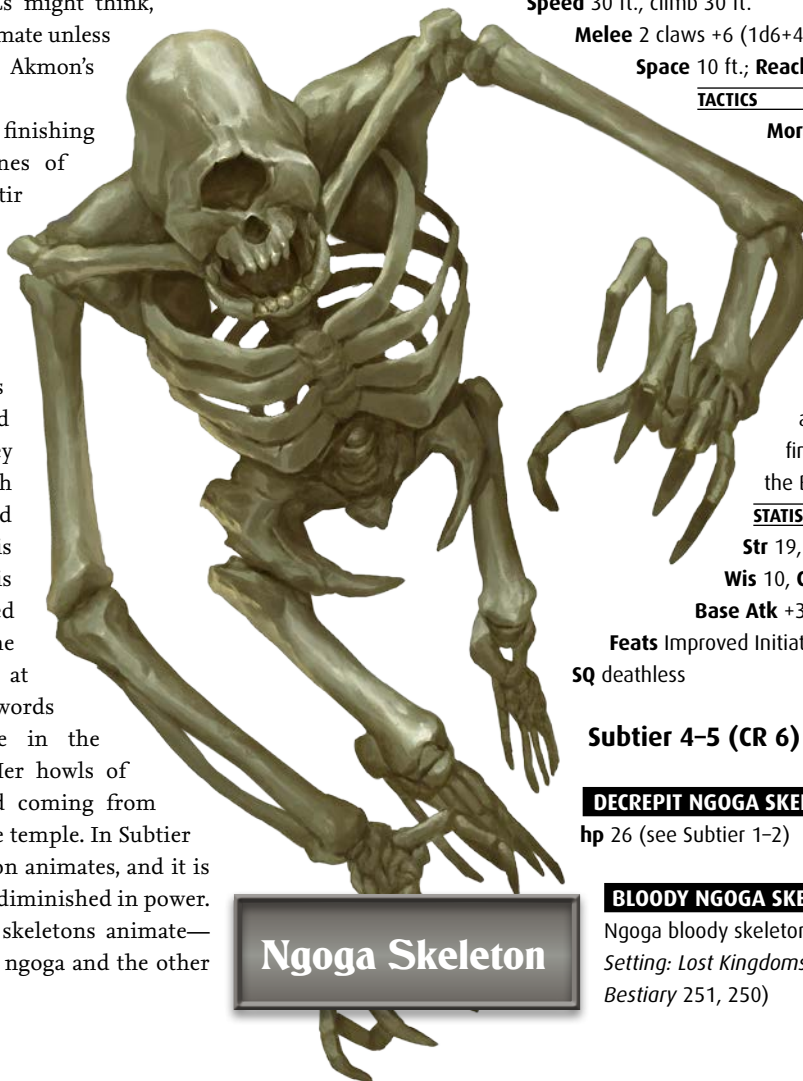
To those PCs with the Sight of the Cyclops, read or paraphrase the following.

The Sight of the Cyclops reveals that this room once featured bas-reliefs of grotesque forms decorated with gold and various gems. The skeletons are replaced with bodies of immense apes, placed in their cavities by robed cyclopes, while nearby mourners wail and scream. "The first ngoga and his consort," intones Akmon. "Disgusting monsters, but pitiful in their own way. The prayers for the dead must be said over them to appease the family spirits."

The skeletons in the chamber are those of ngogas, hybrids of cyclopes and apes created to serve as shock troops in the dying days of Ghol-gan. They appear as 10-foot-tall orangutan skeletons save for the single leering eye in the skull. Akmon's spirit instructs the PCs with the Sight of the Cyclops on the proper words in the Cyclops language in order to complete his quest.

If Purpurrup is with the PCs, she tells them she has never been in this room. She is both fascinated and horrified by the ngoga skeletons—she has never seen remains from Ghol-Gan this intact before. She may even try to climb on and touch the bones or examine them more closely. No matter what the PCs might think, the bones do not animate unless someone speaks Akmon's prayer in the room.

Creatures: Upon finishing the prayer, the bones of one of the ngoga stir to horrible life, blood flowing from its eyesocket as if its eye was freshly plucked. Even if the bones were scattered or smashed, they reassemble with frightening speed when the ritual is completed. This undead is animated by the rage of the asura, Parveen, at hearing divine words spoken once more in the Blighted Temple. Her howls of anger can be heard coming from the lower level of the temple. In Subtier 1–2, only one skeleton animates, and it is fragile with age and diminished in power. In Subtier 4–5, two skeletons animate—one is a diminished ngoga and the other is at full power.



Ngoga Skeleton

SCALING ENCOUNTER B3

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

Subtier 1–2: Remove the Hazh'a warrior.

Subtier 4–5: Remove one Haz'ha headhunter.

Subtier 1–2 (CR 3)

DECREPIT NGOGA SKELETON CR 3

Dire ape bloody skeleton (*Pathfinder RPG Bestiary* 17, 251, 250)
NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 26 (4d8+8); fast healing 2

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +6 (1d6+4), bite +6 (1d6+4)

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

TACTICS

Morale The decrepit ngoga skeleton fights until destroyed. If it is not destroyed permanently, it reanimates in 1 hour and begins stalking the complex, attacking anyone or anything it finds. It does not leave the Blighted Temple.

STATISTICS

Str 19, **Dex** 17, **Con** —, **Int** —,
Wis 10, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 21

Feats Improved Initiative^B

SQ deathless

Subtier 4–5 (CR 6)

DECREPIT NGOGA SKELETON CR 3

hp 26 (see Subtier 1–2)

BLOODY NGOGA SKELETON CR 5

Ngoga bloody skeleton (*Pathfinder Campaign Setting: Lost Kingdoms* 31, *Pathfinder RPG Bestiary* 251, 250)

OPTIONAL ENCOUNTER

The Hall of Broken Gods encounter is optional. If fewer than 45 minutes remain in which to finish the adventure, Karan has neglected to post guards here and the room is empty. The PCs can still spend time cleaning the hall to complete Akmon's task and gain the full effect of the Sight of the Cyclops.

NE Large undead

Init +10; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 15, flat-footed 11 (+6 Dex, +2 natural, -1 size)

hp 58 (9d8+18); fast healing 4

Fort +5, **Ref** +9, **Will** +6

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 40 ft., climb 40 ft.; burst of speed

Melee 2 claws +11 (1d6+6), bite +11 (1d8+6)

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

TACTICS

Morale The bloody ngoga skeleton fights until destroyed. If it is not destroyed permanently, it reanimates in 1 hour and begins stalking the complex, attacking anyone or anything it finds. It does not leave the Blighted Temple.

STATISTICS

Str 23, **Dex** 22, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +13; **CMD** 29

Feats Improved Initiative

Skills Acrobatics +6 (+10 when jumping)

SQ deathless

SPECIAL ABILITIES

Burst of Speed (Ex) Once every 1d4 rounds, a ngoga can summon a burst of energy in order to move twice its base speed in a single move action.

Development: By praying for the ngoga's cyclops ancestors, the PCs have completed one of Akmon's tasks. This task is still considered completed even if the PCs flee from the ngoga skeletons or if they reform using their deathless ability. If Purpururp is with the party, she suggests to the PCs that the howls they heard was the fiend trapped in the temple—she has never heard it before, but it sounded as if it was coming from the area she is known to be trapped in.

Treasure: The skeleton of the first ngoga was entombed with items it used in life. In Subtier 1–2, this consists of three doses of *war paint of the terrible visage* (*Pathfinder RPG Ultimate Equipment* 324) and three *elixirs of hiding*. In Subtier 4–5, the cache also contains a *blood reservoir of physical prowess* (*Ultimate Equipment* 283).

Rewards: If the PCs do not search the skeletons, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 87 gp.

Out of Subtier: Reduce each PC's gold earned by 171 gp.

Subtier 4–5: Reduce each PC's gold earned by 254 gp.

B3. Hall of Broken Gods (CR 3 or CR 6)

This long, wide hall is littered with thousands of smashed and broken relics, idols, icons, and statuary of all kinds. An enormous door, slightly ajar, sits at the end of the hall.

To those PCs with the Sight of the Cyclops, read or paraphrase the following.

The Sight of the Cyclops reveals a parade of cyclopes passing through the hallway carrying armfuls of religious tokens, casting them to the ground and stomping them into rubble with open joy and howls of laughter. Akmon's voice is barely able to hold back his tears. "The greatest blasphemy of them all," he says. "Every shred of evidence of the old faith—ruined beyond repair. Only by clearing away this wreckage respectfully can the sun and moon be appeased."

Karan's forces spent some time here adding to the desecration, but the bulk of them moved further into the temple to attempt to free Parveen. The halflings have cleared a narrow path through the hall, but much of this chamber is choked with rubble, which counts as difficult terrain.

Creatures: A few halflings hide here, acting as Karan's rear guard to alert him to any interlopers seeking to stop him from freeing Parveen. Even if the PCs leave the Blighted Temple and return at a later time or date, the halflings are hiding in wait for them. In Subtier 1–2, a single halfling warrior and a single headhunter wait to ambush the PCs. In Subtier 4–5, there are instead three headhunters.

Subtier 1–2 (CR 3)

HAZH'A WARRIOR

CR 1/2

hp 13 (see page 11)

TACTICS

Before Combat If the halflings in area **B1** raise the alarm or if the guard hears the sound of combat in area **B2**, the Hazh'a warrior attempts a Stealth check to try to catch the PCs by surprise.

During Combat The Hazh'a warrior opens combat by throwing a thunderstone at any unarmored PCs or anyone openly carrying a holy symbol.

Morale This close to her leader and god, the warrior fights to the death.

HAZH'A HEADHUNTER

CR 2

hp 30 (see page 12)

TACTICS

Before Combat If the halflings in area **B1** raise the alarm or if the guard hears the sound of combat in area **B2**, the Hazh'a headhunter attempts a Stealth check to try to catch the PCs by surprise.

During Combat The Hazh'a headhunter drinks his *potion of bull's strength* on the first round of combat, then moves into melee. He makes ample use of his Nimble Moves feat to take 5-foot steps out of melee reach and to avoid being flanked.

Morale If reduced to 5 hp or fewer, the headhunter retreats in order to drink a healing potion, and then returns to the fray. A fanatic, he fights to the death.

Subtier 4-5 (CR 6)

HAZH'A HEADHUNTERS (4)

CR 2

hp 30 (see page 12)

TACTICS

Use the tactics from Subtier 1-2.

Development: If any of the halflings survive, the PCs can interrogate them in the same fashion as the halflings encountered in area **B1**. These halflings have worked on removing the wards in the chamber beyond, and boast that it is only a matter of time before their goddess is free and the PCs will die horribly. If pressed, they admit that this is not imminent—the PCs have a few days before Parveen can be set loose.

Cleaning the Hall of Broken Gods fully takes the PCs 1 hour. If the Pathfinders take this time, Parveen takes notice of the loss of blasphemous energy and empowers her champion, Karan. Karan grows a second set of eyes on the back of his head, gaining all-around vision.

If the PCs have completed all three of Akmon's tasks, read or paraphrase the following to those with the Sight of the Cyclops.

Akmon once again appears before you, but he is on his knees, restrained by two cyclopes with cruel expressions. "My death has come, small ones," he says, "but my knowledge will live on in you. Thank you for all you have done!" He screams as a mallet is brought down on his head, and the vision fades as other cyclopes pour in to join in the assault.

After this vision, the PCs with the Sight of the Cyclops notice their sight becomes less blurry, although they can still see echoes of the past. Pathfinders with the Sight of the Cyclops no longer take any penalties for its duration, and the all PCs under the magical effect gain the Sight of the Cyclops boon on their Chronicle sheet. Unlike other boons granted to characters during the course of play, the player needn't wait until she has received the Chronicle sheet to use the boon. If a player takes advantage of this

reroll during the remainder of this scenario, cross it off her Chronicle sheet.

B4. Parveen's Prison (CR 4 or CR 7)

This room terminates in a wall of stone and iron, seemingly newer than the rest of the complex, decorated in glowing runes and symbols. Most of the symbols toward the bottom of the wall have been defaced, chiseled away and smeared with blood and less savory substances. Wooden totems, seemingly more recent, are torn apart and piled as if to make a crude bunker. The wall of the room seems to be bulging slightly into the room, as if something massive is pushing from the other side.

Karan and his halfling minions have been hard at work defiling the wards placed to keep Parveen trapped inside the Blighted Temple, but it has been slow going. They have almost finished destroying those symbols easily within reach, and Karan plans to use his *levitate* and *spider climb* spell-like abilities to help the halflings reach the rest of them. Squares containing destroyed totems require two squares of movement to enter, though a creature standing in a square containing a destroyed totem has higher ground when attacking creatures in a square that does not have a destroyed totem; when standing adjacent to a destroyed totem, creatures gain cover from attacks made from the opposite side of the totem.

Creatures: Karan is a tripurasura, the least of asura-kind, but is still venerated as a holy being by the Hazh'a he rules. He has long abandoned the need for disguising himself as a halfling and appears in his normal form—that of a Tiny muscular humanoid with a crown of horns and golden scales. His servitors fight to protect him and gladly die to keep him alive. He is accompanied by a single headhunter in Subtier 1-2 and three headhunters in Subtier 4-5.

Subtier 1-2 (CR 4)

HAZH'A HEADHUNTER

CR 2

hp 30 (see page 12)

TACTICS

Before Combat The Hazh'a headhunter attempts a Stealth check to try to catch the PCs by surprise.

During Combat The Hazh'a headhunter drinks his *potion of bull's strength* on the first round of combat, granting him a +2 bonus on attack and damage rolls with his claws. He does his best to keep Karan out of melee range of the PCs. If Karan is injured and adjacent to a headhunter, the halfling spends a round handing the asura a healing potion.

Morale If reduced to 5 hp or fewer, the headhunter retreats in order to drink a healing potion, and then returns to the fray. A fanatic, he fights to the death.

KARAN CR 2

Male tripurasura (*Pathfinder RPG Bestiary 3* 26; see page 18)

OFFENSE

Melee masterwork glaive +5 (1d6-1/x3) or sting +8 (1d4-1 plus poison)

Ranged heavy crossbow +8 (1d6/19-20)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with glaive)

TACTICS

Before Combat Karan uses his *spider climb* spell-like ability to move 15 feet up the wall.

During Combat Karan stays out of reach of melee whenever possible, sniping at targets with his crossbow. If forced into melee, he fights with his glaive. If a PC succeeds in damaging him with a cold iron or good weapon, Karan focuses his attacks on that character. If Parveen has empowered him, uses his *spiritual weapon* spell-like ability in the first round of combat.

Tactics Confident that he will be reincarnated to attempt to free Parveen again, Karan fights until slain.

Subtier 4-5 (CR 7)

HAZH'A HEADHUNTERS (3) CR 2

hp 30 each (see page 12)

KARAN CR 5

Male tripurasura sorcerer 4 (*Pathfinder RPG Bestiary 3* 26)

LE Tiny outsider (asura, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 size)

hp 50 (7 HD; 4d6+3d10+18); fast healing 2

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

DR 5/good or cold iron; **Immune** curse effects, disease, poison;

Resist acid 10, electricity 20

OFFENSE

Speed 25 ft.

Melee mwk glaive +8 (1d6/x3) or sting +6 (1d4)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with glaive)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +10)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate*, *locate object*, *spider climb*

1/week—*commune*

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—elemental ray (1d6+2 acid)

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*flaming sphere* (DC 16)

1st (7/day)—*burning hands* (acid; DC 15), *color spray* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *prestidigitation*, *read magic*, *touch of fatigue* (DC 14)

Bloodline elemental (earth)

TACTICS

Before Combat Karan casts *mage armor* on himself and uses his *spider climb* spell-like ability to move 15 feet up the wall.

During Combat Karan uses *burning hands* and *color spray* if he can catch multiple targets in a cone; otherwise, he first casts *flaming sphere* and moves it around the battlefield, supplementing it with his *wand of magic missile* or *ray of enfeeblement* spells. If a PC succeeds in damaging him with a cold iron or good weapon, Karan focuses his attacks on that character. If Parveen has empowered him, Karan opens combat with his *spiritual weapon* spell-like ability.

Morale Confident that he will be reincarnated to attempt freeing Parveen again, Karan fights until slain.

Base Statistics Without *mage armor*, Karan's statistics are as follows: **AC** 17, touch 17, flat-footed 12.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Casting, Dodge, Eschew Materials, Fleet, Weapon Finesse

Skills Acrobatics +12 (+4 when jumping), Appraise +7, Bluff +10, Climb +6, Escape Artist +10, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +11, Perform (dance) +8, Sense Motive +6, Spellcraft +7, Stealth +16; **Racial**

Modifiers +6 Escape Artist, +4 Perception

Languages Common, Halfling, Infernal

SQ bloodline arcana (change energy damage spells to match bloodline energy), change shape (any Small humanoid; *alter self*), elusive

Combat Gear *potions of cure moderate wounds* (2), *wand of magic missile* (CL 3rd, 25 charges), thunderstones (3); **Other Gear** mwk glaive, 281 gp

Development: When Karan is slain, a howl of anguish fills the room, emanating from behind the wall. Parveen retreats from the wall shortly thereafter, and the ominous bulging of the wall ceases.

If the PCs study the glyphs, they can determine their purpose with a successful DC 18 Knowledge (arcana) skill check (DC 21 in Subtier 4-5). These glyphs act as a variant of the *binding* spell, keeping the asurendra Parveen bound on the other side and unable to escape. A successful DC 22 Knowledge (history) skill check (DC 25 in Subtier 4-5) indicates that the glyphs bear characteristics of the work of Old Mage Jatembe and his Ten Magic Warriors. If Purpurrup accompanies the PCs, she can explain that the totems found here were erected by the gripplis to amplify the binding glyphs and to focus their own fiend-keeping powers.

CONCLUSION

With Karan dead, the immediate threat of Parveen's escape is delayed indefinitely. The PCs might be concerned that she could try again, and if Purpurrup survives, she is worried about the state of the binding glyphs and the lack of guardianship. When the PCs emerge from the Blighted Temple, they find that grippli scouts from other tribes have come to check on Kaddodi, having met with gripplis who fled the city as the Hazh'a halflings began their raid. The scouts assure the PCs that Kaddodi will be resettled by a larger force of gripplis than it once had, and suggest that Purpurrup continue her training and soon become Kaddodi's lead fiend-binder. Purpurrup is grateful for any praise heaped upon her, but still bears some unsease.

If the PCs have completed Akmon's tasks, they soon find that the Sight of the Cyclops cannot be granted again to anyone else. His unquiet spirit powered the ritual binding Kaddodi to the Sargava Chalice, and those drinking from it now get nothing more than a mouthful of water. The Pathfinder Society is disappointed that the visions have faded, but are

grateful for the lore successfully uncovered; agents begin to analyze and interpret any findings the PCs return with.

REPORTING NOTES

If the PCs allied with Purpurrup and she survived the adventure, check Box A. If the PCs completed Akmon's tasks and activated the full power of the Sight of the Cyclops, check Box B.

PRIMARY SUCCESS CONDITIONS

If the PCs slay Karan and preventing Parveen's escape, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs' secondary objective is tied to activating the Sight of the Cyclops and completing Akmon's tasks. The three tasks are: recovering the Idol of the Sun and Moon, praying over the bones of the ngogas, and cleaning the Hall of Broken Gods. If the PCs are successful in all three of these tasks, they each earn 1 Prestige Point.

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

Asura, Tripurasura

This tiny monstrosity has the body of a well-muscled man, a crown of frilled horns, and eyes that glow like rubies.

TRIPURASURA **CR 2**

XP 600

LE Tiny outsider (asura, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., *detect magic*; Perception +10

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +1 insight, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +4, **Ref** +3, **Will** +5, +2 vs. enchantments

DR 5/cold iron or good; **Immune** curse effects, disease, poison;

Resist acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +7 (1d4–1 plus poison)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate*, *locate object*, *spider climb*

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Dodge, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7,

Escape Artist +8, Knowledge (arcana) +4, Knowledge

(planes) +7, Perception +10, Perform (dance) +5,

Spellcraft +4, Stealth +14; **Racial Modifiers** –4 Acrobatics

when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; *alter self*), elusive

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or gang (3–10)

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Tongue—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save.

Crocodile

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE **CR 2**

XP 600

N Large animal

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

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab), tail slap +0 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial**

Modifiers +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute, a crocodile can sprint, increasing its land speed to 40 feet for 1 round.

Lizard, Giant Frilled

This bright-eyed lizard is larger than a horse. As it hisses in anger, a brightly colored frill extends around its neck.

GIANT FRILLED LIZARD **CR 5**

XP 1,600

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)

hp 59 (7d8+28)

Fort +11, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (2d6+5), tail +4 (1d8+2)

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

Special Attacks intimidating charge

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes,
Skill Focus (Perception)

Skills Climb +13, Perception +11, Stealth +8; **Racial Modifiers**
+4 Stealth

ECOLOGY

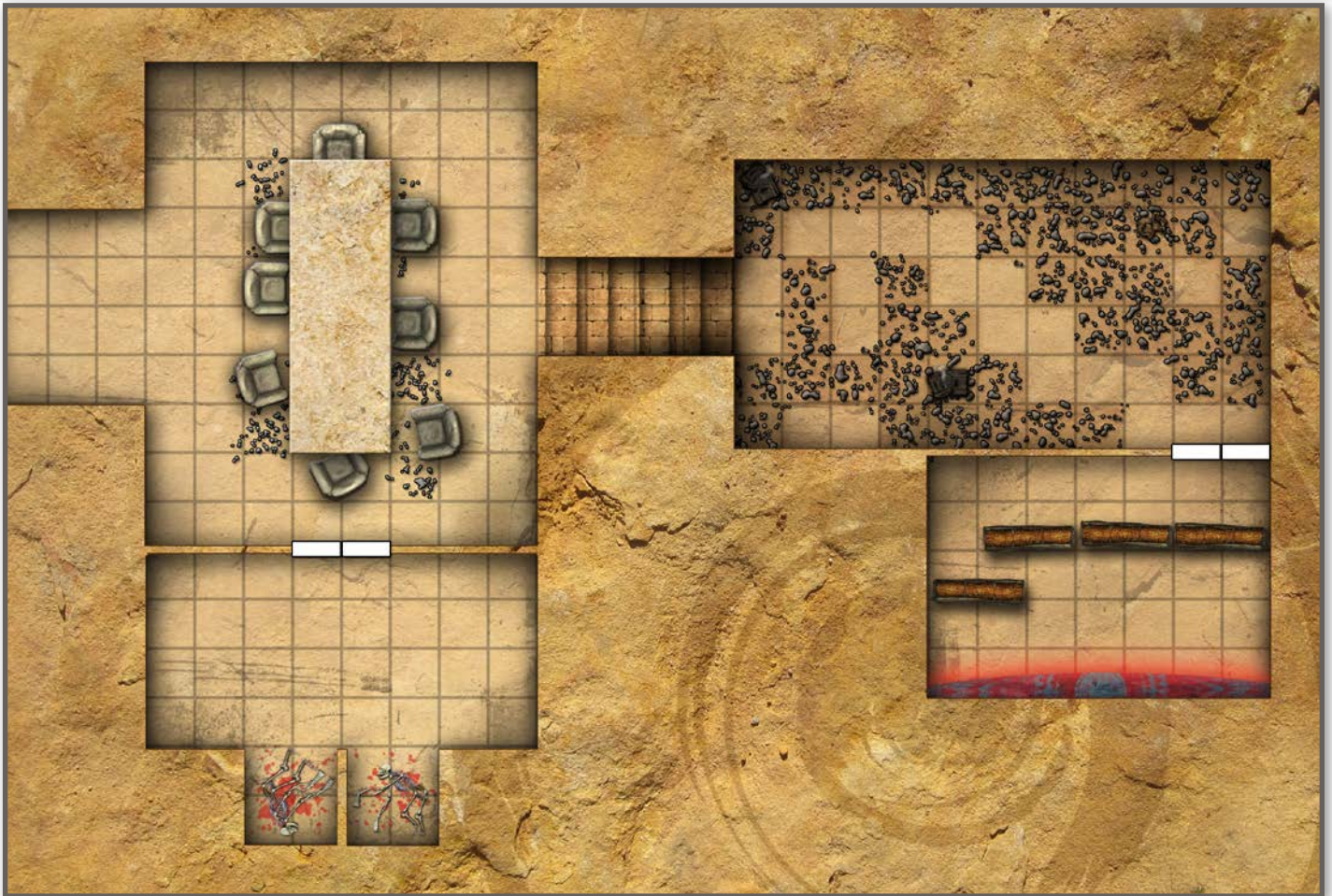
Environment warm forest, plains, or hills

Organization solitary, pair, or pack (3-8)

Treasure none

SPECIAL ABILITIES

Intimidating Charge (Ex) When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.



CHAMPION'S CHALICE, PART 2: AGENTS OF THE EYE

Pathfinder Society Scenario #8-21: Champion's Chalice, Part 2: Agents of the Eye

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D

Character # _____ _____
Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Prestige Points

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 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-21: Champion's Chalice, Part 2: Agents of the Eye

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Sight of the Cyclops: You aided in the restoration of the ancient Ghol-Ghani city of Kaddodi, earning the respect and thanks of the long-dead cyclops mystic, Akmon. For your efforts, you gained a lingering aspect of the Sight of the Cyclops. You can expend this boon to reroll any single d20 roll after the first roll is made but before the results of the roll are determined. You must take the second result, even if it is lower. You cannot use this boon on any roll already being rerolled by another effect. Once you have used this boon, cross it off your Chronicle sheet.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	262	525
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	597	1,195
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	932	1,865
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD	Starting XP
	XP Gained (GM ONLY)
	Final XP Total
	-

EXPERIENCE	Initial Prestige	Initial Fame
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

FAME	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
	Gold Spent
GOLD	Total
	-

All Subtiers	Subtier 4-5
<p><i>potion of bull's strength</i> (300 gp) <i>elixir of hiding</i> (250 gp) <i>war paint of the terrible visage</i> (100 gp; <i>Pathfinder RPG Ultimate Equipment</i> 324)</p>	<p><i>blood reservoir of physical prowess</i> (2,000 gp; <i>Ultimate Equipment</i> 283) <i>potion of cure moderate wounds</i> (300 gp) <i>wand of magic missile</i> (CL 3rd, 25 charges; 1,125 gp, limit 1)</p>

For GM Only

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