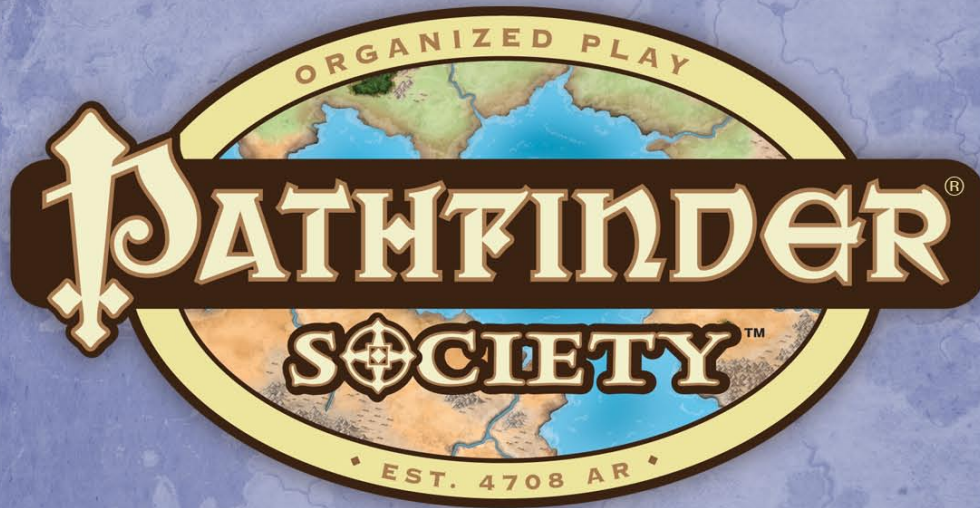


A PATHFINDER SOCIETY SCENARIO



FURY OF THE FIEND™

By Larry Wilhelm



FURY OF THE FIEND

PATHFINDER SOCIETY SCENARIO 2–10

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Pathfinder Society Scenario 2–10: Fury of the Fiend is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

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

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FURY OF THE FIEND

BY LARRY WILHELM



Millennia ago, the Jistka Imperium ruled with an iron fist, choking obedience into those who fell before them. But even as the imperium expanded, its draconian doctrines failed to reach its distant borders, and soon, greed corroded the nation's frontiers. The imperium's arrogant magistracy grew corruptible, and foolishly began to siphon the oblations intended for Rachikan's divine patrons. Disgusted, Rachikan's artificers warned the magistracy of their arrogance, but their advice fell on deaf ears.

The magistracy's sacrilege resulted in a series of violent earthquakes shattering Rachikan and burying it under a measureless mass of stone. Those who survived the disaster struggled to endure, and over centuries, the durable Jistka became ignorant of the world beyond their granite cocoon. Adapting to their new environment, these isolated Jistka transformed into a mere reflection of their former selves; through inbreeding and barbarism, they became vile morlocks. Hidden in the underground streets, they shed the trappings of culture and idolized bestial fiends and the remaining constructs of their former glory.

Recently, a little known Pathfinder pierced the shell of earth that once entombed the lost Jistkan city, and as its last stone barrier fell, the first rays of sunlight slipped into Rachikan's once-sealed chambers. Curious, Rachikan's degenerate guardians crawled up towards the newly created fracture, but the invading light proved too harsh for the morlocks' sensitive eyes.

That small break in Rachikan's rocky barrier attracted the attention of powerful organizations throughout Golarion, and a race to plunder the riches of the lost civilization commenced. One of these powerful organizations—the Aspis Consortium—failed to establish a permanent presence within Rachikan and withdrew, leaving the city to its covetous guardians.

However, the promise of discovery lured more victims into the morlocks' depraved grasp. Earlier this year, House Thrune sent a regiment of Hellknights to accompany a group of Chelish archaeologists from Egorian's prestigious Athenaeum museum to the pillars

WHERE ON GOLARION?

Fury of the Fiend takes place in the subterranean ruins of Rachikan located in the hollow central plateau of the Pilars of Anferita in western Cheliox. You can learn more about Cheliox in *Pathfinder Player Companion: Cheliox, Empire of Devils* or the *Pathfinder Campaign Setting World Guide: The Inner Sea*, available at your local book or hobby store or online at paizo.com.



of Anferita to claim Rachikan as their own. Their trespass on Rachikan and their subsequent theft of treasured artifacts enraged the morlocks, and as the filth from above polluted their domain, the scheming morlocks turned to their vile idol worship. Through prayers and foul ceremonies led by a morlock cleric of Lamashtu, they created a construct of fetid flesh to serve them. Soon, the cruel morlocks abducted the intruders, bringing them deeper into Rachikan as sacrifices to the flesh-construct known as the retriever.

News of the missing archeologists has spread throughout the inner Sea region and recently reached Venture-Captain Drandle Dreng's ears. Dreng approached the PCs with news of a Pathfinder agent named Benton Grone secretly working in Rachikan, and asked the PCs to verify his safety. There is one catch, however: the Chelish government must have no knowledge of the Society's presence within the Jistkan settlement.

FINGERPRINTS OF THE FIEND

Fury of the Fiend is a continuation of the story begun in *Pathfinder Society Scenario #22: Fingerprints of the Fiend*. While the events of *Fingerprints of the Fiend* are assumed to have already happened, PCs may play the scenarios in any order.

In *Fingerprints*, the PCs venture into the heart of Rachikan in search of Eldis Grone, discoverer of the lost ruins and nephew of retired Pathfinder Benton Grone. Along the way, they face Aspis Consortium agents set on staking their claim on Rachikan's countless treasures. Deep within the golem- and morlock-filled city, the PCs finally find Grone, albeit dead and animated as a zombie by Haliduras Karn, an Aspis agent.

Fury of the Fiend features not only Benton Grone, but Haliduras Karn's daughter, Marianix Karn. Knowledge of the first scenario in the loose plot arc is helpful but not required to run the scenario.

Fingerprints of the Fiend is available at paizo.com.

SUMMARY

The scenario begins as the PCs explore the legendary Jistkan city of Rachikan searching for the missing Pathfinder Benton Grone. Ahead, the PCs spy morlocks invading a Hellknight encampment amid the city's crumbling ruins.

Several morlocks break off their attack and assault the arriving PCs. This splintering of forces allows the Hellknights to repulse the invaders, and after the chaos, the PCs approach the damaged encampment and attempt to gain entry. The PCs, impersonating Hellknights ordered to rescue the missing Athenaeum archeologists, must convince the Hellknights of the veracity of their false claims to gain access to a lift within the fort.

Whether through subterfuge or with the help of an ally within the Hellknight ranks, the PCs reach the lift and descend into the depths of Rachikan. As they make their descent, the PCs notice thousands of small caves dotting a cliff covered in crumbling Jistkan architecture. Several morlocks crawl along these jagged surfaces, and as the elevator passes, they leap onto the lift and attack.

After the perilous descent, the PCs arrive in an eerily desolate area of Rachikan where the ghost of Eldis Grone, Benton's deceased nephew and original discoverer of the lost ruins, begs them to free his spirit. Eldis explains that three ancient haunts greedily prevent his spirit from reaching its afterlife, and that once it is freed, he can direct the PCs to the whereabouts of his missing uncle. Through interacting with the haunts, the PCs learn much about Rachikan's downfall and liberate the shackled ghost of their late colleague.

Eldis's spirit directs the PCs to a sacred morlock shrine called Fiendsmaw and warns them that the morlocks are furious about Benton's theft of the precious Jistkan *golem*

manual. Worried for his uncle's safety, Eldis provides the PCs with a boon to help defeat the retriever.

Following Eldis's directions, the heroes arrive at a half-sunken citadel, where a morlock cleric leads a fell ritual to Lamashtu, mother of monsters and patron deity of the morlocks. Beyond the citadel, a rickety platform extends over a forgotten cove towards a cave with rock formations resembling a fiendish snarl, aptly named Fiendsmaw. Atop the platform, Benton Grone and the abducted Athenaeum archeologists stand shackled in offering to an unseen retriever. Before the PCs can reach Fiendsmaw, they must fight off a morlock cleric named Mo'al, and her caryatid column creations.

With Mo'al defeated, the PCs race to untie Grone and the other archeologists before the retriever consumes them.

GETTING STARTED

Read the following to get the adventure underway:

A cut-off cry echoes in the distance as some unseen predator finds its first meal of the day. As if in warning, a strong wind howls through the ruins that provided last night's shelter. Worse than the hard rock floor or the overgrown ancient thoroughfares is the incessant banging of primitive drums that pound from deeper within the city. In an effort to block out the thundering drums, your mind wanders back to images of Absalom and your mission briefing.

The meeting with Venture-Captain Drandle Dreng was short, but strange. The old codger seemed both excited and worried as he booked your passage aboard the Chelish merchant vessel *Black Water Mistress*, bound for the docks of Belde along the Maiestas River. "Your journey will be much shorter," laughed Dreng as he pointed at a well-worn map of the Chelish coastline. "Here, these splintered rocks where the Maiestas River meets the Arcadian Ocean," Dreng paused, "they are the Pillars of Anferita, and inside the central rock formation lies the lost Jistkan city of Rachikan." Dreng's eyes stayed fixed on the map.

"Here's the problem: the nation of Cheliox has sealed this region off from non-Chelish exploration." Dreng's eyes sparkled for a moment before he continued. "Now that's not entirely fair, is it?" Without waiting for a response, Dreng winked. "That's what I thought, so I sent a lone agent to secretly explore Rachikan." Dreng's eyes seemed to lose their spark, "That agent is Benton Grone, a good friend of mine." Unable to hide his growing concern Dreng sputtered, "Benton lost his nephew, Eldis, just over a year ago, and I'll be damned if the Grone family loses another member to that deadly city." Regaining his composure, Dreng continued, "Over a year ago, we sponsored Benton to secretly explore Rachikan, and initially, his reports came back to Absalom at regular intervals, but over the last few months they became sporadic, and then

stopped completely.” Dreng paused, “This, unfortunately, is not our only concern.”

“The Chelish government has sealed Rachikan, so they don’t know we’re missing an agent.” Dreng smiled slyly. “My sources tell me a group of Chelish archeologists from Egorian’s prestigious Athenaeum have also disappeared; while this is, of course, a tragedy, we can use this information to our advantage.” Dreng’s smile widened. “I am sending you with forged documents and the official attire of Hellknights. One of Benton’s last missives mentioned a regiment of Hellknights—the Order of the Rack, I believe—who fortified a defensible position in the upper ruins and now guard a lift into the lower reaches of Rachikan’s shadows. It is there, deep within Rachikan, where both Grone and the Athenaeum’s researchers went missing. I need you to infiltrate Rachikan, bluff your way past the Hellknights, take the lift into the undercity, and discover what happened to Grone. Any questions?”

Before leaving Absalom, the PCs may wish to ask questions to clarify the mission. Dreng can provide information on the following subjects:

Where is Benton Grone now? Where did his last report come from? “Benton’s last missive came just over two weeks ago via a magical animal messenger. Normally I would wait for another correspondence, but with the news of additional missing archeologists, I thought the situation required immediate action. I have the last note he sent me, and coupled with the recent events, I am quite worried.” (See **Player Handout #1**.)

How do you expect we trick the Hellknights? “It would take an expert to recognize these forged documents as fakes, and the uniforms are legitimate. Keep a cool head and get access to the Hellknight lift as quickly as possible.”

I thought Rachikan was overrun with morlocks and golems? “According to Benton, it is. Luckily both those many morlocks and chipped golems lack the mental fortitude to melt ice next to a fire. Keep your wits about you and don’t draw attention to your exploration. Once one morlock discovers your presence, it might as well be a hundred. Those sadistic bastards hunt in packs. As for the golems, just pray you don’t run into one.”

What if the Hellknights discover our ruse? “The Decemvirate is clear on this: you are to surrender and let our agents cut through the infernal bureaucracy of Chelish law to set up some kind of prisoner exchange or defense in your name. While harsh, the laws of Chelixa have their loopholes. The last thing we need is conflict with the Hellknights. Avoid this at all costs.”

Who are the missing archeologists? “A group of archeologists hailing from Egorian’s most prestigious museum, the Grand Athenaeum. The Athenaeum’s collection rivals the artifacts found at the Grand Lodge.”

I have found the genesis of the Jistkan golems and now hold the Jistkan golem manual, But I fear I may have unleashed the zealous fury of the morlocks and am I am unsure whether I shall escape Rachikan alive. I have awakened a terror that lurks behind that fetid waterfall where the morlocks constantly worship—oh, how I’d like to take a closer look, but to do so would spell certain doom. And I am afraid I cannot escape the way I came, for a team of opportunistic Chelish explorers have designs on the very book I carry. I have no other option other than to sneak past those morlocks at the waterfall.

Oh, the horror—what I saw—I cannot repeat for fear of people thinking I have gone mad. No hope remains for me. Please, I ask for you to stay far, far away from the foul city of Rachikan. Do not come for me! Take heed: IT IS BEST TO LEAVE THE CHAOS THAT CRAWLS THE ROCKS AT RACHIKAN ALONE FOREVER!

Why can’t we just bypass the Hellknight camp all together? Do we even need to interact with the Hellknights? “I wish you could ignore them, but they control the only known way into lower Rachikan. Whatever natural disaster sent Rachikan tumbling into Golarion’s crust caused the city to violently stack on top of itself and now only a natural shaft grants access from the upper city to the lower reaches. The Hellknights have claimed this position and have set up a mechanical lift into the city’s depths.”

What do the forged documents say? “The missive describes your group as a rescue party for the Athenaeum’s missing archeologists. The Hellknights currently stationed in Rachikan have orders to maintain a winch and pulley elevator.”

Who is Eldis Grone? “Eldis is Benton’s nephew, and the Pathfinder who rediscovered Rachikan. He died at the Aspis Consortium’s hands, trying to prevent them from pillaging Rachikan’s riches.”

At this point, give the PCs an opportunity to purchase anything they might need in Absalom. Then proceed to **Act 1**.

ACT 1: RETURN TO RACHIKAN

The ruins of Rachikan sprawl within Anferita’s hollow central pillar. The only known access into the pillar is through an old Aspis Consortium excavation site. Recently, a cadre of Hellknights entered Rachikan through the Aspis’s ingress and established a fort. This fort acts as a launching point for a group of Chelish archeologists to explore Rachikan’s lower levels.

The ruins sit stacked and folded atop each other, each layer separated from the next by tons of stone, creating upper and lower ruins. The Hellknight fort rests within upper Rachikan atop the only known natural chute that delves into the lower levels. Needing access into Rachikan’s depths, the Hellknights constructed a winch and pulley elevator to ferry the members of the Athenaeum expedition down into the unspoiled reaches of the lost city.

Upper and lower Rachikan rest within two huge, cathedral-like caverns casting the ruined Jistkan city into a perpetual state of darkness. Upper Rachikan’s walls consist of smooth stone (Climb DC 35) that reach 300 feet up towards the Aspis Consortium’s abandoned excavation site. In contrast, lower Rachikan’s walls consist of an amalgam of crumbled stone and protruding Jistkan architecture (Climb DC 15).

Unless otherwise noted, masonry walls (hardness 8, hit points 90) make up the remains of any ruined buildings.

1. Morlock Siege (CR 10 or CR 13)

Booming drums reverberate off the jagged walls of Rachikan’s ruins. Ahead, the shrieks and cries of inhuman voices cut through the ordered commands of an unseen baritone speaker inspiring his troops. The sounds of battle rage ahead, where a wooden fort highlights the otherwise monotonous rocky ruins of ancient Rachikan. Its palisades strain to hold back what seems to be a singular wave of twisted, shambling flesh, but on closer inspection, the mass consists of hundreds of writhing morlocks, hungrily hoping for blood.

As the PC’s explore Rachikan, they hear the unmistakable sounds of carnage, and witness a hoard of morlocks storming a Hellknight fortified camp. From the PC’s vantage point it seems that the Hellknights’ defenses barely manage to hold off the endless waves of marauding

morlocks. A pack of morlocks herding a stone golem approaches the Hellknights’ flank unnoticed. These morlocks discern the PCs’ scent and abruptly change their course at the prospect of an easier meal.

Creatures: Six morlocks and their stone golem servant attack the PCs. In the distance to the south (off the map), hundreds of morlocks throw themselves at the Hellknights’ fortifications.

Tier 7–8 (CR 10)

MORLOCK (6) CR2

hp 22 each (*Pathfinder RPG Bestiary* 209)

TACTICS

During Combat As one morlock beats on a set of drums (*drums of panic*) the other five morlocks rush to attack the PCs.

Morale The morlocks fight to the death while the stone golem lives; once the golem is destroyed any remaining morlocks flee.

DAMAGED STONE GOLEM CR 9

N Large construct

Init -1; Senses Perception +0

DEFENSE

AC 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)

hp 90 (11d10+30)

Fort +3, Ref +2, Will +3

Defensive Abilities DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+9)

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

Special Attacks slow

TACTICS

Morale The golem mindlessly fights until destroyed.

STATISTICS

Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +11; CMB +21; CMD 30

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *transmute rock to mud* spell slows the golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

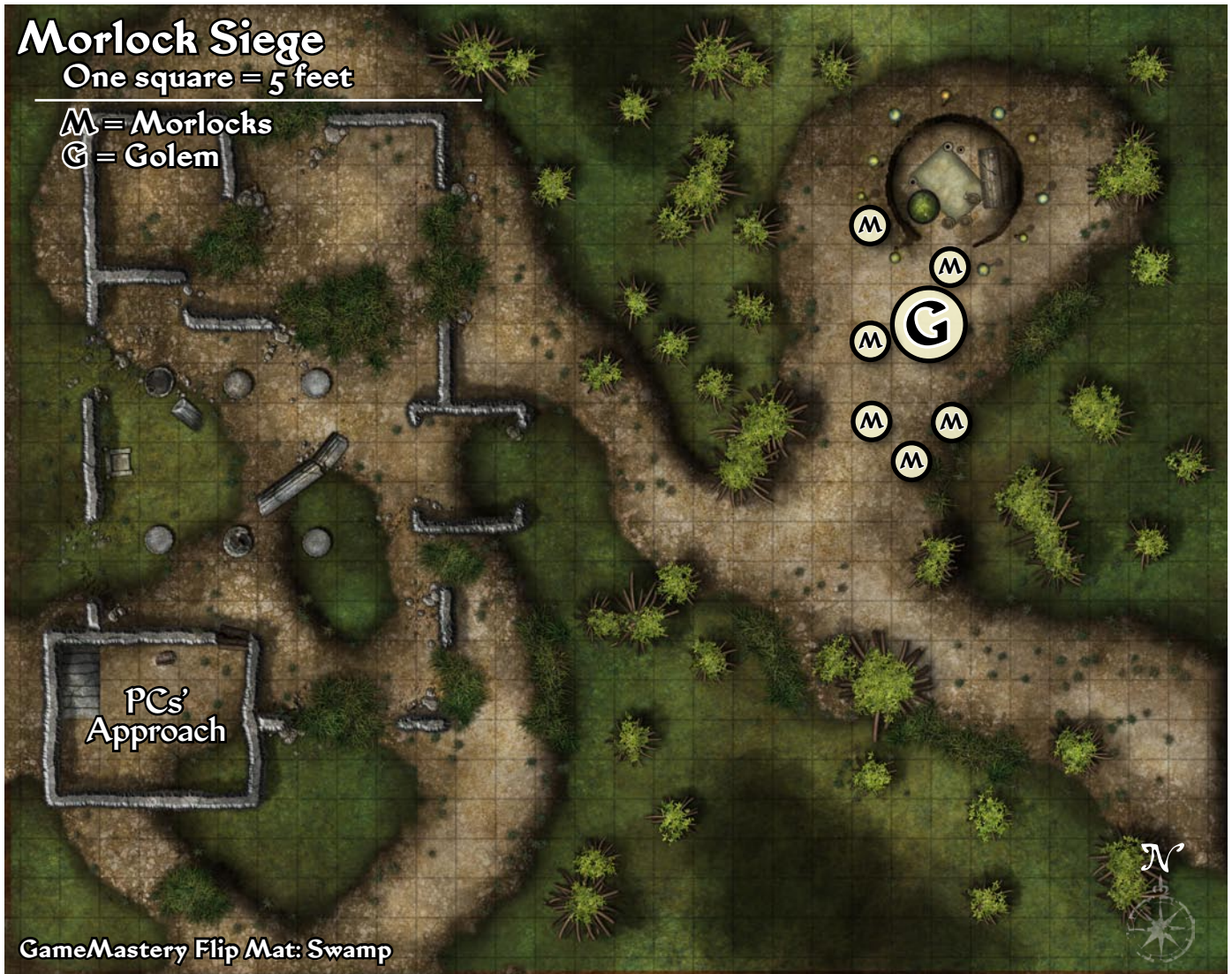
A *stone to flesh* spell does not actually change the golem’s structure but it negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 5 rounds, requiring a DC 15 Will save to negate. The save DC is Constitution based.

Morlock Siege

One square = 5 feet

M = Morlocks
G = Golem



GameMastery Flip Mat: Swamp

Tier 10–11 (CR 13)

MORLOCK BARBARIANS (6) CR 6

Male and Female morlock barbarian 4
 CE Medium monstrous humanoid
 Init +8; Senses darkvision 120 ft., scent; Perception +6

DEFENSE

AC 13, touch 12, flat-footed 9 (+4 Dex, +2 natural, -2 rage)
 hp 81 (3d10+4d12+39)
 Fort +12, Ref +10, Will +10
 Defensive Abilities trap sense +1, uncanny dodge; Immune disease, poison
 Weaknesses light blindness

OFFENSE

Speed 50 ft., climb 40 ft.
 Melee club +11/+6 (1d6+4) and bite +6 (1d4+3)
 Special Attacks leap attack, rage (13 rounds/day), rage powers (raging leaper +4, renewed vigor [1d8+2 hp]), sneak attack +1d6, swarming

TACTICS

As Tier 7–8
Base Statistics When not raging, a morlock barbarian's statistics are AC 15, touch 14, flat-footed 11; hp 71; club +9 (1d6+2), bite +4 (1d4+1); Str 14 Con 16; CMB +9, CMD 23; Climb +31

STATISTICS

Str 18, Dex 19, Con 20, Int 5, Wis 14, Cha 6
 Base Atk +7; CMB +11; CMD 25
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Skills Acrobatics +17 (+21 jump), Climb +33, Perception +6, Stealth +9 (+13 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb
Languages Undercommon
 SQ expert climber, fast movement
 Gear club, dirty rags

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand-and footholds. In effect, a morlock is treated as constantly being under a

nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may use a single attack during a jump. It can make this attack at any point along the course of the leap—at the start, at the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

STONE GOLEM CR 11

hp 107 each (*Pathfinder RPG Bestiary* 163)

TACTICS

As Tier 7-8

Development: Once defeated, the golem crumbles to the ground and a cloud of green oily gas disperses into the area as the essence that fueled the automaton escapes. All PCs within a 20-foot radius must make a DC 15 Fortitude save or become sickened for 4 rounds.



Order of the Rack Hellknight

Furthermore, at the golem's demise, any remaining morlocks flee (this includes the morlocks attacking the Hellknight's fort at Area 2). The Hellknights notice the PCs' intervention, and thank them profusely. Treat the Hellknight leader, Paralictor Maladin Bane (LG male human ranger 8/hellknight 3), as friendly. The PCs must make the Hellknights helpful in order to gain entry into their fort. Bane's Charisma modifier is +2, thus, the PCs need to make a DC 12 Diplomacy check to enter the fort. If the PCs wear the Hellknight attire, grant them a +2 circumstance bonus to their check. If they show Bane the forged documents, grant them an additional +2 bonus. Once the PCs gain entry into the fort, proceed to area 2. If the PCs fail their diplomacy roll, they may try again the next day; at that point, regardless of their roll, Bane is desperate, and lets them enter (see area 2).

Treasure: A set of *drums of panic* stand next to the small hut's doorway.

Mission Notes: Osirion faction PCs should be interested in obtaining a sample of the green oily residue covering the golem's husk.

Rewards: If the PCs defeat the golem and morlocks, reward each tier thusly:

All Tiers:

Give each player 2,500 gp.

2. The Hellknight Encampment

The Hellknight camp is surrounded by a wooden palisade that stands 15 feet high. At each corner of the palisade are 20-foot square watchtowers, each armed with catapults. There's one entrance through the palisade—a 30-foot-wide wooden gate. It's a DC 20 Climb check to scale the palisade's walls.

A1. Exercise yard: This open area is where the Hellknight armigers perform drills. During the day, up to 15 armigers loudly participate in drills.

A2. Barracks: Four triple bunks are constantly in use by the 21 Hellknights and 13 Athenaeum archeologists stationed here. Each shift of 7 Hellknights takes 7 hour rest periods here. There are five extra beds here now that a number of archeologists have gone missing. The PCs are offered shelter here.

A3. Prisoner's cart: This enclosed caged cart acts as a disciplinary area for those Hellknights who question authority. If the PCs are discovered, they find themselves here. The cart's bars have hardness 10 and 15 hp. A superior quality lock augmented by an *arcane lock* spell secures the door. An *alarm* spell is cast on the lock.

Hellknight Encampment

One square = 5 feet



GameMastery Flip Mat: Bandit Outpost

A4. Stables and barn: Several chickens, one cow, and four heavy horses (combat trained) dwell amid numerous barrels of water and bails of hay.

A5. Mechanical Room: This room holds all of the necessary equipment to repair the lift in area A6.

A6. Winch and pulley lift: The Hellknights' lift resembles a giant metal birdcage (hardness 10, 30 hp). The platform is 10 ft. by 40 ft. and can hold 16 Medium-sized creatures comfortably amid the heavy excavation equipment. Three large hatches in the lift's top grant access into the cage where one can climb down 5 metal rungs to the lift's floor. These large hatches (each 20 ft. by 20 ft.) can be removed to make loading and unloading cargo easier.

A7. Excavation planning room: Several detailed maps lay open in this room with stacks of notes piled beside them. They detail the areas the Athenaeum archeologists have unearthed.

A8. Bane and Karn's room: A comfortable room with a double bed contrasts with the cold, harsh decor found elsewhere in the camp.

A9. Athenaeum office: The Athenaeum archeologists' coded log book can be found sitting in this desk's top right drawer.

A10. Relic storage rooms: Several mundane Jistkan relics rest in open crates here—cooking implements, children's toy golem soldiers, and worn fabrics make up the majority of the room's inventory.

During this act the PCs must convince the Hellknights with their ruse to rescue the missing archeologists. Unknown to the PCs, Paralictor Maladin Bane already knows that the PCs are Pathfinders sent to rescue Benton Grone. What some of the PCs may not know is that Bane is a double agent working for the nation of Andoran.

DISCOVERED!

If Ambusta discovers the PCs' ruse, the remaining Hellknights surround the PCs and detain them. Remind the PCs about Dreng's demands to surrender and wait for a diplomatic solution (see **Getting Started**). During the early hours of the next morning, as the PCs stew in the prisoner cart, Paralictor Maladin Bane arrives to free them and lead them to the lift. He begs them to return his lover Marianix Karn to him (see **Bane's Betrayal** sidebar). Bane couldn't care less about the other members of the archeological expedition.

Bane allowed Grone to explore Rachikan hoping to claim Benton's finds for Andoran. In fact, Bane sent the Athenaeum archeologists to intercept Benton's latest discovery, the Jistkan *golem manual*. Unfortunately, the morlocks flew into a rage at Benton's theft of the *golem manual* and captured both Grone and the pursuing archeologists.

Bane plays along with the PCs' charade, and allows them to access the Hellknights' lift. Secretly, Bane is very worried about the missing archeologists, for their leader, Marianix Karn (LE female human bard [archivist] 10), is Bane's lover. Currently, Bane is torn between abandoning his post to search for Karn, and maintaining his duty as a Hellknight. Luckily, the PCs provide Bane with a convenient solution.

Although Bane knows of the PCs' ploy, the remaining Hellknights do not. In fact, Signifier Primo Ambusta, a large, grizzled, bear of a man with scars etched across his face, leads a splinter group of Hellknights who question Bane's willingness to grant the PCs access into the fort. Ambusta decides to investigate the PCs while they remain at the camp.

Throughout this section, several Hellknights—and finally Ambusta himself—approach the PCs to test the veracity of their story. A few suspicious Hellknights (including Ambusta) are detailed below for you to use in facilitating these encounters. Have the PCs roll a series of Bluff checks versus the questioning Hellknights Sense Motive rolls. They need to amass more successes than failures by the time the lift is repaired. If there is a tie, the PCs convince Ambusta's men they are legitimate. Therefore either 2 or 3 successes are needed (see below). The PCs' Bluff checks are opposed by the NPCs' Sense Motive checks (see the Suspicious Hellknights section below).

The Impractical Charade

From Bane or one of the Hellknights, the PCs learn that the Hellknights' lift was damaged in the recent morlock raid, and it will take the Hellknights 3 days to repair it. During this time, the Hellknights provide the PCs with magic to heal any lost hit points if they do not possess the capability to heal themselves.

The PCs may offer to help repair the lift. If any PCs have either Knowledge (engineering) or a relevant Craft skill (GM's discretion), allow them to roll the appropriate skill check (DC 15). If any PC (regardless of the number of participants) succeeds at this check, reduce the amount of time needed to repair the elevator by 1 day, which in turn reduces the number of Hellknights who question them from 5 to 4. Regardless of the number of questioning Hellknights available, Ambusta should be the last NPC the PCs face (exclude any one Hellknight, except for Ambusta, if the PCs reduce the number of days needed to fix the lift).

Suspicious Hellknights

Below are the five Hellknights the PCs must face while they stay at the Hellknight encampment. Treat the PCs as having convincing proof (the missive) that provides them with a +5 circumstance bonus to their Bluff checks.

Pellius Thrune (LN male half-elf wizard 5) Pellius is a haughty bookworm who constantly complains about being in dusty Rachikan. It seems the real thing does not compare to reading about it in the comforts of civilization. Pellius is instantly attracted to any PCs who look scholarly, and he attempts to start an annoying conversation about the differing methods of book bindings used across Golarion. During such conversation, he asks one of the PCs what she does for a living, hoping to see if that PC states anything other than being a Hellknight. Pellius has a +6 modifier to his Sense Motive check.

Lurconarr Baradin (LE male human fighter 5) Lurconarr is a complete moron, whose sister Alexia tricked him into enlisting in the Order of the Rack. Baradin offers to have a few drinks with any willing PC. He hopes to get the PC drunk enough to have her slip up on her cover. Lurconarr has a +3 modifier to his Sense Motive check. However, if any PC agrees to get drunk with Lurconarr, have that PC make a DC 15 Fortitude save to avoid becoming drunk. If the PC becomes drunk, she suffers a -5 circumstance bonus to her Bluff checks.

Rulla Krumpt (LE female human bard 6) Rulla is a sultry woman with a soothing voice, who uses her natural charms to advance herself within the Order of the Rack. As dangerous as she is beautiful, Rulla approaches any PC who has a Charisma score above 14 (male or female) and attempts to seduce the truth out of him. She makes obvious advances, praising the chosen PC's strengths. She attempts to invite the PC back to her bunk for a quiet evening. During her seduction, Rulla attempts to poke holes in the PC's cover. Rulla has a +10 modifier to her Sense Motive check. If her targeted PC ignores her advances, that PC suddenly finds himself at the wrong end of a scorned tirade.

Alexia Baradin (LN female human inquisitor 7) The elder Baradin sibling is a stern and frightening woman who never gives up on her prey. She uses her detect alignment class feature to look for chaotic characters. If she finds one, she harasses the PC incessantly, accusing him of lying, as no Hellknight would hold such ethics. Alexia then uses her discern lies ability on the chaotic character. Effectively, she knows that PC is a fraud. If there are no PCs with a chaotic alignment, then Alexia does her information gathering the old fashioned way—through bullying. He hopes to scare the PCs into telling the truth with her stern ways. Alexia has a +16 modifier to her Sense Motive check.

Primo Ambusta (LE male human cleric of Asmodeus 7/Hellknight 1) Ambusta is a scarred bear of a man, clearly adorned with the symbols of his patron deity—Asmodeus. He uses honeyed words and soothing tones to massage the truth out of the PCs. Ambusta employs his magical abilities to detect the PCs' alignments and any lies the PCs may tell (similar to Alexia above). Ambusta even goes so far as to cast the spell *disguise self* to appear as one of the PCs in the hope of getting them to talk freely. If this fails, he attempts to cast *invisibility* and spy on the PCs while they bunk down for their last night at the fort. If the PCs manage to keep their charade intact, Primo attempts to pierce their lies with his +15 modifier to his Sense Motive check.

Development: Once the PCs have the required number of successes (2 or 3), or Bane leads them to the lift during an early morning rescue, the PCs may access the lift. Regardless of how they gain access to the lift, once the lift begins its descent, Primo Ambusta and his men yell for the PCs to stop, accusing them of being frauds if they have not already been discovered. As the elevator descends, Bane destroys the locking mechanism, preventing the elevator from being immediately pulled back up. At this point, Ambusta and his men overrun Bane. Bane yells for the PCs to rescue Karn just as the elevator enters the cramped granite shaft, preventing the PCs from ascending back to the encampment (for now).

Mission Notes: Andoran faction PCs should be interested in providing Maladin Bane with Colson's dossier here. Cheliox faction PCs should secretly provide Paracountess Dralneen's letter to Signifier Primo Ambusta. Qadira faction PCs should be interested in documenting the Athenaeum archeologists' findings here—a DC 20 Decipher Script check breaks the archeologists' code and provides a detailed inventory of Rachikan items recently shipped back to the Athenaeum.

BANE'S BETRAYAL

Either the first night the PCs are at the fortification, or in case they are discovered (see **Discovered!** sidebar), Bane secretly approaches them and tells them he knows who they are. He humbly asks for their assistance in rescuing his lover, Marianix Karn, from the morlocks. Accepting that he may have to face a reckoning, he shares with the PCs that she was captured along with Benton Grone (although he does not know where). If the PCs agree, Bane allows them the right to use the lift.

ACT 2: INTO THE FORGOTTEN CITY

Descending within the lift, the PCs emerge from the granite shaft and into lower Rachikan. Curious morlocks venture from their labyrinth caves to investigate, and soon they begin to leap onto the descending elevator in the hopes of an easy meal. As the morlocks land on the elevator's birdcagelike frame, the added weight causes it to hurtle out of control. The PCs must fend off the attack while trying to slow the elevator's descent using the lift's cable breaks.

1. Descent (CR 9 or CR 12)

As the elevator makes its cogwheel descent, it exits a natural chute in Rachikan's crust, where a second city emerges beneath the Hellknight's fort. Crumbling Jistkan architecture clings to the cavern's sloping walls where forms skulk along this perpendicular avenue. Before long, the cavern's cathedral-like walls are crawling with morlocks. Soon drums begin to beat, and as the beat quickens, several morlocks burst from their cavern holes.

Once the lift exits the granite shaft, the elevator takes 7 rounds to reach the solid ground below. Every round, the heroes may take actions to either dislodge or destroy the attacking morlocks. Each round, consult the "Elevator Action" table to determine the morlocks' effects on the elevator's descent.

ELEVATOR ACTION

At the beginning of each round, if any morlocks remain attached to the elevator, roll 1d8 and consult the following table. These effects are in addition to the morlocks' normal actions.

Roll	Result
1-4	Too hungry! The morlocks concentrate only on killing the PCs this turn.
5-6*	What's this cable for? A morlock chews through one of the lift's supporting cables, causing the lift to lurch before the other cables compensate. Each PC must

GM TIP

Haunts are residual undead manifestations that function like traps. When a haunt is triggered, it activates at initiative rank 10 in the surprise round. Any PC who notices it can act on his own initiative in the surprise round. Normally a PC can only make a notice check when a haunt manifests, but spells such as *detect chaos/evil* or *detect undead* grant a free Perception check at a -4 penalty prior to the haunt's activation. Unless the haunt is reduced to 0 hp by taking positive energy damage before acting in the surprise round, its effects occur as listed. Haunts are mind-affecting fear effects, and immunity to such effects grant immunity to a haunt's direct effects, but not to indirect effects resulting from a haunt's attack. For more on haunts, see page 242 of the *Pathfinder RPG GameMastery Guide*.

make a DC 12 Acrobatics check or take 1d4 points of nonlethal damage and fall prone as the elevator plunges downward.

7–8* **Wheeeee!** A morlock starts to rock violently causing the elevator to swing. Each PC must both make a DC 20 Reflex save to avoid being violently jostled and taking 1d4 points of nonlethal damage, and make a DC 15 Fortitude save or contract motion sickness and gain the sickened condition. If the PC is already sickened, she becomes nauseated instead.

*On any die result of 5 or higher, all spellcasters require a concentration check to successfully cast their spells. Treat the caster as being under the violent motion condition requiring a Concentration DC of 15 + spell level to successfully cast any desired spell.

The elevator's descent takes 7 rounds, and at the journey's end, all of the remaining morlocks on the lift are destroyed in a red, pulpy spray as the elevator slams onto Rachikan's hard streets. For every four remaining morlocks attached to the lift when it slams on to the rigid streets each PC takes 1d6 points of damage as the elevator strains against its weight allowance (e.g., 4 morlocks = 1d6, 5–8 morlocks = 2d6, 9–12 morlocks = 3d6 to a maximum of 8d6 if all 32 morlocks remain attached at the higher tier).

As the elevator descends, one of the PCs may work the lift's braking mechanism (requiring a standard action), lest the elevator descend too fast. Each round, the braking PC may make a DC 10 Strength check (+2 for each morlock attached to the elevator) to keep the elevator under control. One additional PC may aid in this Strength check. For every round the braking PC fails this check, or the brake is unattended, all PCs inside the lift must make a DC 20 Reflex save or be violently jostled against the elevator's metal frame, taking 1d4 points of nonlethal damage (this nonlethal damage is in addition

to the nonlethal damage that may be incurred on the Elevator Action table above).

Finally, if the PCs fail their Strength checks to control the brakes (or ignore the braking mechanism altogether) for 5 consecutive rounds, the elevator cable snaps and the PCs take 3d6 points of damage for each remaining round in the elevator's 7 round trip. (For example, if the elevator cable snaps on round 6, the PCs take 6d6 points of falling damage. If it snaps on round 7, each PC takes 3d6 points of falling damage.) Any morlocks still clinging to the lift are destroyed by the fall.

Any PCs who ride the elevator on the outside of its bird-cage frame, or use spells such as *fly* or *levitate* to make the journey automatically become the preferred target of the swarming morlocks, who try to knock them off the lift, or out of the air.

Creatures: Morlocks harry the PCs as they make their descent. At the lower tier, these morlocks come in three waves of four morlocks. On round 2 (of the elevator's 7 round descent), four morlocks jump on the elevator's side rails. On round 3, an additional four make the jump. On round 4 no additional morlocks join the assault; however, on the 5th round, the final wave of four morlocks enter the battle.

For the higher tier, the morlocks come in four waves of eight. On round 1 (of the elevator's 7 round descent), eight morlocks jump on the elevator's frame. On round 2, an additional eight make the jump. On round 3, no additional morlocks join the assault. On round 4 eight more morlocks enter the battle. On the 5th round no morlocks enter, but on the 6th round the final wave of eight morlocks join the fray.

The morlocks automatically make their Acrobatics checks.

Tier 7–8 (CR 9)

MORLOCK (12) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 209)

TACTICS

During Combat The morlocks hungrily attempt to bite at the PCs inside the lift. While any morlock is attached to the lift, consult the elevator action table. If the morlocks sense any PC outside of the lift, they target that PC before all others.

Morale The morlocks fight to the death (dying at the conclusion of the 7th round).

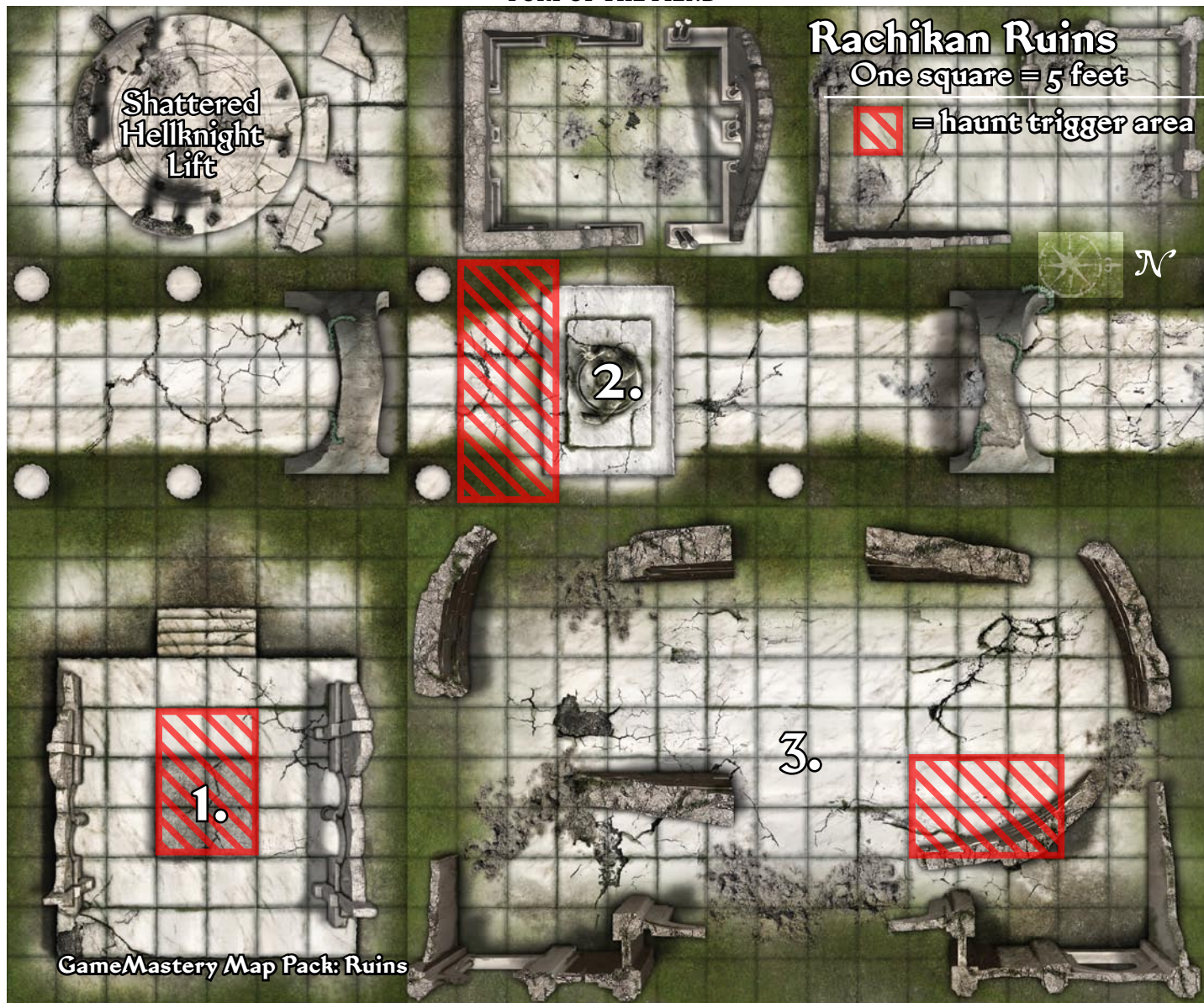
Tier 10–11 (CR 12)

MORLOCK (32) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 209)

TACTICS

As Tier 7–8



ACT 3: HAUNTS OF THE FORGOTTEN IMPERIUM

After their perilous descent, the PCs find themselves in an eerily desolate area of Rachikan. The Jistkan Artificers once called this section home, and when the Magistracy’s arrogance stained the city itself, the Artificers paid dearly. When the Artificers attempted to warn the Magistracy of the damage of their actions, the Magistracy marched into the Artificer’s domain and butchered every last one of them. The events of that massacre triggered the city’s apocalyptic downfall, and now these events manifest as three haunts depicting the Magistracy’s heinous crimes. The first haunt, “Stony Fists,” portrays the Magistracy turning on the Golemwork Artificers with their very own creations. The second haunt, “Buried Alive” replays the devastating

earthquake that buried Rachikan within Anferita’s central pillar, and finally, the third haunt, “Transforming Hunger”, depicts the once proud Jistkans’ descendants transforming into the vile morlocks.

This area is so strongly haunted that when Haliduras Karn animated Eldis Grone as a zombie (see *Pathfinder Society Scenario #22: Fingerprints of the Fiend*), the hungry haunts of Rachikan captured Eldis’s spirit before it reached the afterlife. The haunts of Rachikan ripped Eldis’s spirit into three separate pieces, which they now greedily guard. The heroes must trigger the three specific haunts in this act in order to free Eldis’s spirit. Once freed, the three pieces of Eldis’s spirit reform, and he approaches the PCs offering to direct them to his uncle’s current location—a place called Fiendsmaw.

Before the PCs interact with this act's first haunt, read the following aloud:

As you step out from the shattered elevator, the earth of the ancient city begins to swirl in tiny eddies, yet you feel no wind. Soon, the soil coalesces, mimicking a human figure holding his arm outstretched. Within his dusty palm, an object solidifies: a *wayfinder* with the Glyph of the Open Road etched onto its face. The soil struggles to keep its form, and in hushed tones it begins to speak, "Help me! My name is Eldis Grone, and the wicked spirits that haunt Rachikan have my soul. Defeat these haunts and regain the three shattered pieces of my soul. Do this and I can lead you to Benton." With the last words pouring from the image's mouth, the earth spills to the ground in a heap. The *wayfinder* falls to Rachikan's streets with an earthy thud.

The *wayfinder* is tarnished and dented, but once it is opened, the dial jumps repeatedly back and forth between three distinct positions. Each position points to the location of one of the pieces of Eldis's shattered soul, providing the PCs with the whereabouts of Jistka's haunts. These points change as the PCs move, and regardless of where the PCs travel, the *wayfinder*'s needle rapidly cycles between each of Eldis's soul fragments locations (see below). When a soul fragment is freed, the *wayfinder*'s needle ceases to point in that direction. Each time this happens, the *wayfinder* appears less tarnished and worn; by the time the PCs release the third soul fragment it looks brand new.

The locations of the three haunts are detailed below. They may be encountered in any order.

1. The Artificer's Alter (CR 6 or CR 9)

A crumbling temple struggles to rise higher than the neighboring wrecks. It leaves you with an inexplicable sense of dread. A small flight of stairs provides entrance to the former center of worship wherein carvings of stone gargoyles, and twisted imps cover the walls. The remaining wall's arched openings suggest they once contained stained glass windows. Within the ruined temple a ten-foot-by-ten-foot cracked altar lies askew, surrounded by shattered pottery fragments. A dark stain, eons old, covers the fractured altar, hinting at foul worship.

Littering the floor of this ruined building are the shattered remains of several pieces of ceremonial pottery, including the Jistkan Shards. If any PC studies the Jistkan Shards, a DC 15 Decipher Script check reveals the shards (when pieced together) bear a pictogram of the Jistkan Magistracy seeking shelter within a black ziggurat etched with writhing talons and tentacles. A DC 20 Knowledge (planes) check identifies

the iconography as being tied to demons, qliphoth, and other Abyssal fiends.

Haunt: When any PC stands near the Artificer's altar, the haunt activates.

Tier 7–8 (CR 6)

THE TRANSFORMING HUNGER CR 6

CE (10-ft.-by-15-ft. area; see map) persistent

Caster Level 6

Notice Perception DC 20 (to hear the sound of a growling stomach)

hp 27; **Trigger** proximity; **Reset** 1 week

Effect The haunted characters must make a DC 16 Will save or be compelled to attack the closest ally with a bite attack as a primary natural weapon attack (dealing 1d3 + strength points of damage). If no suitable target is within sight, the PC instead attempts to eat himself starting with his fingers. The PC may save against these effects each round. If successful, instead of biting a fellow PC or himself, the affected PC stands and drools as his hunger for flesh increases. PCs who make their initial save need not save again until the haunt resets.

Destruction The altar must be destroyed (hardness 8, 250 hp).

Tier 10–11 (CR 9)

THE TRANSFORMING HUNGER CR 9

CE (10-ft.-by-15-ft. area; see map) persistent

Caster Level 9

Notice Perception DC 30 (to hear the sound of a growling stomach)

hp 40; **Trigger** proximity; **Reset** 1 week

Effect The haunted characters must make a DC 16 Will save or be compelled to attack the closest ally with a bite attack as a primary natural weapon attack (dealing 1d3 + strength points of damage). If no suitable target is within sight the PC instead attempts to eat himself starting with his fingers. The PC may save against these effects each round. If successful, instead of biting a fellow PC or himself, the affected PC stands and drools as his hunger for flesh increases. PCs who make their initial save need not save again until the haunt resets.

Destruction The altar must be destroyed (hardness 8, 350 hp).

Mission Notes: Taldor faction PCs should be interested in the Jistkan Shards and other pottery fragments located near the altar.

2. Fists of the Cruel Statuary (CR 8 or CR 11)

A statue stands in defiance against the ravages of time, its granite arm raised in a silent salute. A glint of light reflects off the statue's rocky belt. The statue's massive stone legs

rest on a decorative, two-tiered, white marble dais signifying royalty. Thousands of words and glyphs are etched along the circumference of this dais.

The statue depicts a Jitskan Artificer in ceremonial robes addressing the people. In Jitskan times, this avenue was known as the Avenue of the Artificer. The statue's belt contains several semi-precious stones that can easily be pried out. However, even more valuable than the statue's gem encrusted belt is the actual dais itself. A Jitskan ode to the glory of its Artificers has been etched into the dais, one of the few complete works of Jitskan poetry known to the modern world. PCs who speak Jitskan automatically understand the poem, while non-fluent PCs may attempt a DC 30 Linguistics check to piece together its meaning. Alternatively, magic such as *comprehend languages* may be employed to translate the writing.

Haunt: A haunt manifests from the statue, using its heavy, stone arm to strike the PCs. When any PC touches the statue or its pedestal, the haunt activates.

Tier 7–8 (CR 8)

STONE FISTS CR 8

CE (10-ft.-by-20-ft. area in front of statue; see map) persistent
Caster Level 8

Notice Perception DC 15 (to hear a sickening thud followed by a man pleading to “Stop hitting me!”)

hp 36; **Trigger** touch; **Reset** 1 week

Effect Atk +8 (*clenched fist* against one target in area 2, (1d8+11 bludgeoning damage); Fortitude DC 22 to avoid being stunned. The statue appears to animate and slams its fist in to the nearest target as a sadistic smile spreads across its face. It attacks a different target each round until destroyed or suppressed.

Destruction The statue must be destroyed (hardness 8, 75 hp).

Tier 10–11 (CR 11)

STONE FISTS CR 11

CE (10-ft.-by-25-ft. area in front of a statue; see map) persistent
Caster Level 11

Notice Perception DC 28 (to hear a sickening thud followed by a man pleading to “Stop hitting me!”)

hp 49; **Trigger** touch; **Reset** 1 week

Effect Atk +11 (*clenched fist* against one target in area 2, (1d8+11 bludgeoning damage); Fortitude DC 22 to avoid being stunned. The statue animates, and slams its fist in to the nearest target, a wicked smile spreads across its face showing sadistic pleasure. The statue appears to animate and slams its fist in to the nearest target as a sadistic smile spreads across its face. It attacks a different target each round until destroyed or suppressed.

Destruction The statue must be destroyed (hardness 8, 120 hp).

Development: Once the haunt is defeated or suppressed, the PCs may freely study the dais, and take the gemstones.

Treasure: The statue's belt holds six semi-precious stones worth 100 gp each in Tier 7–8 and 300 gp each in Tier 10–11.

Mission Notes: Osirion faction PCs should be interested in the statue's base and the ancient poem engraved upon it.

Rewards: If the PCs defeat the haunt, reward each tier thusly:

Tier 7–8: Give each player 100 gp.

Tier 10–11: Give each player 300 gp.

3. Suffocating Stones (CR 6 or CR 9)

The blasted shell of a large structure dominates the northeast corner of the ruin site. Severe damage has laid waste to the area, leaving it quite unrecognizable. Loose rubble lies strewn about the remains of half-collapsed walls, and large tears in the building's floor provide evidence of a long-forgotten earthquake.

Haunt: This haunt occupies an area between two half-collapsed walls (see map). When the PCs enters the area on the map, they trigger the haunt.

Tier 7–8 (CR 6)

BURIED ALIVE CR 6

CE (10-ft.-by-15-ft. area beside a crumbling wall; see map)

Caster Level 6

Notice Perception DC 20 (to hear the crumbling of rocks falling from a cliffs followed by soft whimpering)

Weakness slow

hp 12; **Trigger** proximity; **Reset** 1 week

Effect Each creature in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the round, all fissures grind shut. Treat all trapped creatures as if they believed they were in the bury zone of an avalanche, trapped without air. Such PCs take 8d6 points of damage (half on a DC 15 Reflex save; refer to page 429 of the *Pathfinder RPG Core Rulebook* for avalanche rules). At the beginning of the next round, any trapped creatures find themselves free. While at the bottom of a fissure, PCs find themselves among a writhing mass of buried bodies struggling to climb out of the rift.

Destruction The tomb of a Jitskan earthquake victim must be blessed with a *consecrate* or *hallow* spell.

Tier 10–11 (CR 9)

BURIED ALIVE

CR 9

CE (10-ft.-by-15-ft. area beside a crumbling wall; see map)

Caster Level 9

Notice Perception DC 25 (to hear the crumbling of rocks falling from a cliff, followed by soft whimpering)

hp 18; **Trigger** proximity; **Reset** 1 week

Effect Each creature in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the round, all fissures grind shut. Treat all trapped creatures as if they believed they were in the bury zone of an avalanche, trapped without air. Such PCs take 8d6 points of damage (half on a DC 15 Reflex save; refer to page 429 of the *Pathfinder RPG Core Rulebook* for avalanche rules). At the beginning of the next round, any trapped creatures find themselves free. While at the bottom of a fissure, PCs find themselves among a writhing mass of buried bodies struggling to climb out of the rift.

Destruction The tomb of a Jistkan earthquake victim must be blessed with a *consecrate* or *hallow* spell.

Development: After 1 round, the tears in the earth supernaturally close, expelling any swallowed PCs onto safe ground.

The Spiritual Triptych Reunited

After the PCs have destroyed, suppressed, or triggered all three of the above haunts, read the following aloud:

A sudden burst of brilliant energy erupts from Eldis's *wayfinder*, coalescing into a ghostly young man peacefully floating in midair. Three distinct yet similar voices emit from the spectre echoing as he speaks; "Thank you for freeing me, I owe you my salvation." The spirit sways in the air, and a pervading sense of joy fills the area. "You seek my uncle Benton. Please let me tell you how to find him."

Creature: Although undead, the ghost of Eldis Grone is beneficent toward the PCs and provides them with a boon to help defeat the retriever at Fiendsmaw (see Development).

Development: The reunited spirit is Eldis Grone, and before he departs to the afterlife, he gratefully directs the PCs to Fiendsmaw. Before the PCs depart, Eldis offers the PCs aid in rescuing his uncle; if the PCs accept, Eldis splits apart once more into several soul fragments that enter into each present PC. Every PC who accepts Eldis's "joining" gains the following: in Tier 7–8, each PC gains a +2 sacred bonus to all saving throws, and she may reroll 1 failed Fortitude save. In Tier 10–11, each PC may reroll 1 failed Fortitude save. This boon remains active for the duration of this scenario.

Furthermore, Eldis warns the PCs that the morlocks have summoned a fiendish evil that now seems to feed upon the sacrificial gifts the morlocks have prepared. Those sacrifices are, of course, Benton and the Athenaeum archeologists.

Treasure: Eldis's *wayfinder* remains behind after his spirit departs. In Tier 7–8 it is a regular *wayfinder*, but in Tier 10–11 it is an *ebon wayfinder* (see page 50 of *Seekers of Secrets*).

Rewards: If the PCs free Eldis's spirit, reward each tier thusly:

Tier 7–8: Give each player 42 gp.

Tier 10–11: Give each player 1,500 gp.

ACT 4: THE SUNKEN CITADEL

Sinking into black waters, a proud citadel struggles to maintain its regality, but the ravages of time have clearly won the battle. This great structure leans towards the embankment of a forgotten cove that seems poised to swallow it whole. Crumbling staircases provide access to the slanted citadel in each of the four cardinal directions, and magnificently carved marble columns line the corridors into the citadel's dark heart.

The morlocks chose this site as the center of their structure of worship, but after years of heavy use, the building now slants awkwardly into a natural cove, as its earthen foundations have long since eroded away. Flood waters assault the citadel's sunken interior, and unless otherwise noted, this water reaches a height of 3 feet. Treat the flooded areas as difficult terrain. Outside of the citadel, the subterranean cove's cold waters quickly reach a depth of 40 feet.

4a. Avenue of Columns

Regardless of the direction of the heroes' approach, marble columns depicting Jistkan warriors line the hallways of the first floor of the citadel. Several of these columns lie in ruin amid the crumbling interior.

4b. The Jet Obelisk (CR 8 or 11)

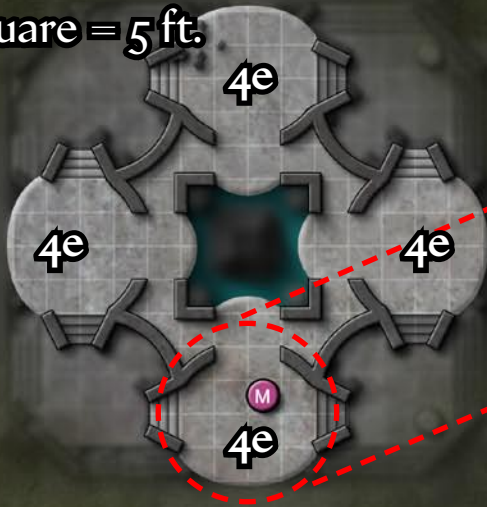
Once the PCs have pierced the citadel's heart, read the following aloud:

A black obelisk rises from a flooded chamber toward the second story of the citadel. Etched carvings of grotesque tentacles and talons writhe over the obelisk in tribute to some long forgotten mystical power. Atop the obelisk's platform, a faint humming breaks the silence. Several large, wall murals adorn the walls opposite of the obelisk, depicting a Golarion from long ago.

The Sunken Citadel

One square = 5 ft.

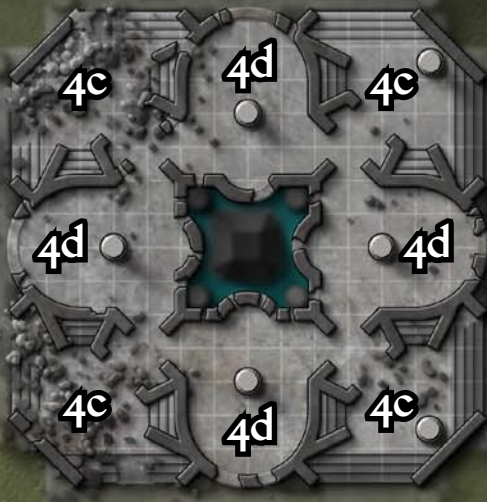
Level 3
+30 ft.



Level 3
+30 ft.



Level 2
+20 ft.



Key

- M Moal, round 1
- C Caryatid Colum
- M Moal, round 2+
- A Archeologist
- K Karn
- G Grone

4f

Level 1
+10 ft.



QUEST

At the citadel's heart, a black obelisk constructed from pure jet rises up two stories through the structure's hollow center. This obelisk radiates strong conjuration magic, and once served to teleport the constructs of the Jistkan army across great distances. The obelisk's magic has long faded, but the teleportation effect still creates a "pulling sensation" for any PC within 10 feet of the obelisk. While this effect offers no discomfort other than a moderate tug, it hints at the once powerful magic that pulsed throughout this chamber.

All along the walls stretches a grand mural of Golarion in the Age of Anguish. This mural depicts the locations of three other major Jistkan cities. A DC 15 Knowledge (geography) check allows the PCs to identify the general whereabouts of the other cities (Nicyruse near where modern Hinji stands, Ur-Kan in the Rahadoumi desert southeast of Manaket, and Syrasis where the Winding Way flows out of the Napsune Mountains).

Creatures: Several caryatid columns lurk amid the flood waters, disguised as mundane marble columns and acting as silent sentries against intruders. Mo'al, a morlock cleric of Lamashtu, watches the PC from atop the obelisk, but quickly leaps to the third floor (see map).

Tier 7–8 (CR 8)

MO'AL	CR 6
Female morlock cleric of Lamashtu 5 (<i>Pathfinder Bestiary</i> 209)	
CE Medium monstrous humanoid	
Init +7; Senses darkvision 120 ft., scent; Perception +8	
DEFENSE	
AC 20, touch 19, flat-footed 11 (+5 armor, +3 Dex, +1 dodge, +1 natural)	
hp 67 (3d10+5d8+29)	
Fort +8, Ref +9, Will +11	
Immune disease, poison	
Weaknesses light blindness	
OFFENSE	
Speed 40 ft., climb 30 ft.	
Melee club +10/+5 (1d6+4) and bite +5 (1d6+3)	
Special Attacks channel negative energy 2/day (DC 13, 3d6), leap attack, sneak attack +1d6, swarming	
Domain Spell-Like Abilities (CL 5th; concentration +9) 7/day—strength surge (+2) 7/day—vision of madness (+/-2)	
Cleric Spells Prepared (CL 5th; concentration +9) 3rd— <i>bestow curse</i> (2, DC 17), <i>deeper darkness</i> , <i>magic vestment</i> ^P 2nd— <i>aid</i> , <i>bull's strength</i> ^P , <i>darkness</i> , <i>summon monster II</i> 1st— <i>bane</i> (DC 15), <i>cause fear</i> (2, DC 15), <i>enlarge person</i> ^P 0— <i>bleed</i> (DC 14), <i>create water</i> , <i>guidance</i> , <i>stabilize</i> D domain spell; Domains Madness, Strength	
TACTICS	
Before Combat Mo'al leaps from atop the obelisk to area 4e once	

she sees the PCs. She waits for them to climb the tower to the third level, buffing herself with *aid*, *bull's strength*, *magic vestment*, and *enlarge person* as the PCs face her caryatid column guardians below.

During Combat After casting her buff spells, Mo'al attempts to use her *bestow curse* and *cause fear* spells on well-armored foes. If possible, Mo'al prefers to use her spells, spell-like abilities, and special attacks, but if she needs to, she uses her leap attack to harry her foes. The citadel's hollow interior should allow Mo'al plenty of opportunities to use these hit-and-run tactics.

Morale Mo'al fanatically fights to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 17, **Int** 5, **Wis** 18, **Cha** 9

Base Atk +6; **CMB** +10; **CMD** 24

Feats Dodge, Improved Channel, Improved Initiative, Lightning Reflexes

Skills Acrobatics +12 (+16 jump), Climb +32, Knowledge (religion) +2, Linguistics +1, Perception +8, Spellcraft +1, Stealth +7 (+13 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Abyssal, Undercommon

SQ aura, expert climber

Gear *wand of cure moderate wounds* (50 charges); **Other Gear** +2 studded leather armor, club, *golem manual* (clay), *ring of maniacal devices*, ceremonial Jistkan head dress

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that she cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may use a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in midair. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

CARYATID COLUMN (3)	CR 3
----------------------------	-------------

Pathfinder RPG Bonus Bestiary 8

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14; (-1 Dex, +5 natural)

hp 36 (3d10+20)

FURY OF THE FIEND

Fort +1, **Ref** +0, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+6/19–20)

TACTICS

Before Combat The caryatid columns act as mundane statues until any PC attempts to scale the citadel, at which time they lurch to life and attack the nearest intruder.

During Combat The caryatid columns attempt to prevent the PCs from accessing the citadel's stairs.

Morale The constructs mindlessly fight until destroyed.

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

Gear masterwork longsword

SPECIAL ABILITIES

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Tier 10–11 (CR 11)

Mo'al CR 10

Female morlock cleric of Lamashtu 9 (*Pathfinder Bestiary* 209)

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 120 ft., scent; Perception +9

DEFENSE

AC 21, touch 20, flat-footed 11 (+6 armor, +3 Dex, +1 dodge, +1 natural)

hp 113 (12 HD; 3d10+9d8+57)

Fort +10, **Ref** +11, **Will** +13

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +13/+8 (1d6+4) and bite +8 (1d6+3)

Special Attacks aura of madness (DC 18, 9 rounds/day), channel negative energy 3/day (DC 16, 5d6), might of the gods (+9, 9 rounds/day), leap attack, sneak attack +1d6, swarming

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—*strength surge* (+4)

7/day—*vision of madness* (+/–4)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*flame strike* (DC 19), *nightmare*^P (DC 19)

4th—*chaos hammer* (2, DC 18), *freedom of movement*, *spell immunity*

3rd—*bestow curse* (2, DC 19), *deeper darkness* (2), *magic vestment*^P

2nd—*aid*, *augury*, *bull's strength*^P, *darkness*, *summon monster II* (2)

1st—*bane* (DC 15), *cause fear* (4, DC 17), *enlarge person*^P

0—*bleed* (DC 16), *create water*, *guidance*, *stabilize*

D domain spell; **Domains** Madness, Strength

TACTICS

Before Combat As Tier 7–8, but Mo'al adds *freedom of movement* to her list of buff spells.

During Combat As Tier 7–8, but Mo'al begins combat with a *flame strike*.

Morale As Tier 7–8.

STATISTICS

Str 18, **Dex** 17, **Con** 17, **Int** 5, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 27

Feats Dodge, Improved Channel, Improved Initiative, Lightning Reflexes, Spell Focus (necromancy), Toughness

Skills Acrobatics +12 (+16 jump), Climb +32, Knowledge (religion) +3, Linguistics +1, Perception +9, Spellcraft +2, Stealth +8 (+13 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Abyssal, Undercommon

SQ aura, expert climber

Combat Gear *wand of cure moderate wounds* (50 charges); **Other**

Gear +3 *studded leather armor*, club, *golem manual* (stone), ceremonial Jistkan head dress

SPECIAL ABILITIES

As Tier 7–8.

CARYATID COLUMN (4) CR 3

hp 36 each (*Pathfinder RPG Bonus Bestiary* 8)

TACTICS

As Tier 7–8.

Development: After the PCs defeat Mo'al and the caryatid columns, they may freely access the rickety scaffold and rescue the sacrificial offerings. Regardless of how long it takes the PCs to defeat Mo'al, once they do, the retriever becomes active. It takes the retriever 3 full rounds to emerge from the cave behind Fiendsmaw. Warn the PCs that something big approaches from the sinister rock formations at Fiendsmaw (area 4f). These 3 rounds should provide the PCs with time to heal, cast spells, and prepare for the retriever's arrival.

Mission Notes: Qadirian faction PCs should be interested in the wall mural within the citadel here. Taldor faction PCs should be interested in the jet obelisk within the citadel. A DC 15 Perception check locates a hidden compartment at the obelisk's base, revealing the power crystal.

Rewards: If the PCs defeat Mo'al, reward each tier thusly:

Tier 7–8: Give each player 1,723 gp.

Tier 10–11: Give each player 3,390 gp.

4c. The Tiered Gardens

These open areas once held all sorts of hanging flora, but now only pitted bronze planters and cracked clay pots hint at the neglected gardens of this citadel. Mosaic tiles decorate the platform in an array of scintillating colors.

4d. Halls of Office

These large rooms, long ravaged by time, once held the offices of Jistkan politics.

4e. Observatory

These open balconies offer a splendid view of the ruined lower city.

4f. The Fury at Fiendsmaw (CR 10 or CR 13)

Shaky lumber extends over the cove toward a makeshift platform that towers over a sinister rock formation resembling a fiendish snarl. At the planks' distant end,

several shivering forms lie outstretched, profanely tied in offering. A waterfall roars behind the rock formation, and the shadow of a dark cave lingers beyond the waterfall's curtain. A thick mist rises from the cove's waters some 30 feet below the rickety scaffold.

From the citadel's third floor, a series of wooden planks extend towards a crude platform that towers over a sinister looking rock formation. The scaffold rises 30 feet above the surface of the cove's waters. The planks themselves are 10 feet wide and 6 inches thick, and are comprised of several overlapping pieces scavenged from Rachikan's ruins. The planks runs a total of 180 feet before ending at a wooden structure tied together with strong hemp rope, treat the planks and platform as a strong wooden door for the purposes of determining hardness and hit points.

If any PCs should fall from the planks and into the cove's waters, the water is deep enough (40 feet) to prevent any falling damage; if the PC cannot swim, however, then an entirely new threat emerges—drowning.

Creatures: A retriever awakes from the cave and hungrily emerges to accept its sacrificial offerings.

Tier 7–8 (CR 10)

THE CHAOS THAT CRAWLS CR 10

Young retriever (*Pathfinder RPG Bestiary* 234, 295)
hp 107

TACTICS

During Combat The retriever ignores the PCs during the first round, instead focusing on the Athenaeum archeologists. During this round, the retriever violently consumes three archeologists. Once the PCs interact with the retriever, it quickly ignores its sacrificial offerings, and attacks the PCs using full attacks and eye rays.

Morale The retriever fights to the death.

Tier 10–11 (CR 13)

THE CHAOS THAT CRAWLS CR 13

Advanced retriever (*Pathfinder RPG Bestiary* 234, 294)

CE Huge construct (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 27, touch 11, flat-footed 24 (+3

Dex, +16 natural, –2 size)

hp 157 (18d10+58); fast healing 5

Fort +8, **Ref** +11, **Will** +6

Defensive Abilities construct traits

OFFENSE

Speed 50 ft.



Melee bite +22 (1d8+6 plus grab), 4 claws +22 (2d6+6/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks eye rays (+19 ranged touch)

Spell-Like Abilities (CL 20th)

At will—*discern location*

TACTICS

During Combat As Tier 7–8.

Morale As Tier 7–8.

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 3, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +26 (+30 grapple); **CMD** 39 (43 vs. trip)

Feats Cleave, Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Perception +18

Languages Abyssal (cannot speak)

SQ relentless

SPECIAL ABILITIES

Eye Rays (Su) A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 21, the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following.

- Fire: Deals 12d6 fire damage (Reflex half).
- Cold: Deals 12d6 cold damage (Reflex half).
- Electricity: Deals 12d6 electricity damage (Reflex half).
- Petrification: Target must succeed on a Fortitude save or turn to stone permanently.

Relentless (Su) A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

Development: After the heroes defeat the retriever, they may free the captives if they have not done so already. The retriever's corpse quickly sinks to the bottom of the cove's cold waters.

Mission Notes: Andoran faction PCs should be interested in freeing as many members of the Athenaeum expedition as possible. Cheliox faction PCs should be interested in convincing Marianix to accept Dralneen's offer. A DC 20 Diplomacy check convinces Marianix to join the Pathfinders.

CONCLUSION

With their enemies vanquished, the PCs may rescue Benton Grone, Marianix Karn, and any other surviving members of the Athenaeum expedition. While Rachikan seems quiet, Grone warns the PCs that thousands of morlocks still creep amid the forgotten city's shadowy ruins. Unless the PCs want to stay and face an onslaught

of angry morlocks (and possibly more stone golems), they had best retreat.

Grone leads the PCs to a secret staircase by which he enters and exits Rachikan's ruins. This staircase steadily rises until it pierces the side of Anferita's central pillar. Here, a boat that Grone uses to reach civilization is moored to a crude dock for supplies and respite. Grone happily ferries the PCs up the Maiestas River and into Belde.

Meanwhile, Karn offers to guide the remaining archeologists back to the Hellknight lift, where a repaired elevator can pull them back up to the Hellknight's camp.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who hand Colson Maldris's dossier to Maladin Bane in Act 1 earn 1 Prestige Award. PCs from the Andoran faction who also rescue at least one member of the Athenaeum archeological expedition in Act 4 earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who deliver Dralneen's note to Primo Ambusta in Act 1 earn 1 Prestige Award. PCs from the Cheliox faction who also convince Marianix Karn to join the Pathfinders in Act 4 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who collect the golem's oily green residue in act 1 earn 1 Prestige Award. PCs from the Osirion faction who translate the lost Jistka poem in Act 3 earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who locate and decode the Athenaeum's archeological inventory in act 1 earn 1 Prestige Award. PCs from the Qadira faction who also document the locations of the other Jistkan cities from the mural in Act 4 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who discover the Jistkan Shards and other pottery fragments in act 3 earn 1 Prestige Award. PCs from the Taldor faction who also take the power crystal from the jet obelisk in Act 4 earn 1 bonus Prestige Award.



**SCENARIO 2-10:
FURY OF THE FIEND**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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Pathfinder Society Scenario 2-10: Fury of the Fiend. © 2010, Paizo Publishing, LLC; Author: Larry Wilhelm.

Andoran Faction Handout

Free Citizen of Andoran,

What I ask of you may seem confusing at first, but I need you to head into Rachikan and free as many missing members of the Athenaeum's archeological expedition as you can. Even though the nation of Chelixa is our sworn enemy, we need her people to see we are a kind and just nation, for while the rich and opulent may deal with fiends, the common man still yearns for freedom from the devil's yoke.

I hear you must pose as Hellknights during your mission into Rachikan. This works in our favor, as we have an agent working undercover as a Hellknight. His name is Maladin Bane. Please give him this dossier, but no matter what, do not compromise his cover.

Capt. Colson Maldris

May Freedom Reign,
Captain Colson Maldris



Chelixa Faction Handout

Delectable Plaything,

I know the woman who leads the Athenaeum's expedition to Rachikan. Her name is Marianix Karn, and while her father may have worked for the Aspis Consortium, she does not. Please see to it that she leaves the employment of the Athenaeum and joins the ranks of the Pathfinder Society. I do not care how you convince her, just do it.

You should know one thing—Marianix has given her heart to a noble Hellknight named Maladin Bane, and while Bane resides in Rachikan, the chances of getting Marianix to leave are very slim. I need you to secretly provide the enclosed note to Bane's second-in-command, Signifer Primo Ambusta. Do this, and Marianix shall have no choice but to join the Society.

Be warned, Paralictor Bane knows Pathfinders come to pierce Rachikan, but he has not warned the other Hellknights or his superiors. I do not know why he has remained quiet, but let us hope he continues to do so.

For Eternal House Throne,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Servant of the Sands,

Last time we sent an agent into Rachikan, we obtained an important book detailing the creation of golems. Unfortunately we have failed in our attempts to translate the particular dialect of Jistkan in which it was penned. I hear a monument within the depths of lower Rachikan contains a long-lost Jistkan poem. Perhaps you could translate this to shed light on the golem manual with which we still struggle.

Also, if on your exploration of Rachikan you should battle a golem, please bring me a sample of the fiendish essence that fuels the Jistkan war machines. My sources tell me the substance is a green oily residue.



In the Ruby Prince's Esteemed Name,

Otoneraphim

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Fellow Profiteer,

You can imagine my outrage at being denied the opportunity to fairly acquire the artifacts of Jistka's past. How dare the Chelish government prevent our explorers from venturing into Rachikan! Please locate the inventory of the Athenaeum's archeological expedition and determine what treasures they have plundered for the museum in Egorian. Be warned: this unscrupulous group of archeologists writes in code, so be ready to decipher their inventory.

I have read and reread the journal of Eldis Crone, and nowhere can I find clues regarding other lost Jistkan settlements. While you are in Rachikan, I order you to document any evidence that leads to the whereabouts of other Jistkan cities.

Sincerely,

Pasha Muhlia Al-Jakri x *Muhlia Al-Jakri*

Taldor Faction Handout

Gem in the Empire's Crown,

My mother told me tales of Jistkan golems when I was a child to frighten me, always suggesting they could turn up anywhere. I dismissed these tales long ago, but recently I attended a lecture on the Jistka Imperium in Oppara. For the most part, I found it dreadfully boring, but the wine afterwards was to die for. The lecturer described the Jistka as having great magical prowess that enabled them to transport their mechanical behemoths over great distances using teleportation magic. While you find yourselves knee-deep in the mire of Rachikan, look for any evidence of this magic; just think of what it could do for our navy!



It seems lost relics are all the fashion this season, and I am very interested in adding a specific piece of history to my collection. If you happen to find any Jistkan pottery fragments, specifically of religious connotation, please bring them to me.

For the Eternal Empire of Taldor!

Baron Jacquo
Baron Jacquo Dalsine



SCENARIO 2-10: FURY OF THE FIEND

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Scenario Chronicle # _____

TIER		
7-8	→	4,365
TIER		
10-11	→	7,690
TIER		

MAX GOLD

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

PRESTIGE AWARD

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Subtotal _____

- Items Bought _____

= Subtotal _____

- Gold Spent _____

= Subtotal _____

Items Found During This Scenario

TIER
7-8

- +2 studded leather armor (4,175 gp)
- Drums of panic (30,000 gp)
- Ebon wayfinder (*Pathfinder Campaign Setting: Seekers of Secrets* 50, 18,000 gp)
- Scroll of animate objects (1,650 gp)
- Scroll of commune (1,625 gp)
- Scroll of prayer (375 gp)
- Scroll of resurrection (12,275 gp)
- Wand of cure moderate wounds (50 charges; 4,500 gp)

TIER
10-11

- +3 studded leather armor (9,175 gp)
- Ring of maniacal devices (*Pathfinder RPG Advanced Player's Guide* 292, 5,000 gp)
- Scroll of antimagic field (1,650 gp)
- Scroll of geas/quest (1,650 gp)
- Scroll of limited wish (3,775 gp)
- Scroll of symbol of stunning (7,775 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 #