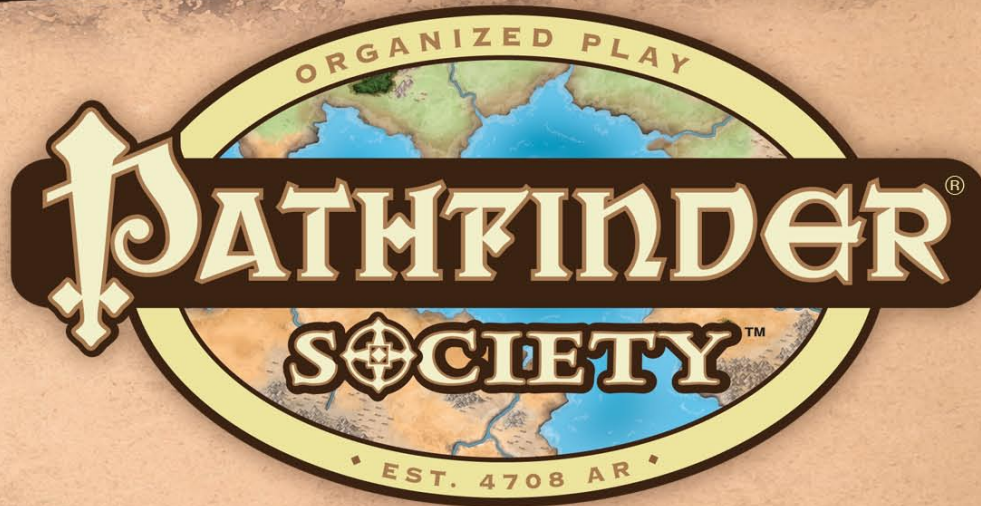


A PATHFINDER SOCIETY SCENARIO



EYES OF THE TEN, PART II: THE MAZE OF THE OPEN ROAD

By Mark Moreland



EYES OF THE TEN, PART II: THE MAZE OF THE OPEN ROAD

PATHFINDER SOCIETY SCENARIO 54

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The OGL can be found on page 22 of this product.

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EYES OF THE TEN, PART II: THE MAZE OF THE OPEN ROAD

BY MARK MORELAND

Venture-Captain Adril Hestram has plans for the Pathfinder Society—plans involving a half-dozen dead Decemvirate members and him taking control of the world-spanning organization. To attain this goal, the traitorous venture-captain has allied with powerful evil from across Golarion. Little does he know, however, that these allies and hirelings have their own plans and motivations that may or may not align with Hestram's machinations; their parallel, competing ambitions and obligations may just bring Hestram's plan crashing down around him.

After Hestram murdered Teppin Montrose, he turned to other resources to plan his attacks on the other members of the Decemvirate. To eliminate Venture-Captain Eddington Keel—a wealthy slaver in the Chelish city of Corentyn—Hestram hired one of Daggermark's most noted killers, an assassin named Rysus Soth. He was unaware, however, that Soth's rise to influence resulted from a secret pact the killer made with an ambitious gelugon named Xerazrix. The contract was simple—Xerazrix would help Soth become the most renowned assassin in Avistan, but Soth would owe him a favor at a later date.

Three days before the start of this adventure, Xerazrix demanded Soth make good on his commitment. When Soth successfully killed Keel, the gelugon appeared and demanded that Soth impersonate Keel to preclude suspicion while the ice devil prepared to usurp a fellow gelugon's position of influence in Corentyn's government. Though Soth would rather not put himself at risk by sticking around the scene of a crime, he has no choice; Xerazrix controls his destiny and may soon control all of Corentyn.

Hestram's plan includes the assassination of more Decemvirate members than just Eddington Keel, though, and he has allied himself with a heretical cult of Angazhan to kill Kyalla, a Taldan venture-captain currently exploring the Mwangi Expanse. Chorkak, the intelligent ape who leads the cult, preaches an ancient form of Angazhan worship seen as utter blasphemy in modern times. Instead of envisioning apes ruling the world using humans as cattle, Chorkak believes

EYES OF THE TEN



This scenario is the second in the four-part Tier 12 story arc "Eyes of the Ten." All scenarios in this series must be played in order, so all PCs should have previously played Pathfinder Society Scenario #46: *Requiem for the Red Raven* by Erik Mona. In *Requiem*, the PCs discover a traitor among the Pathfinder Society's most powerful ranks and a plot to assassinate a number of prominent venture-captains. Using an ancient hedge maze containing portals to world-spanning locations, the PCs follow the traitor's trail to save the very fabric of the Pathfinder Society.

in populating the world with apes by transforming all humans into simian half-breeds. Accurately predicting that such beliefs would get him killed by the core body of Angazhan's faithful in the Gorilla King's city of Usaro, Chorkak underwent the rituals of crafting a phylactery and now lives in undeath as a lich, exiled north of Lake Ocota. Adril, knowing the ape's unpopular beliefs, informed him of Kyalla's exploration of a ruin sacred to the heretical sect—the Monkey's Paw—around which she has built a small camp. He expected Chorkak to kill Kyalla along with the rest of the camp, but he never anticipated that the undead ape would kidnap her for a vile transformation ritual.

Now, although both Eddington Keel and Kyalla are, for all intents and purposes, out of the picture and crossed off Adril Hestram's ominous hit list, the ancillary plans of Hestram's poorly chosen allies leave a clear trail for the Pathfinders to follow. Venture-Captain Eliza Petulengro hopes the same group of adventurers who first uncovered Hestram's treachery can do just that, and sends them back into the mysterious Maze of the Open Road to pick up Hestram's scent and put an end to his evil plot to take control of the Pathfinder Society.

SUMMARY

After the PCs uncovered a traitor within the Pathfinder Society and saved the life of a member of the mysterious Decemvirate, Venture-Captain Eliza Petulengro sends them back into the Maze of the Open Road to investigate the further activities of Adril Hestram, thwart his ongoing plans, and protect his next target or targets for assassination. In the Maze, the PCs encounter Condria, the immortal medusa guardian they killed in the previous adventure. She provides information on Adril's recent comings and goings in the Maze, acting as an ally rather than enemy in this encounter. She reveals that Adril used the Cheliox portal several times recently, though he never came back after going through the most recent time.

The PCs enter the portal and arrive at Habermorrow—Chelish Venture-Captain Eddington Keel's Corentyn estate. Adril sabotaged the portal from the Corentyn side when he last used it, preventing Keel from escaping through it, and the PCs can't return to the Maze through it either. In Habermorrow's parlor, the PCs encounter Rysus Soth, Keel's assassin, who now impersonates the dead venture-captain using a *hat of disguise*. Soth made a terrible pact with a gelugon and now serves his infernal master as a decoy, fooling both the PCs and Keel's slaves. Soth's charade isn't foolproof, however, and PCs soon discover the deception. When the Pathfinders confront or attack him, Soth teleports away, using an infernal pact ring.

Upstairs, the PCs once again encounter Soth, as well as the ice devil Xerazrix and two Cocytan warhounds. After defeating the devil and his servitors, PCs find the corpse of Venture-Captain Keel, frozen solid and irreparably shattered into dozens of pieces.

The PCs discover Keel's diaries and correspondence regarding his slaving operations as well as the venture-captain's role as a Decemvirate member. It appears that he had a darker secret as well—he knew the identity of fellow Decemvirate member Kyalla. Documents reveal that she also discovered his identity and hint that they might have been secretly married. Further investigation reveals Keel's private vault and a secret portal to Kyalla's camp in the Mwangi Expanse.

The PCs arrive in the Mwangi Expanse and find themselves at a ruined camp at the base of an ancient monolith on the shores of Lake Ocota. Investigation reveals that Kyalla and a team of Pathfinders were excavating and researching the strange jungle ruin. Two days ago, the camp

was attacked and Kyalla kidnapped by a cult of heretical cultists of Angazhan. The PCs can track her captors into the jungle to their cave lair. There, they face the cultists and their simian leader, Chorkak, a gorilla cleric lich with aspirations of someday populating the world with vile, intelligent apes. Unfortunately, the PCs are too late to save Kyalla from Chorkak's twisted plans—she has been transformed into a degenerate ape-person in a dark ritual. The PCs rescue Kyalla and calm her, retrieving her ring, which activates the portal back to the Maze of the Open Road and Woodsedge Lodge.

GETTING STARTED

Read the following to get the adventure underway:



ELIZA PETULENGRO

Eliza Petulengro welcomes you to Woodsedge Lodge's meeting room, still undergoing repairs after the Red Raven's assault. She motions for you to have a seat. The red-haired woman mutters an arcane incantation under her breath and gestures deliberately at the doors and windows, then sighs heavily, nods to herself, and looks up at you.

Address each PC by name, thanking them all for their assistance thus far to establish that Eliza knows them personally and trusts them, then continue with the following:

"As you know, the very fabric of the Pathfinder Society is under attack. Though your efforts were instrumental in protecting this lodge and a member of the Decemvirate, our task is far from done. You are already intimately involved in this affair, so it falls to you to see it through. Secrecy is of the utmost importance in this regard, so rather than involve more people in this embarrassing debacle, we trust you to take care of everything. These are among the most momentous events in our organization's long history, and our very survival depends on your success.

"What I ask of you now is even more dangerous than your previous involvement, but I trust that you will not let the Society down. I need you to return to the Maze of the Open Road and discover what you can about Adril's use of the portals within to further his devious plans. Find Condria, the Maze's medusa guardian, and gather from her any information you can on Hestram's recent comings and goings in the Maze. While we have a general idea of who his targets are, we don't yet know how or when he plans to assassinate them.

"Should you discover any hints as to the identity or location of his next target, do not delay in travelling there and ensuring

his or her safety. May the gods be with you; if they don't favor your efforts, the Pathfinder Society is doomed."

Depending how much time has passed since the PCs played Part I of this series, they may have questions for Eliza to refresh their memories. If possible, familiarize yourself with the events of *Requiem for the Red Raven* before running this scenario. Try to keep exposition and recaps brief, though, and get the PCs into the Maze, where they can investigate Adril's recent actions themselves.

ACT I: A NEW ALLY (CR 15)

You have little trouble traversing the Maze of the Open Road; the high hedge's twists and turns are familiar to you after your previous foray into its passages.

The PCs move easily through the Maze, finding it in every way identical their last visit.

Creatures: Condria, the Maze's medusa guardian, remains bound to the maze and neither her body nor her soul can leave it. Upon her death (if the PCs killed her in Part I), she resurrected here, and she will continue to do so each time she dies. Though she previously opposed the Pathfinders, she is now their ally—not out of any good motivations, but in the hopes of someday being freed from her cycle of resurrection within the Maze.

Condria believes that helping the Pathfinder Society rather than continually fighting its members may earn her emancipation from the Maze of the Open Road, and she offers no resistance if the PCs attack her. After 1d6 rounds, she reappears at full health and again offers assistance to the PCs. Since she takes no offensive actions, her stats below are simplified (see *Requiem for the Red Raven* for her full stats, though these should be unnecessary for running this scenario).

CONDRIA

Tier 12 (CR 15)

CONDRIA

CR 15

Female medusa sorcerer 8

hp 149 (*Requiem for the Red Raven* 27)

TACTICS

Before Combat Condria hears the PCs approach and lays down her weapons, turning her head and averting her gaze from them as a clear sign of nonviolence.

During Combat Condria is resigned to the PCs' superiority in combat and offers no resistance should they attack her.

Morale The medusa allows the PCs to kill her, knowing she will simply be resurrected moments later.

Development: Based on Eliza's instructions, the PCs should be wary of fighting Condria, and should instead use her as a font of intelligence on recent goings-on within the Maze. If the PCs threaten or attack her, she emphasizes that killing her would serve no purpose in the long term, and that she can help them most if they simply put down their weapons. Condria assists the PCs to the best of her ability based on her limited experience within the maze.

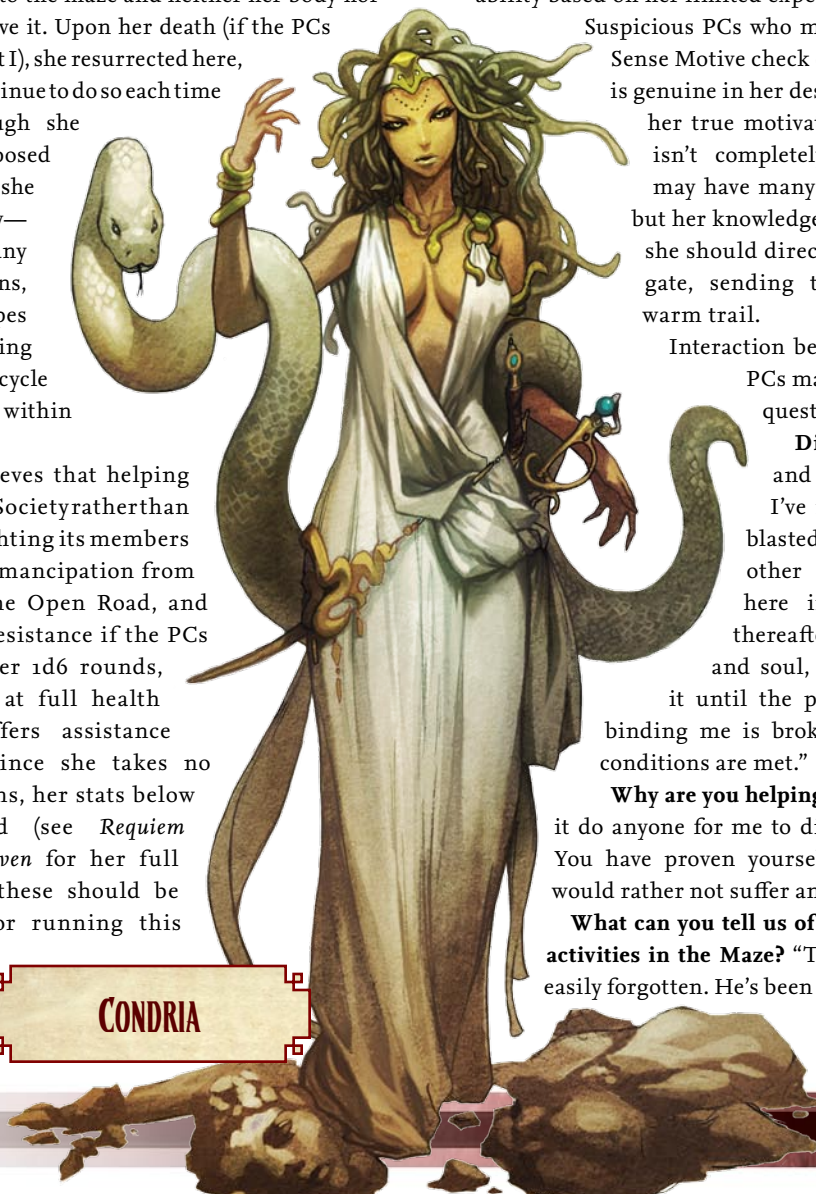
Suspicious PCs who make a successful DC 26 Sense Motive check determine that Condria is genuine in her desire to aid them, though her true motivations are not clear; she isn't completely altruistic. The PCs may have many questions for Condria, but her knowledge is limited. In any case, she should direct them to the Corentyn gate, sending them on Adril's still-warm trail.

Interaction between Condria and the PCs may include the following questions and responses:

Didn't we kill you? "Yes, and it wasn't the first time I've met my demise in this blasted Maze. But like every other time, I reappeared here in full health shortly thereafter. I am bound, body and soul, to this place, to guard it until the powerful druidic magic binding me is broken, or some unknown conditions are met."

Why are you helping us? "What good would it do anyone for me to die at your hands again? You have proven yourselves my betters, and I would rather not suffer another pointless death."

What can you tell us of Adril Hestram's recent activities in the Maze? "That bear of a man isn't easily forgotten. He's been quite active in the Maze



since you and I last met. In each case, when I confronted him, it always ended badly for me. In fact, I can't recall more agonizing deaths than those he granted me in all my centuries in the Maze. While he travels often through the Absalom, Galt, and Mwangi Expanse gates, his most recent movements centered around the Chelish portal, taking place under the cover of night."

Does he travel alone? "Most of the time he moves through the Maze alone, but I have seen him with others on a few occasions. He met and spoke with a Mwangi tribesman one evening, though I could not overhear what they discussed, and he led a finely dressed man with him on his last journey through a portal."

When Adril goes through a portal, how long does he generally remain? "He often goes for only a few hours, almost as if visiting a friend for dinner, though sometimes the hour is such that this can't possibly be the case."

When did you last see Adril? "He went through the Chelish gate three nights ago and has yet to reemerge."

Do you know where in Cheliox the portal goes? "It connects to Habermorrow, Venture-Captain Eddington Keel's manor in Corentyn. I have never been through this or any other portal, mind you, as attempting to do so simply brings me back to the center of the Maze. I can never leave through any means."

Did he travel alone last night? "A short, towheaded man with eager eyes and wearing fine clothes accompanied him to Corentyn, but he too has yet to reemerge."



ADRIL HESTRAM

Adril Hestram entered Habermorrow without incident three nights ago under the pretense that he was simply visiting an old friend. Little did Keel know, however, that Adril brought with him a master assassin—a trained professional from Daggermark named Rysus Soth.

The assassin found his mark easy to bring down with the help of a scheming ice devil named Xerazrix, with whom he had made a soul-binding pact. The deed done, Adril left through Keel's personal portal to the Mwangi Expanse, and has not returned to Corentyn since.

Xerazrix, having aided in Keel's assassination, now uses the venture-captain's estate as his lair on the Material Plane. The gelugon plans further schemes for the mortals of Cheliox, beginning with supplanting his fellow ice devil Oronothos, who serves as advisor to Corentyn's mayor. Soth, bound to Xerazrix through a powerful contract ring, has been compelled to remain at Habermorrow, impersonating Keel to prevent the Society or Keel's slaves from discovering his absence while the gelugon puts his plans into motion.

Habermorrow Garden

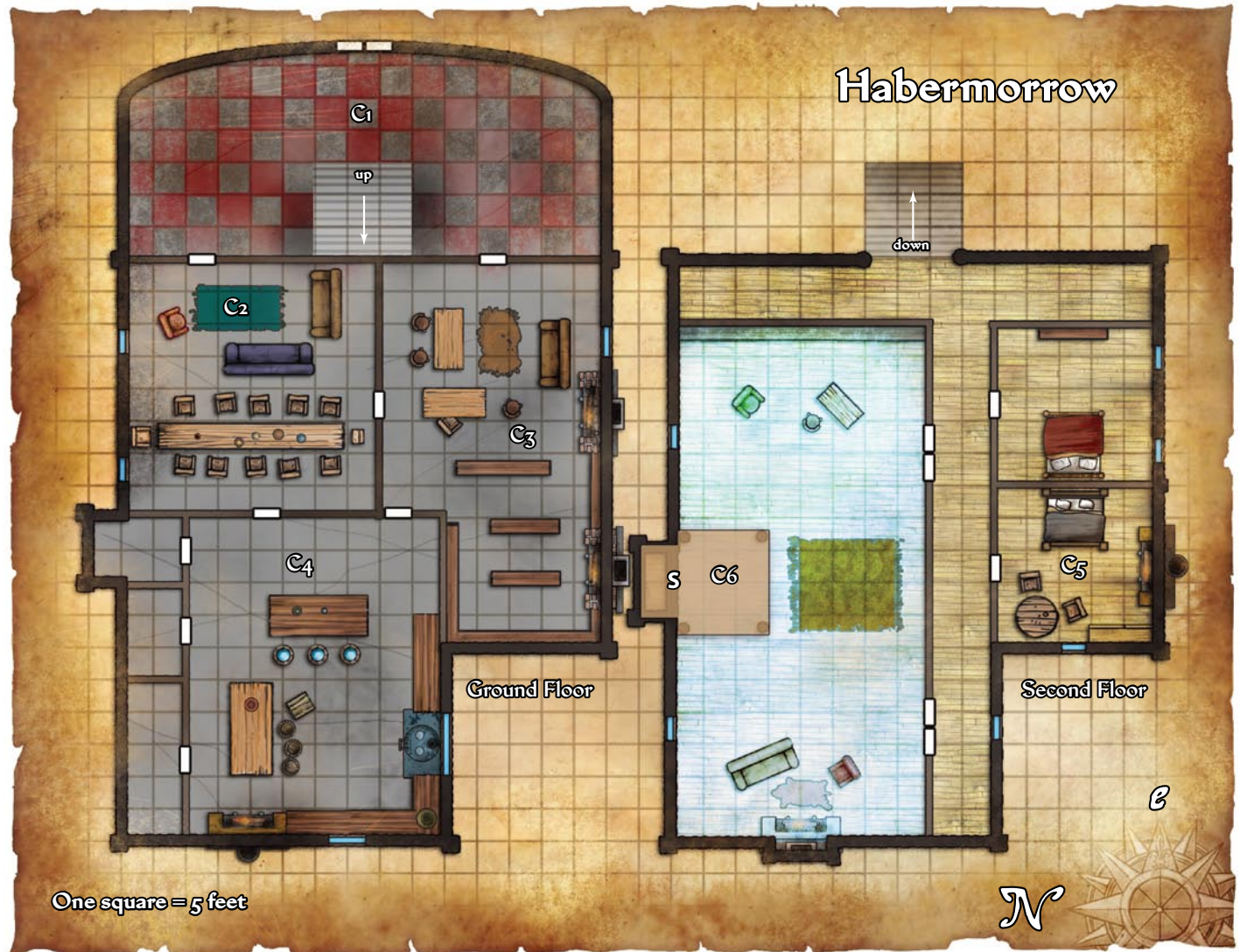
Stepping through the portal in the Maze of the Open Road, you feel a light tugging on your entire body, as if you are being pulled in every direction at once. Whether in limbo for only moments or an eternity you can not tell, but you step unscathed from the portal's mate, finding yourself in the shadow of a red and black marble gazebo before the ominous shape of the portal behind you. A traditional Chelish garden surrounds the structure, and the form of a sizable manor house rises from behind a row of topiary bushes. The grounds appear to be completely enclosed by a high, granite wall.

A well-tended garden occupies the entirety of Habermorrow's grounds, filled with impressive topiaries and an intricate mosaic path displaying cleverly hidden Glyphs of the Open Road among the randomly patterned designs. The marble gazebo into which the portal ejects the PCs is a recent addition to the estate, installed when Keel purchased the property. Though decorative and impressive in its own right, the structure exists primarily to house the venture-captain's portal to the Maze of the Open Road.

The gate itself takes the shape of a simple ebony archway covered in bloodstone carvings in the shape of thick, thorny brambles. On the left side of the portal, amid the intricate vine relief, half of the Glyph of the Open Road has been carved into the stone. A DC 15 Perception or Craft

ACT 2: HABERMORROW

In addition to the spoils of years of adventuring in the Pathfinder Society, Venture-Captain Eddington Keel earned a significant fortune selling slaves in the Chelish port city of Corentyn. A heavily fortified settlement at the Inner Sea's narrow mouth, Corentyn is the perfect base of operations for any slave ring, and Keel has used this advantage to great effect in recent decades. With the money he made on buying and selling primarily halfling chattel, Keel purchased an abandoned estate in the city's Easttown district named Habermorrow by its previous occupants. The manor is relatively unassuming amid the imposing castles that surround it, but it's extravagant by many standards, especially those of his slaves, most of whom commute daily from the heavily guarded Slave Quarter in the shadow of the Arch of Aroden.



(stonecutting) check reveals that a corresponding carving has been hewn from the right side of the portal. PCs who succeed at a DC 20 Knowledge (arcana) check ascertain that pressing both sides of the glyph activates the portal. What the PCs don't know, however, is that Adril, predicting that Keel might use the portal as an avenue of escape, sundered one half of the key after coming through the gate on his last visit. While it operates from the Maze, it does not function going the other direction.

Creatures: Half a dozen slaves—four halflings, one human, and one tiefling—occupy the garden, rigorously tending the landscape. They exhibit signs of shock when they notice the PCs exit the gazebo—Keel strictly prohibits access to the portal—but they do not interact with the PCs unless approached. If questioned about the portal, the slaves admit they've seen the master use it but are not personally allowed near it. Sometimes visitors come through the portal, but in the past few days they have seen no activity, though it's possible it gets more use at night when the slaves are at home in the Slave Quarter.

Mission notes: Among the slaves tending the garden works one human, a Keleshite man answering to the name Muhar Zafah. In truth, he is a Qadiran agent sold to Keel under false pretenses by a Katapeshi slaver. In his 2 years serving Keel, Muhar has amassed a cache of financial documents stolen from Keel that he was instructed to keep until he could hand them off to another agent—a PC of the Qadira faction. He has hidden the documents in an envelope behind a framed map in the parlor (area C2). He indicates that they are written in a code he cannot decipher, so he doesn't know their content but is sure they relate somehow to Keel's slaving operation. Award Qadira faction PCs who make contact with Zafah 1 Prestige Award.

C1: Foyer

Habermorrow's large double doors are unlocked (believed to be secure behind the estate's high walls). Inside, the PCs find a marble-tiled entryway under an elaborate, flameless chandelier. A massive painting on the north wall

depicts a host of devils bowing before a towering aspect of Asmodeus, while the southern wall features a portrait of famed Pathfinder Durvin Gest aboard *The Silken Purse*. Two sets of wooden double doors flank a wide stairway leading up to the second floor; both are unlocked.

Creatures: A weary halfling slave in red livery kneels at the foot of the stairs, polishing the floor with a small brush. He ignores the PCs unless directly approached, and if asked to, exits into area C3 to announce the Pathfinders' arrival to his "master." He fearfully refuses to answer any other questions, indicating that the PCs should speak to Keel and that he must get back to work, lest he face the lash.

C2. Parlor

This room serves as both a parlor and as a dining room. The lavish decor features relics from across Golarion, including a mounted howler head, a display case of scrimshaw knife handles, and an antiquated, framed map of the now-lost kingdom of Lirgen in the modern-day Sodden Lands. Unlocked doors lead to the foyer, kitchen, and library.

Mission notes: Qadira faction PCs who succeed on a DC 20 Perception check discover an envelope containing a stack of coded ledgers behind the aged map. (A PC who was directed to look here by Muhar Zafah in the garden automatically succeeds on this check.) A DC 30 Linguistics check is required to decode the documents. Note that, since the documents are encoded, spells like *comprehend language* will not aid PCs in deciphering them. A Qadira faction PC who succeeds at decoding the ledgers earns 1 Prestige Award.

C3. Library (CR 11)

Ceiling-high bookshelves line the walls of Habermorrow's library and several rows of lower shelves take up half of the center of the room. Lush couches provide a comfortable place for readers to lounge, while several reading tables stand empty but inviting for eager researchers. Lamps employ flameless torches, illuminating the room in bright, even light. Unlocked doors lead to the foyer, kitchen, and parlor. A stylized portrait of Keel—a tall, dark-haired man with thick, slanted eyebrows and a slightly crooked nose—hangs on the wall over an unlit fireplace. The library's books cover a plethora of subjects and date back millennia in some cases, but none radiate magic or seem particularly valuable; Keel keeps rare or magical texts in his private library in area C6.

Creatures: Rysus Soth reclines on one of the library's couches looking through lascivious lithographs of various women, fey, and extraplanar creatures in ever-increasing states of undress, which he quickly hides when PCs enter. He wears his *hat of disguise* and assumes the appearance of Venture-Captain Eddington Keel as depicted in the painting (making the *hat* appear as a thin

circlet). After assassinating the real Keel three nights ago, Soth would have preferred to leave, considering his contract with Adril Hestram finished. Xerazrix had other plans, though, and has instructed Soth to impersonate the late venture-captain so his slaves and general acquaintances don't suspect his death until after the gelugon has had the opportunity to make his power play for control of Corentyn. Soth puts in only minimum effort to uphold his end of the pact with Xerazrix, leaving several opportunities for PCs to see through the ruse, as outlined below under Development.

RYSUS SOTH

CR 11

Male human rogue 5/assassin 7

LE Medium humanoid (human)

Init +9; **Senses** Perception +15

DEFENSE

AC 24, touch 17, flat-footed 18; (+6 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural) (+1 dodge vs. traps)

hp 110 (12d8+53)

Fort +7, **Ref** +14, **Will** +4; +1 Reflex vs traps; +3 Fortitude vs poison

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *human bane dagger* +15/+10 (1d4+2/19-20)

Ranged masterwork shortbow +14/+9 (1d6/x3)

Special Attacks death attack (DC 18), sneak attack +7d6

TACTICS

Before Combat Soth uses any interaction with the PCs before beginning combat to determine which Pathfinder seems to be most suspicious or in charge. He prefers to study humans, as he knows himself to be most effective in killing them, but prepares his death attack against whoever seems to be the greatest threat against his ruse.

During Combat If Soth has prepared his death attack and can execute it against a flat-footed foe, he does so, risking retaliation before he can cast *greater teleport* the following round.

Morale If unable to execute his death attack in the first round, Soth uses his *ring of the binding word's* daily *greater teleport* ability to flee to his master's chamber in area C6 in the first round of combat.

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** +26

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Point Blank Shot, Quick Draw, Toughness, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +19, Bluff +14, Climb +11, Diplomacy +14, Disguise +24, Perception +15, Sleight of Hand +20, Stealth +19

Languages Common

SQ hidden weapons, poison use, quiet death, rogue talents (combat trick, finesse rogue), trapfinding, true death

Combat Gear *potion of cure serious wounds (2)*; **Other Gear** +2 chain shirt, +1 human bane dagger, masterwork short sword, masterwork shortbow with 20 arrows, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *cloak of resistance +1*, *hat of disguise*, *ring of protection +1*, *ring of the binding word*

Development: Soth, acting as Keel, makes several fatal errors the PCs may notice, allowing them to uncover his deception. Soth knows only basic information about Keel and his involvement in the Pathfinder Society, and uses his Bluff skill to embellish the little he does know. PCs succeeding at an opposed Sense Motive check recognize that “Keel” is not being completely forthright with them, though they do not instantly recognize him to be an impostor.

Should PCs mention their instructions to investigate Adril’s suspected spying and to protect Keel from an assassination attempt, Soth feigns indignation and insists he can take care of himself and needs no help from the PCs. Additionally, he asserts that Adril is his close friend and has spent many nights as a guest in recent weeks. He understands how one could misinterpret his visits as spying, but insists such misinterpretations are evidence of why members of the Pathfinder Society shouldn’t keep close tabs on their fellows—or superiors. PCs who investigate the long-uninhabited guest rooms in area C5 recognize this as a lie should they fail to uncover it as such through Sense Motive.

Soth also knows that Adril sabotaged the portal to the Maze, and if questioned about this says that he himself deactivated the gate, wishing to avoid unwanted intrusions from the other side. PCs should recognize this as a falsehood, since they successfully came through the portal from Galt.

Finally, Soth claims to be reading a volume of the *Pathfinder Chronicles*, using Sleight of Hand to attempt to hide the identity of the real book he holds in his hands; PCs who succeed on an opposed Perception check become suspicious of why a member of the Society would be looking at dirty pictures and (perhaps more suspiciously) why he would lie about it.

PCs from Andoran may question or confront “Keel” for owning and dealing in slaves. Should they do so, Soth becomes heated and asks why he should pay for servants when he can simply own slaves, and speaks no further on the subject, reminding pushy PCs that he is their superior and they should know their place.

If PCs accuse Soth of being an impostor, see through his disguise via magical means (such as a *true seeing* spell), or attack him, he activates the daily teleportation ability of his *ring of the binding word* to escape, traveling instantly to area C6. Xerazrix uses the ring’s telepathic bond to monitor Soth’s activities, including his interactions

RING OF THE BINDING WORD

An eternity of devils making pacts and contracts with mortals has taught them that even the most genuine promises are often abandoned when the true price is discovered. As a result, they have developed a number of methods of ensuring their contractors follow through with their commitments, of which the *ring of the binding word* is but one example.

RING OF THE BINDING WORD

Aura strong transmutation and conjuration; **CL** 13th

Slot ring; **Price** 40,000 gp; **Weight** —

DESCRIPTION

This black iron ring always bears an engraving in Infernal that serves as reminder to the wearer of a pact made with a devil. The ring may only be crafted in the presence of a devil while a mortal enters into a contract with it. During forging, the ring creates a *telepathic bond* between the devil and mortal as per the spell. Additionally, once per day, the wearer or the devil may activate the ring to utilize *greater teleport* with the restriction that the wearer teleport only to the devil’s side. If the terms of the contract are met or either the mortal or devil are killed, the ring reverts to a mundane piece of jewelry. The mortal may not remove a *ring of the binding word* while it remains enchanted.

CONSTRUCTION

Requirements Forge Ring, *greater teleport*, *telepathic bond*, a mortal must enter into a binding contract with a devil; **Cost** 20,000 gp



with the PCs, and mentally instructs Soth to waylay the Pathfinders if they begin to get suspicious, hoping the assassin will prevent them from searching upstairs and involving the devil and his minions in battle.

Mission notes: PCs of the Chelixa faction have their first opportunity to retrieve Soth’s *ring of the binding word*. Should they do so, award them 1 Prestige Award.

C4. Kitchen

This large kitchen looks as though it was built to feed an army amid an ongoing siege. Several closets and a well-stocked larder adjoin the kitchen proper, but contain little of value aside from linens, scullery supplies, and other household miscellany. The larder also contains two halfling-sized cots with threadbare blankets and stained, limp pillows where two house slaves spend each night.

Creatures: Three halfling slaves peel potatoes and scrub pots in scalding water, and one stands on her toes, stirring a pot on a stove clearly not designed for cooks of her height. If questioned by the PCs, she answers nervously to the best of her ability. She doesn't know that her true master is dead, nor that the Keel in the other room is an imposter, but she does say that he has been acting strangely since his dinner guests came three nights ago, and she believes he's made a pact with a powerful devil. She also describes the strange cold that has been emanating from the second floor and notes that both Keel's strange behavior and the cold began around the same time.

C5. Guest Chambers

The air on the second floor is noticeably colder than that on the ground floor. Two unlocked doors on the south side of the floor's main hallway lead to the estate's guest chambers. These basic rooms contain beds, dressers, and reading chairs. Neither contains anything of value, and both appear to have been empty for quite some time. A DC 15 Perception or Survival check confirms that no one has been in the rooms for weeks.

C6. Master Bedroom (CR 14 or CR 15)

The two double doors on the north side of the hallway lead to Keel's master bedroom, now transformed into Xerazrix's lair. A layer of ice on the inside of the doors and within the locks themselves increases their hardness and Disable Device DC to higher than normal for wooden doors of this thickness and locks of this quality. They require a DC 30 Disable Device check to unlock, have hardness 10 and 30 hp, and a Break DC of 26. Both doors are cold to the touch. When PCs enter the room, read or paraphrase the following:

A sheet of ice covers the floor of the opulent bedchamber, and the walls drip with layers of glittering rime. Soft, faint light through the frost-covered windows accentuates icicles dripping from a canopy bed. Your breath condenses before your eyes and hangs in the air momentarily before dissipating. An ornate fireplace occupies the east wall, and burns with cold, blue fire. On the opposite wall, you can barely discern the shape of floor-to-ceiling bookshelves under the thick frost that has transformed the room into an ice cave. A desk and several salon couches lay overturned in the middle of the floor.

Creatures: Xerazrix and his Cocytan warhounds occupy this room, and it is from here that the gelugon anticipates strengthening his influence to rival that of his Hellish peer Oronothos, who holds so much sway over Corentyn.

If the PCs encountered Rysus Soth in area C3, the ice devil is aware of their presence and prepares for their arrival. Chances are that Soth used his *ring of the binding word* to teleport to this room and escape combat with the PCs once his ruse was uncovered. In this case, he kneels, undisguised, before Xerazrix, begging to be released from his infernal contract, believing his end of the bargain to have been upheld and fearing for his own life should the PCs uncover his part in Keel's assassination.

Hazards: A sheet of slick ice covers the floor, walls, and ceiling of this chamber. Treat all surfaces as difficult terrain and increase the DC for all Acrobatics checks by +5 to compensate for the slippery ice. Xerazrix and his warhounds move on the ice as normal terrain and suffer no penalties to Acrobatics due to the icy conditions.

XERAZRIX

CR 13

Ice Devil (*Pathfinder Bestiary* 77)

hp 161

TACTICS

Before Combat Xerazrix waits patiently for PCs to engage him, sitting regally on Keel's frozen bed. If Soth is present and begs for mercy, he looks disdainfully upon the mortal, but generally ignores him. When the PCs enter the room, the gelugon readies his *cone of cold* spell-like ability to attack the party when they attack.

During Combat Though Xerazrix cares little for Soth's fate, he will take no action that harms his ally. As long as he may do so and affect only the PCs (or the warhounds, which are immune to cold damage), he uses his *cone of cold* and *ice storm* spell-like abilities as often as possible. If forced into melee combat, he resorts to physical attacks, relying on his fear aura to keep low-willed melee combatants away, but he risks attacks of opportunity to face ranged fighters or spellcasters who bypass his DR, energy resistance, or regeneration defenses.

Morale Xerazrix has ambitious plans for Golarion and is a clever tactician. He knows when a battle is lost, and flees using his *greater teleport* spell-like ability if reduced to 40 or fewer hit points. When fleeing, he abandons his warhounds and Soth, leaving them to fend for themselves.

COCYTAN WARHOUND (2)

CR 9

hp 126 (*Pathfinder Bestiary* 173, Nessian Warhound stats with the following changes: subtype, damage energy type, and immunity change from fire to cold, vulnerability changes from cold to fire)

TACTICS

Before Combat Incredibly disciplined, the Cocytan warhounds sit statue-still on either side of Xerazrix, watching the doors to the room. They delay until their master's command (on his initiative) or until a PC threatens them.

During Combat The warhounds take flanking positions on both sides of the party, beginning combat with their breath

weapons. In subsequent rounds, they focus their attacks on whoever they perceive to be the greatest threat to their master, using their breath weapon as often as possible to hit as many targets as they can. They follow Xerazrix's every command, and adjust their tactics should he instruct them to do so.

Morale Cocytan warhounds fight to the death.

RYsus SoTH

CR 11

LE Human rogue 5/assassin 7

hp 110 (Use stats from area C4)

TACTICS

Before Combat If Soth took damage in his encounter with the PCs in area C4, he drinks his *potions of cure serious wounds* once he escapes to Keel's bedroom. Realizing that the ruse has been exposed, he begs Xerazrix to free him from his contract before the PCs kill him.

During Combat When combat begins, Soth moves to the edge of the room, feigning fear and presenting himself as Xerazrix's victim. For three rounds, he attempts to avoid combat while studying a human PC for his death attack ability. After three rounds, he feints attacking his master or taking no action at all to make his victim flat footed against him, using his death attack the following round.

Morale As long as Xerazrix is alive and in combat, Soth fights to the death. He surrenders as soon as Xerazrix is killed or if the gelugon flees.

Development: If the PCs defeat Xerazrix but leave Soth alive, he begs them to spare his life and offers them any information they desire about his history or involvement as contained in the adventure background. His contract with the gelugon ends if Xerazrix is destroyed but remains should the ice devil escape alive. In the event Soth remains under Xerazrix's control, he begs the PCs for aid in ending his contract, though there is nothing they can do to assist him in this, apart from killing him or Xerazrix.

Keel's body lies frozen solid and shattered into countless pieces across the floor here and can be identified with a DC 20 Heal check. PCs may wish to collect one or more of these frozen shards to return to Woodsedge Lodge for *resurrection*.

PCs searching Keel's overturned reading desk discover his journal in a false-bottomed drawer with a successful DC 30 Perception check. Scanning the document reveals several pages that stand out to the PCs; show the PCs **Handout #1** if they discover the journal. Pressed between several blank pages at the back of the journal, PCs discover a handwritten note in another script (**Handout #2**).

A secret door behind Keel's bed (Perception DC 30) leads to a small treasure chamber containing a portal to Kyalla's camp in the Mwangi Expanse hidden in a portrait of Kyalla, a fair-haired Taldan woman in a crushed velvet dress, a braid of her hair resting on the frame. A gold ring

with Kyalla's name inscribed along the inside hangs from the wall on a thin silver chain. This is Keel's wedding ring, kept hidden so that none would discover his secret marriage to Kyalla. PCs may make a DC 20 Knowledge (religion) check to recognize the name-inscribed ring as a wedding tradition among worshipers of Shelyn.

Mission Notes: Members of the Andoran faction who retrieve Keel's diary earn 1 Prestige Award. If the Andoran faction members also send words of Eagle Knight support with any of Keel's slaves to spread discord among the Slave Quarter, award them 1 bonus Prestige Award. PCs from the Cheliox faction may retrieve the *ring of the binding word* from Rysus Soth if they have not yet done so, for 1 Prestige Award. As long as no members of the Cheliox faction takes any hostile actions against Xerazrix, each member receives 1 bonus Prestige Award. Taldor faction PCs who keep Kyalla's love letter to mislead Densenia earn 1 bonus Prestige Award.

Rewards: If the PCs defeat Xerazrix and his warhounds, give each player 1,558 gp.



XERAZRIX

I miss Kyalla so, but am continually reminded of the secrecy we must maintain. Thankfully, none have discovered not only that we know one another's identity as members of the Decemvirate, but that we share a much more personal secret. While we see one another far too rarely, knowing that the portal to her in the Mwangi is only feet from where I sleep warms my heart. Perhaps someday we will find a way to be together without jeopardizing our positions within the Society.

...

Adril came to visit today, and quite unexpectedly. He seems to be using the Maze of the Open Road quite a bit these days. He inquired a lot about my defenses here, saying that he had heard rumblings of impending threats. I assured him that I am very safe here, and he seemed glad to know what protections I have implemented. I got a sense that he knew of my relationship with Kyalla, or at least of my portal to her camp in the Mwangi. He can be trusted with the information, I'm sure, but I nonetheless would have preferred he not know. I don't think he knows either of us sits among the Ten, though. That, at least, is a relief.

...

My silent partner in this lucrative slaving operation has brought some harrowing news to my attention. It seems the Hellknight guards overseeing the Slave Quarter report that many of the slaves—slips especially—are moving ever closer to revolt. He indicated that they might be so near the verge of rioting that a simple word of encouragement from those blasted Eagle Knight meddlers would give them the confidence to throw off their chains. Hopefully none of those anarchic bird worshipers will hear of this, though, so morale among our property will return to its normal level of subservience.

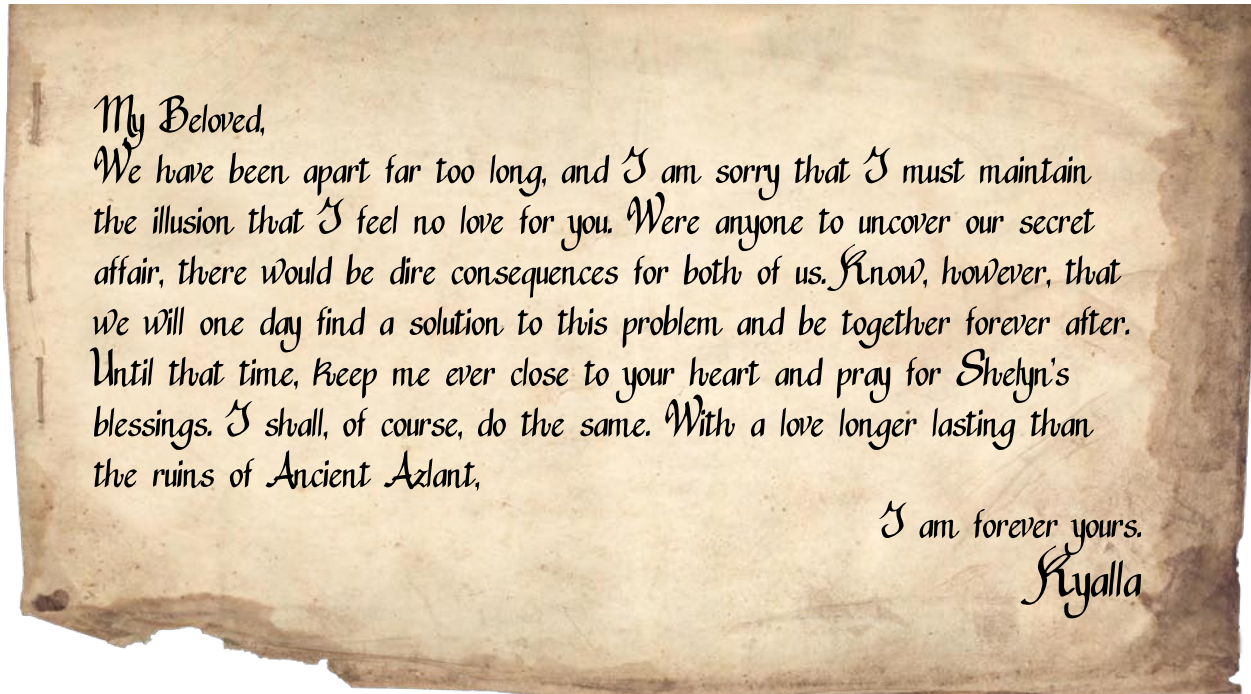
ACT 3: RUINED CAMP

Venture-Captain Kyalla established this camp on the northern banks of Lake Ocota as her base of operations as she explored and researched the ancient ruins of the dense Mwangi Jungle. The wicker huts all have thatched vine roofs and packed earth floors; their windows and doors are covered by tanned hides hanging loose from the tops of their frames. Acrid smoke fills the air in the entire camp, providing concealment to creatures more than 20 feet away (20%) and total concealment beyond 40 feet (50%). The raiding cultists set fire to all the huts, but

a seasonal thunderstorm squelched the flames enough that they burned themselves out before doing excessive damage. PCs who succeed on a DC 10 Knowledge (nature) check find evidence of the recent rainfall.

A 7-foot-diameter wicker wreath stands at an angle behind Kyalla's hut, mere feet from Lake Ocota. While it once stood perpendicular to the ground, the ravaging cultists knocked it askew during the attack. A DC 18 Knowledge (arcana) check identifies it as a portal, and a DC 15 Perception check reveals the Glyph of the Open Road woven into the wicker wreath on the right-hand

PLAYER HANDOUT #2



side. This portal, when active, connects to the Maze of the Open Road at Woodsedge Lodge. Kyalla's personal signet ring—which still rests on her finger—is required to activate the portal. PCs may right the crooked portal with a DC 25 Strength check, though it functions as well at an angle as upright.

The recent rainstorm washed away most of the evidence of the cultists' escape route, but a DC 25 Survival check locates their trail into the jungle to the west.

M1: Kyalla's Hut

Upon stepping from the portal—a framed portrait much like the one you entered in Chelixa—your lungs fill with foul-smelling smoke. As your eyes grow accustomed to the thick air, you find yourself in a smoke-filled wicker hut, looking out a doorway at a cyclopean monolith in the shape of an upraised six-fingered hand several dozen yards away.

The PCs step from a slashed painting of Eddington Keel on the west wall of Kyalla's hut. Like the portal to Corentyn, this painting functions as a destination, but travel from the Mwangi back to Habermorrow is restricted by damage sustained in the attack. This structure shows clear signs of struggle and ransacking: the contents of several chests have been emptied onto the bed and the floor, and a mirror on a small dressing table has been shattered. Rudimentary scrawls and handprints in blood and mud cover the interior south wall. A DC 20 Knowledge (religion) check reveals the scrawls to be a stylized holy symbol of Angazhan, demon

lord of apes. A DC 15 Linguistics check allows the PCs to decipher additional words and symbols referring to "The Change," "The Blessing," and "His Bride."

M2-5: Pathfinders' Lodgings

These small structures were more heavily damaged by fire than Kyalla's hut was, though the strong rain has extinguished the flames. Each contains 1d4 dead humanoid bodies that the PCs easily identify as Pathfinders. A DC 15 Heal check reveals that most died from spear wounds, while others appear to have been ripped limb from limb by a creature of incredible strength. The hut marked M5 on the map contains the body of a cultist of Angazhan (as described in Act 4) that can be identified with a DC 15 Knowledge (local) or Knowledge (religion) check. The cultists stripped the huts and the dead of treasure, and any remaining valuable items in the camp have been damaged beyond salvaging by fire.

M6: Research Hut

A rampaging dire ape destroyed the south wall of this hut during the attack, and the interior is soggy than the other huts. A shelf containing waterlogged books stands against the north wall; most of the books themselves were knocked into the mud in the fracas. A table in the center of the building has been upended and now rests on its side, its contents strewn across the floor. Among the mess, the PCs discover Kyalla's field notes detailing information about the camp's central ruin, local religious practices, and the Mwangi Expanse in general. (**Handout #3** contains the last entry in Kyalla's notes, dated 2 days ago.)

Kyalla's Pathfinder Camp



the PCs must press the correct runes in the right order. When the PCs open the door, read the following:

A gust of stale air escapes from the long-sealed chamber as the door sinks into the wall and slides to the side, revealing a low stone altar against the small room's back wall. A rose stone gorilla idol with yellow jade tusks and garnet-red eyes sits atop the altar amid a pile of small gems and ancient gold coins.

The Monkey's Paw's secret sanctuary is barely 10-foot square and is dedicated to a long-lost sect of Angazhan worship based on transforming humans into apes—the same heretical belief Chorkak is working to restore among modern-day worshipers of the Ravener King.

Traps: The altar is trapped with a *feeblemind* trap, which activates and targets the first non-Angazhan-worshipping creature to physically touch the idol.

Feeblemind Trap CR 12

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (heightened *feeblemind*, Int and Cha reduced to 1, DC 19 Will negates, arcane casters take –4 on their save, requires *heal*, *limited wish*, *miracle*, or *wish* to remove effects)

Mission Notes: Members of the Osirion faction should take an interest in Kyalla's notes. Those who discover and read them receive 1 Prestige Award.

M7: The Monkey's Paw (CR 12)

The Monkey's Paw rises 60 feet into the air and replicates the forearm and hand of a six-fingered simian creature. The tip of each finger features the visage of a different species of ape formed from the exaggerated folds of each fingerprint. Their eyes seem to stare at the PCs, following them as they move about. The shape of a symbol-engraved bracer surrounds the base of the statue, climbing from the ground to the base of the giant hand's wrist. A DC 20 Linguistics check identifies the glyphs as an ancient hybrid of Abyssal and Polyglot.

A secret door lies hidden in the carvings and can be located with a DC 35 Perception check. Opening the door requires a DC 30 Disable Device or Linguistics check as

Treasure: The idol is worth 2,000 gp and the offerings are worth 500 gp.

Mission Notes: PCs from the Osirion faction who retrieve the Angazhan idol earn 1 bonus Prestige Award.

Rewards: If the PCs recover the idol and offerings, give each player 250 gp.

ACT 4: THE CULTISTS' CAVE

When Adril discovered Kyalla's identity and her location in the Mwangi Jungle, he quickly contacted a little-known cult of Angazhan led by an intelligent gorilla cleric lich named Chorkak. A heretic among the Ravener King's faithful, Chorkak teaches a worship of the demon lord of apes that is different from the norm. While most worshipers believe that apes will one day overtake the world and rule over man, Chorkak believes that his simian brethren are destined to conquer

PLAYER HANDOUT #3

Golarion by transforming all its inhabitants into degenerate ape-men.

Exiled from the Expanse's primary community of Angazhan worshipers in Usaro, Chorkak now leads his small band of followers from a jungle cave northwest of Kyalla's camp on the banks of Lake Ocota. Here he conducts vile experiments on any victims he captures from surrounding Mwangi villages, unlucky expeditions, or in the current case, the sacked Pathfinder camp. In addition to fiendish transmutation rituals, Chorkak has attempted to breed his own intelligence into summoned and captured apes, including his animal companion. To date, all of his efforts have failed, either because of Angazhan's taint or his own undead nature, resulting in miscarriages, deformed births, or worse.

PCs can find the cult's cave with a successful DC 25 Survival check to track them across the rain-drenched landscape. If the PCs are unable to track the cultists, they may locate the caves using Kyalla's notes from **Handout #3** and a successful DC 20 Knowledge (geography) check. The cave entrance lies hidden behind a wall of vines overhanging a 50-foot ledge (Perception DC 20). Two cultists stand lookout, watching for passersby Chorkak could use in his ongoing experiments. When the PCs approach, the lookouts head into the cave to alert their brethren of potential victims.

Z1: Cultist's Chamber (CR 13)

This cavern has a smooth stone floor and rough walls. A mess of vines hangs from the 40-foot-high ceiling, stretching from wall to wall. The vines grant a +10 bonus to Climb checks along the walls. A creature holding a vine may swing on it with a DC 15 Acrobatics check, moving in a straight line to the opposite wall. Failure on this check causes the creature to be staggered on its next turn, and failure by 5 or more drops the creature prone for 1d6 points of nonlethal damage. A vine has AC 12, hardness 5, and 15 hp.

Creatures: A dozen cultists call this cavern home, and all are present in the room when the PCs approach. Two cultists stand watch at the mouth of the cave at all times, taking 20 on their Stealth checks to remain hidden; the vines grant them a +10 bonus on their check. Note that because of their lack of proper gear, the cultists are treated as 1 CR lower than normal.

ANGAZHAN CULTISTS (12)

Male human fighter 8

CR 6

Today Corrick discovered a secret chamber in the Monkey's Paw, accessible through a secret door we've not yet been able to access. I fear whatever may be inside, so perhaps it is best we can't get in. This ancient sect of Angazhan worshipers was certainly sick, hoping to make deformed ape-men of the whole world. It almost makes the Ravener King's current faith attractive in comparison. We've also heard more whispers from nearby villages of nighttime disappearances. I hope the cultists we encountered near the western caves aren't involved. Further conflicts with those madmen would delay the excavation considerably. Perhaps Adril can offer some advice during his next visit.

CE Medium humanoid (human)

Init +4; **Perception** +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+2 armor, +3 Dex, +1 dodge)

hp 56 (8d10+8)

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

Offense

Speed 30 ft.

Melee mwk shortspear +15/+10 (1d6+8)

Ranged mwk shortspear +16 (1d6+8)

TACTICS

Before Combat If the lookouts spot the approaching Pathfinders and report their arrival to the larger cult, six of them gather their weapons and move to the mouth of the cave, while another six climb vines and ready swinging attacks. If unaware of the PCs, the cultists are dispersed throughout the room, either sleeping or eating.

During Combat The cultists begin shrieking when they make their first attack and continue until killed. The cultists on the vines swing across the cavern on each turn, using their

Cultists' Cave



the PCs' presence. Count the total number of rounds after they sound the alarm to determine what buffs or summons the lich can cast before the PCs arrive.

Treasure: PCs who search the cultists' lair find the spoils of the raid on Kyalla's camp, including a *chime of opening*, a *horn of blasting*, and archeological relics worth 600 gp. Additionally, one cultist wears a jade bracelet, which was taken from Kyalla's unconscious body as the raiders dragged her from the Pathfinder camp to their cave.

Mission Notes: PCs of the Taldor faction who retrieve Kyalla's jade bracelet from the wrist of the cultist who stole it earn 1 Prestige Award.

Rewards: If the PCs defeat the cultists and discover their spoils, give each player 2,478 gp.

Z2: Nursery

This small chamber contains mounds of filthy rags, gnawed bones, and a few malformed, undernourished, ape-like creatures. The smell of excrement is overpowering. Chorkak and his followers use this cavern as a holding chamber for the many deformed and deranged offspring he produces through his various experiments. In general, the lich and his worshipers avoid this chamber, and see it as more a midden than a nursery; most of the unfortunate creatures die within days

of being exiled here.

Creatures: Dozens of Chorkak's strange, inbred monkey children and failed past transmutation experiments fill the floor and walls of this chamber, resting on every ledge and in every nook they can find. Small and deformed, they pose no threat to the PCs, though they create an incredible din whenever anyone approaches the room, wailing and screeching in agony and fear, alerting Chorkak to the PCs' presence.

Z3: Ritual Cavern (CR 15)

The most noticeable and harrowing feature of this room is the 60-foot-tall statue of Angazhan carved into the west wall. At its feet stands a candle-laden altar, upon which a female human lies bound. Two giant murals flank the statue, painted with mud, blood, and more unmentionable substances. Like much of the rest of the cave, vines cover

Combat Expertise, Mobility, and Spring Attack feats to attack PCs as they pass.

Morale If reduced to 15 or fewer hit points, a cultist attempts to flee into the jungle.

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 26

Feats Acrobatic, Combat Expertise, Dodge, Greater Weapon Focus (shortspear), Mobility, Spring Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Skills Acrobatics +14, Climb +14, Intimidate +10, Perception +7, Survival +10

SQ armor training +2, bravery +2, weapon training (spears +1)

Gear masterwork leather armor, masterwork shortspear

Development: Unless PCs get the drop on the cultists and silence them before they make any noise, the cultists shriek and wail as they fight, alerting Chorkak in area Z3 to

the ceiling, though these vines hang fifty feet or more above the ground.

The altar to Angazhan is under the effects of an ongoing *unhallow* spell, providing the benefits of *remove fear* to any simian animals in its aura (such as summoned creatures or Garugu), and the lich casts *desecrate* on it each morning. The effects of these spells are already incorporated into his stats. The southern mural depicts a giant red ape standing atop a mound of corpses; a DC 10 Knowledge (religion) check identifies the corpses as dozens of deities within Golarion's pantheon. The northern mural depicts several humanlike apes emerging from a river of blood, driving throngs of enslaved humans before them.

Creatures: A huge, armor-clad ape stands before the altar, angered at the PCs' invasion of his sanctuary and their interruption of his transformation ritual. His ape animal companion Garugu clings to the wall or ceiling, hiding amid the mass of vines (which grant her a +10 bonus to Stealth checks). A DC 15 Heal check reveals that Garugu is pregnant. The stats presented below assume Chorkak has time to cast *antilife shell*, *righteous might*, and *shield of faith* and is under the ongoing effects of both *desecrate* and *unhallow*. If Chorkak has summoned additional apes, they also hide in the vines, with the same bonuses to Stealth.

CHORKAK**CR 15**

Male gorilla lich cleric of Angazhan 12

CE Huge undead

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +20

Aura fear (60-ft. radius, DC 20)**DEFENSE****AC** 27, touch 13, flat-footed 26 (+7 armor, +4 deflection, +1 Dex, +7 natural, -2 size)**hp** 157 (15d8+87)**Fort** +20, **Ref** +10, **Will** +17**Defensive Abilities** channel resistance +8, rejuvenation; **DR** 15/good or magic; **Immune** cold, electricity, undead traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** +1 *unholy spear* +21/+16/+11 (3d6+10/19-20/x3) and touch +13 (1d8+9 plus paralyzing touch) or

slam +18 (1d8+9) and touch +18 (1d8+9 plus paralyzing touch)

Ranged +1 *unholy spear* +15 (3d6+10/19-20/x3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** channel negative energy (6d6, DC 23, 6/day), paralyzing touch (DC 19), scythe of evil (6 rounds, 2/day)**Domain Spell-Like Abilities** (CL 12th; concentration +17)At Will—*speak with animals* (15 rounds/day)

8/day—touch of evil (6 rounds)

Cleric Spells Prepared (CL 12th; concentration +17, ranged touch +12)6th—*antilife shell*^P (already cast), *blade barrier* (already cast), *harm* (DC 21)5th—*dispel good*^P (DC 20), *righteous might* (already cast), *spell resistance*, *slay living* (DC 20), *true seeing*4th—*chaos hammer* (DC 19), *divine power*, *summon monster IV*, *summon nature's ally IV*^P, *unholy blight* (DC 19)3rd—*animate dead*, *bestow curse* (DC 18), *dispel magic*, *dominate animal*^P (DC 18), *glyph of warding*, *invisibility purge*2nd—*align weapon*^P, *cure moderate wounds*, *desecrate* (already cast), *owl's wisdom*, *resist energy*, *silence*1st—*bane* (DC 16), *bless*, *curse water*, *doom* (DC 16), *protection from good*^P, *protection from law*, *shield of faith* (already cast)0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *read magic***D Domain spell; Domains** Animal, Evil**TACTICS**

Before Combat If alerted to the PCs' attack on his cultists in area Z1 or the creatures in Z2, Chorkak casts *blade barrier* on the entrance to his chamber to provide himself additional time to buff. He augments himself and Garugu with as many of the following as possible, in the following order: *antilife shell*, *righteous might*, *shield of faith*, *divine power*, and *true seeing*. He then summons a fiendish dire ape with *summon monster IV* and three additional apes with *summon nature's ally IV* on the far side of the wall of blades, using *speak with animals* to direct them to drop from the ceiling onto foes below, and readies to cast *harm* on the first PC to bypass the *blade barrier*.

During Combat Chorkak prefers to use magic against his enemies, casting such spells as *bestow curse*, *chaos hammer*, *harm*, *slay living*, and *unholy blight*, but does not hesitate to engage in melee should PCs penetrate or dispel his *antilife sphere*. He uses his +1 *unholy spear* if granted a full attack or his paralyzing touch if restricted to a single attack action. He heals himself with negative energy as needed.

Morale Chorkak knows his phylactery is safe and does not fear destruction. He fights to the death.

Base Statistics Str 21, Dex 15, size Large**STATISTICS****Str** 25, **Dex** 13, **Con** —, **Int** 8, **Wis** 20, **Cha** 16**Base Atk** +11; **CMB** +20; **CMD** 35**Feats** Boon Companion, Combat Casting, Craft Wondrous Item, Great Fortitude, Greater Weapon Focus (spear), Improved Critical (spear), Toughness, Weapon Focus (spear)**Skills** Acrobatics +1, Climb +16, Handle Animal +5, Knowledge (religion) +5, Linguistics +3, Perception +22, Sense Motive +14, Spellcraft +6, Stealth +7; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Common, Polyglot**SQ** aura, animal companion (effective druid level 12), fear aura**Gear** +2 *scale mail*, +1 *unholy spear*, *belt of giant strength* +4, *headband of mental prowess* +2 (Cha/Wis)

SPECIAL ABILITIES

Fear Aura (Su) Creatures with fewer than 5 HD in a 60-foot radius of the lich that look at him must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

GARUGU, GORILLA ANIMAL COMPANION CR —

Female ape

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 25, touch 14, flat-footed 20 (+4 Dex, +1 dodge, +11 natural, -1 size)

hp 75 (10d8+30)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +15 (1d8+8), bite +14 (1d6+8)

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

TACTICS

Before Combat If Chorkak is aware of the PCs' attack, he sends Garugu to the ceiling, instructing her to hide above the entrance to drop on the PCs from above.

During Combat Garugu drops on the PCs from above on the first round of combat as a charge action, power attacking with a bestial frenzy until all of those attacking Chorkak are dead. If possible, she bull rushes enemies into the *blade barrier*.

Morale Garugu fights to the death to protect her master and mate, Chorkak. If he is slain, however, Garugu reverts to normal ape behavior, no longer under the lich's influence.

STATISTICS

Str 27, **Dex** 19, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 31

Feats Dodge, Improved Natural Attack (claw), Multiattack[®], Power Attack, Toughness, Weapon Focus (claw)

Skills Climb +21, Perception +8, Stealth +7

SQ link, share spells, tricks (all but track)

Development: If the PCs defeat Chorkak, they only destroy his body—the lich hid his phylactery in a crypt beneath a Bekyar temple south of the Screaming Jungle.

Finding and destroying the phylactery is beyond the scope of this adventure.

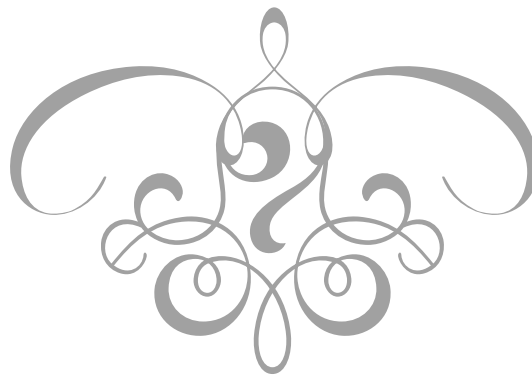
After toppling the cult's leader, the PCs are free to untie and release Kyalla, who remains bound to the grim altar. Unfortunately, there is nothing they can do to reverse the vile transmutation ritual Chorkak conducted on her. She has been reduced to animal intelligence and undergone a savage physical change: her brow is noticeably enlarged, her arms half-again as long as normal, and a thin coat of fine, blonde hair covers her chest and arms. Despite her vile transformation, she remains clearly human—at least physically. Kyalla's Intelligence is reduced to 2 and she acts in all ways like a neutral-aligned ape.

The shock of the ritual has left Kyalla scared and confused. PCs may interact with her as they would an animal, using Handle Animal or spells such as *calm emotions*. If they speak with her through *speaking with animals* or other magical means, she continually repeats gibberish, including “new body,” “want Eddington,” and “no more hurting,” and is unresponsive to queries about her experience, history, or other human concepts she can no longer comprehend.

If PCs investigate the altar, they find four candles, melted down to the stone slab, each consisting of one of the four humors: red blood, green phlegm, yellow bile, and black bile. The eviscerated corpse of a shaven baboon lies at the foot of the altar, drained of all bodily fluids; there is no indication where these fluids are now. A DC 35 Knowledge (arcana) check reveals that the effects on Kyalla are permanent and irreversible by known means. Curing her of her affliction is beyond the scope of this scenario but will be handled in a future scenario.

Treasure: The venture-captain still wears much of her gear, including a gold ring (matching Keel's) with her husband's name engraved on the inner surface, a *wayfinder* holding a *clear spindle ioun stone*, and a signet ring featuring the Glyph of the Open Road. The signet ring serves to activate the portal to the Maze of the Open Road in her camp.

Rewards: If the PCs defeat Chorkak and retrieve Kyalla's gear, give each player 4,396 gp.



CONCLUSION

After the PCs defeat Chorkak and save Kyalla, any remaining cultists disperse into the dense jungle. Though Kyalla is aggressive and difficult to deal with, the PCs can return her to Woodsedge Lodge using her signet ring to activate the portal behind her hut.

Once at the Lodge, Venture-Captain Eliza Petulengro and Osprey thank the PCs for their hard work and for risking their lives for the betterment of the Society. Eliza locks Kyalla up for her protection and vows to find a way to one day cure the ape venture-captain of her affliction. Osprey, disheartened by the hopeless nature of Kyalla's situation, sequesters himself in the library for nearly a day, then quickly departs the Lodge, following a few hints he hopes will lead to a cure.

If the PCs collected Eddington Keel's remains and present them to Eliza or Osprey, the venture-captains shake their heads in dismay but ensure the PCs that they will work with the Society's best clerics to restore the fallen venture-captain to life and full health. Told of the broken portal in Coarentyn, Eliza promises to send a team to repair it, restoring access to the Maze from the Chelish city.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who discover Keel's journal in Act 2 earn 1 Prestige Award. PCs from the Andoran faction who also send a message to the Slave Quarter expressing the Eagle Knights' support in Act 2 earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who retrieve the *ring of the binding word* from Rysus Soth in Act 2 earn 1 Prestige Award. PCs from the Cheliox faction who also take no hostile action against Xerazrix in Act 2 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who discover Kyalla's notes on the Monkey's Palm in Act 3 earn 1 Prestige Award. PCs from the Osirion faction who also retrieve the Angazhan idol in Act 3 earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who make contact with Muhar Zafah in Act 2 earn 1 Prestige Award. PCs from the Qadira faction who also decipher the financial records found in Act 2 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover Kyalla's jade bracelet in Act 4 earn 1 Prestige Award. PCs from the Taldor faction who collect Keel's love letter in Act 2 earn 1 bonus Prestige Award.

Andoran Faction Handout

Defender of Freedom,

Time and again you have proven yourself to be among the greatest assets to our noble cause, which is why I present you with your next task. It has come to my attention that you are involved in a secret mission involving the protection of some of the Society's most prominent venture-captains. One name in particular has piqued my interest: Eddington Keel, a known slaver in the Chelish port city of Coarentyn. In the process of protecting him from assassination, use the access to his home to find any information you can on the structure of his slaving operation. The Eagle Knights may never have such an opportunity to hit at the very heart of such an influential slaving organization.

Capt. Colson Maldris

May Talmador Protect You,

Captain Colson Maldris



Cheliox Faction Handout

Lovely Plaything,

Long have you waited to reap the rewards I have promised you for all your hard work for the glory of Cheliox, and soon I shall grant you all you desire. I require something more of you, however, while I prepare for your intimate company: Stop killing devils! You have no idea how often I hear of your violent actions against the powerful denizens of Hell. How can we expect to bend these outsiders to our will when they can't trust us not to destroy any who venture to the Material Plane. Instead of harming any devils you may encounter throughout your travels—especially in Cheliox itself—retrieve for me a token of such a creature—something with which we can bind a willing devil to our will. Should I discover you failed me in this, I would not be pleased, and your punishment will not be as pleasurable as my reputation may indicate.

Under Asmodeus's Gaze,



Paracountess Zarta Draldeen

Osirion Faction Handout

Trusted Servant of the Ruby Prince,

You, who have done so much to uncover the secret powers of the past and keep them from the hands of our enemies, once again have the opportunity to do service to the great nation of Osirion. Word has come to me from my many informants that you may soon find yourself in the Mwangi Expanse to offer protection to one of the Society's most prominent members, Venture-Captain Kyalla. I understand that she has compiled an impressive cache of knowledge on ancient cultic ruins of the Expanse. Do whatever you must to find these notes and keep the relics to which they may lead from being lost to us. Whatever treasures lured Kyalla to the Expanse are surely powerful indeed, and they've been lost to time for a reason. Don't give our rivals a leg up in the struggle for Absalom.



For the Ancestors,
Amenophus

Amenophus, The Sapphire Sage

Qadira Faction Handout

Servant of the Satrap,

I understand you will be investigating a traitorous venture-captain's spying on one Eddington keel, a prosperous slaver in Cheliox's port city of Corentyn. Ironic, I think, since we have had our own agent planted among his house slaves for several years. While there, seek out a keleshite man named Muhar Zafah and make contact. He will be able to provide you information on his findings while undercover. Report back to me with as much (and as detailed) intelligence as you can. If we can get a glimpse into the inner workings of the Corentyn slave trade, we can instigate a choke hold on the market in the entire Inner Sea. I trust you will use the utmost discretion in this mission; the Empire is counting on you.

Sincerely,

Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Loyal Subject of Stavian III,

This may seem a strange request for one as esteemed as you, but I believe you will be in the perfect position to help our faction earn a powerful ally within the Taldan nobility. It has come to my attention that you are being sent on guard duty to ensure the safety of several prominent venture-captains, one of who is a familiar name to me.



Decades ago, the last scion of the powerful House of Densenia fell madly in love with an ambitious explorer named Kyalla. He lavished her with gifts, but she spurned him time and again. Eventually he gave up his pursuit and withdrew from the world. In his years of reclusiveness, his house fell to ruin and Taldor lost an influential player in the great political game. We know that Kyalla kept all the gifts Densenia gave her, however, and I believe that if you acquire even one of these items for me, I can use it to manipulate him into returning to mainstream society. Kyalla is known for wearing a jade bracelet he gave to her; retrieve it and return it to me. If you find additional tools we can use to help Densenia forget his broken heart or to mislead him into believing she loves him, do not pass up the opportunity to retrieve them as well.

For the Empire!

BARON JACQUO
Baron Jacquo Dalsine

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SCENARIO 54: EYES OF THE TEN, PART II: THE MAZE OF THE OPEN ROAD

This Chronicle Certifies That _____

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

Scenario Chronicle # _____

TIER	12		10,796	MAX GOLD
TIER				
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
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+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

- | | |
|-----------|---|
| TIER | |
| 12 | <ul style="list-style-type: none"> <i>Amulet of natural armor</i> +1 (2,000 gp) <i>Belt of giant strength</i> +4 (16,000 gp) <i>Belt of incredible dexterity</i> +2 (4,000 gp) +2 <i>chain shirt</i> (4,175 gp) <i>Chime of opening</i> (3,000 gp) <i>Clear spindle ioun stone</i> (4,000 gp) <i>Cloak of resistance</i> +1 (1,000 gp) +1 <i>frost spear</i> (8,302 gp) <i>Hat of disguise</i> (1,800 gp) <i>Headband of mental prowess</i> +2 (10,000 gp) <i>Horn of blasting</i> (20,000 gp) +1 <i>human bane dagger</i> (8,302 gp) +1 <i>Large chain barding</i> (5,200 gp) <i>Potion of cure serious wounds</i> (750 gp) <i>Ring of protection</i> +1 (2,000 gp) +2 <i>scale armor</i> (4,200 gp) +1 <i>unholy spear</i> (18,302 gp) |

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	_____

For GM Only

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