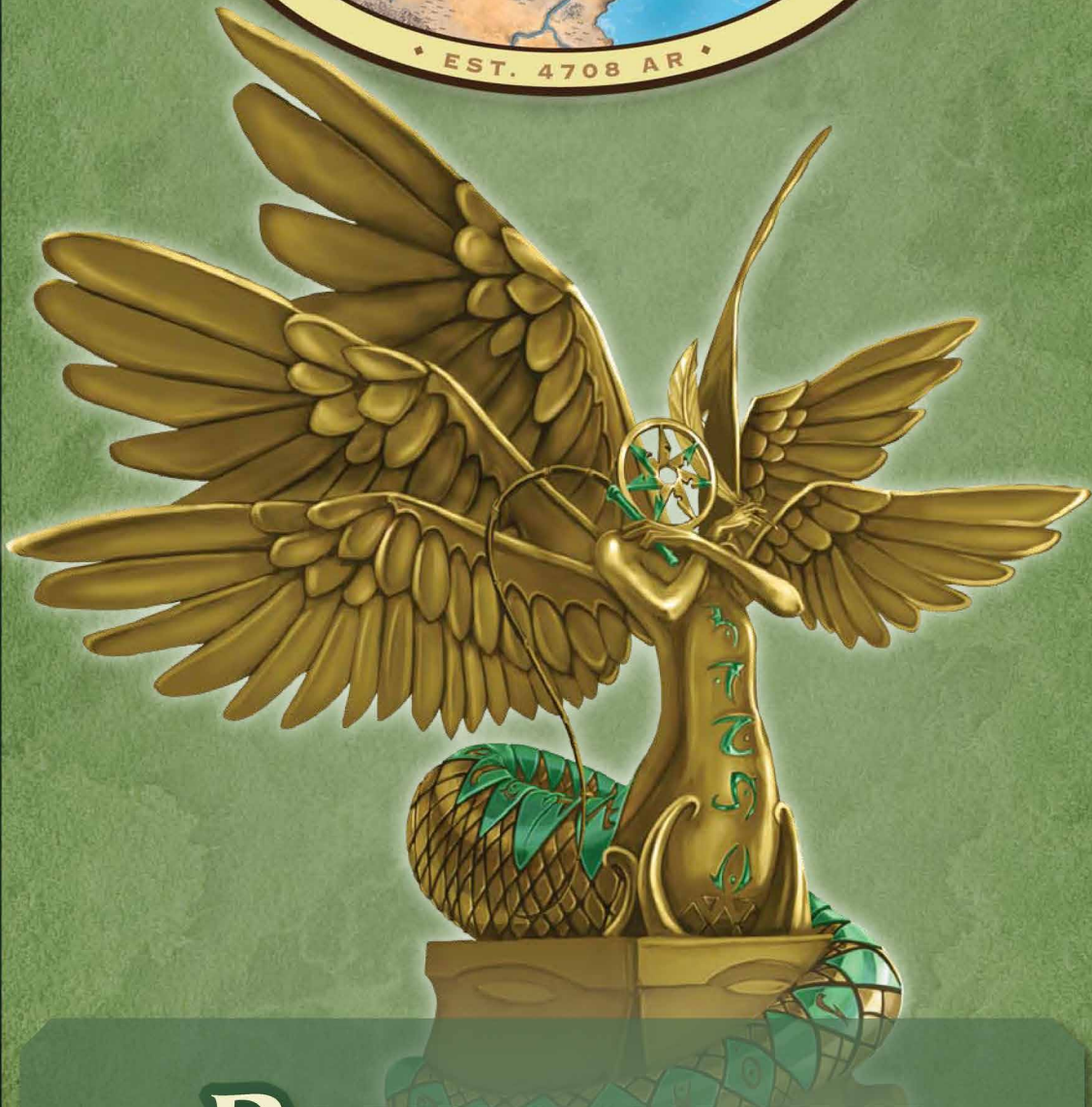


Pathfinder Society Scenario #3-26



PORTAL OF THE  
SACRED RUNE

By Sean McGowan



# PORTAL OF THE SACRED RUNE

PATHFINDER SOCIETY SCENARIO #3-26

**Author** • Sean McGowan

**Contributing Artists** • Jason Juta, Ryan Portillo,  
Keiran Yanner, and Ilker Serdar Yildiz

**Cartographer** • Jared Blando and Corey Macourek

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*Pathfinder Society Scenario #3-26: Portal of the Sacred Rune* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
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# PORTAL OF THE SACRED RUNE

BY SEAN MCGOWAN

Soon after winning the *Hao Jin Tapestry* in the Ruby Phoenix Tournament, the Pathfinder Society discovered intruders within their newly acquired demiplane. Agents of the Aspis Consortium were encountered in a realm they should have been unable to access, stealing treasures that, by right, were Pathfinder Society property. With time and effort, the origin of these intrusions was discovered—a portal that once led from a temple within the tapestry to the Abyss was diverted to connect to Golarion by powerful magic.

Upon their rival's acquisition of the tapestry, the Patrons of the Aspis Consortium decided that such opportunity could not remain solely in Pathfinder hands. Research committees were formed, old documents examined, and a promising possibility discovered: an ancient, abandoned shrine to Lissala in the mountains of Varisia. The shrine to the goddess of runes was noted for its strange properties, namely that each room in the shrine empowered specific schools of magic. The room dedicated to conjuration contains the frame of a portal once used for powerful summoning—a portal that could perhaps be repurposed to access the *Hao Jin Tapestry*. Agents were dispatched to secure the ruin and see if they could find a way to breach the secure realm within the Society.

The shrine, however, was no longer unoccupied. In the years between the Aspis Consortium's discovery of the ruin and their decision to use the asset, an active cult of Lissala had reclaimed it. Led by Miakovna, a lamia matriarch, the cult was settled and actively working to restore the shrine. This shocked the Aspis Consortium contingent, who, like most in the modern era, assumed Lissala's faith long dead. More importantly, the cult stood between them and their prize. Miakovna was not looking for neighbors whose only interest in the shrine was profit.

Hostilities seemed inevitable until silver agent Lyone Ekonian, the task force's leader, came upon a novel solution: subcontracting the assignment. He met with Miakovna and assured her no disrespect was intended; indeed, he would happily allow cultists to personally enact the portal-shifting magic to avoid any desecration. Additionally, a handful of agents under his command

## WHERE ON GOLARION?

*Portal of the Sacred Rune* takes place in the Stony Mountains of Varisia. Homeland of the Shoanti Wind Clan, this chain of the greater Kodar range begins as foothills just northeast of Riddleport and extends over 120 miles, bordering the Lurkwood and breaking onto the Storval Rise before their end. The Well of Tainted Virtue itself is located on a low peak at the range's midpoint, just southwest of the Storval Plateau. For more information on Varisia, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, both available at bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



were gifted to the Lissalans as converts to the faith. Lastly, if Lyone were permitted temporary residence in the shrine and use of the portal, the cult would receive a percentage of the profits—most especially the tithe of all Thassilonian artifacts looted from the demiplane. Eager for connections to the golden age of Lissala's faith and a steady stream of funds with which to grow the long-dormant faith's position in the region, Miakovna agreed. She personally created and bound a portal, usurping an existing gateway within the tapestry as the other end, and the Aspis Consortium began operations in the Pathfinder Society's new museum realm.

Things went smoothly at first, but they have recently unraveled. Profits halted when Pathfinders discovered

### CONCLUDING THE CONFLICT

*Portal of the Sacred Rune* represents the final installment in the Pathfinder Society Organized Play campaign's Year of the Ruby Phoenix season. Players who have stayed up to date on the events of the last year have worked to increase the Pathfinder Society's chances of winning the fabled Ruby Phoenix Tournament in Tian Xia and secured the *Hao Jin Tapestry* as the Decemvirate's prize for that victory. Exploring the demiplane within the artifact brought many treasures—long sequestered from Golarion—to the Pathfinders' vaults, but also resulted in an open conflict between the Aspis Consortium and the Pathfinder Society for control of the treasures in the Ruby Phoenix's museum demiplane. Over the course of the season, some PCs may have earned boons granting benefits against Aspis Consortium agents within the tapestry (namely the Relentless Aspis Hunter Boon in *Pathfinder Society Scenario #3–14: Wonders in the Weave, Part II: Snakes in the Fold*). While the conflict in this adventure does not take place within the *Hao Jin Tapestry*, any boons granting advantages to PCs over Aspis Consortium agents in the tapestry should still apply during this adventure, as it represents the conclusion of the year-long conflict between the two organizations.

the intruders. Aspis agents in the demiplane have not returned, and reinforcements sent to locate them have likewise vanished. Lyone fears he is spread too thin; with too few agents to continue investigating the tapestry, all he can do is hold the portal. Time is short before it is discovered on the other side, but he refuses to abandon his assignment, as it is literally worth his life. He has sent for reinforcements from Magnimar, but they are not expected for some time. Making matters worse, the cult grows restless, viewing cessation of Thassilonian riches and the Aspis Consortium's weakened numbers as reasons for eviction from their sacred temple.

Lyone feels threatened from all sides—by cultists below, Pathfinders through the portal, and his superiors in the Consortium if he fails in his duty. Miakovna grows bolder by the day, and the time when she moves against the Aspis task force approaches. Into this setting, the PCs enter as agents of an irate Pathfinder Society, seeking an end to this unwelcome incursion.

### SUMMARY

With other agents recently securing the portal's terminal within the tapestry, the PCs are tasked with destroying the Aspis Consortium's operation by using the portal to strike back, invading and securing their base. Upon stepping through, they discover the portal's doorway on

the Material Plane within a Thassilonian ruin. Further investigation shows it to be an ancient shrine to the goddess Lissala known as the Well of Tainted Virtue.

Exploring, the PCs encounter the remnants of the Aspis Consortium's garrison. After a battle, they discover some unsettling facts: that the portal was constructed not by the Consortium, but through ancient rune magic, that the magic in question was performed by a living cult of a goddess whose religion was thought lost since Earthfall, and that the Consortium has been diverting a number of treasures from the *Hao Jin Tapestry* to those cultists, who live and worship farther down in this very ruin.

To fulfill their mandate, the PCs must venture into the shrine and come into conflict with the cultists. After combat with the bulk of the cult, led by its second-in-command, the party ventures still lower, discovering mysteries of Lissala's religion both in antiquity and the present. At the very bottom of the Well, they find the central hall of worship for the shrine, guarded by the cult's high priestess. Hidden behind layers of illusion, she strikes at the party from hiding until forced into the open and revealed as her true self. In the end, the party should stand triumphant in the halls of the forgotten goddess, but one final discovery reveals startling information regarding Lissala and her faith that could make the battle for a shrine seem a minor victory.

### GETTING STARTED

Read the following to get the adventure underway:

The conference room is comfortable enough to wait in: plush chairs surround a table with a pewter samovar of hot tea resting upon it. However, Aram Zey is, unsurprisingly, late for this meeting. Finally, the door flies open and the Pathfinder Society's Master of Spells strides through in peremptory fashion.

"Sit, if you like," he says, coming to a halt at the head of the table but making no effort to seat himself. "I have a job that needs doing, and it's an important one. And since the lot of you are less likely than most to bungle the whole thing, you'll suffice.

"Much of my time over the past year has been involved in the exploration of the demiplane inside the *Hao Jin Tapestry*, the artifact we acquired as a prize for winning the Ruby Phoenix Tournament. As you may know, those efforts have been severely hampered by the presence of Aspis Consortium agents inside what should be our private realm. I cannot even begin to describe the resources the Decemvirate has spent tracking this infestation to its source.

"But we're nearly at the end, and I should be able to resume productive uses of my time. I believe all Aspis agents inside the tapestry itself have been dealt with, and we have located their means of access to the demiplane: a portal, torn into the plane from somewhere on Golarion. We have secured the

tapestry end of the portal, but that isn't enough. A second point of access to the demiplane could be invaluable to our efforts, especially if it permits quick and easy travel from Absalom to wherever the static entrance is in Golarion—a shortcut, if you will. No, I need the other side captured, and whatever facility the Aspis Consortium maintains there secured. Go through the portal, eliminate any opposition on the other end, and secure the base for our own use. Do you think you can manage that?"

Allow the PCs to ask any questions they may have before heading through the tapestry. Sample answers to the most likely questions they might have are provided here.

**How are we getting there?** "You'll travel through the *Hao Jin Tapestry* here, in Absalom. The tapestry's user determines where he appears within, so we'll make sure you access the correct spot—just adjacent to the end of the backdoor we control."

**Do you know where the portal is?** "It has proven irritatingly resistant to divination, though interrogation of Aspis agents encountered in the tapestry has revealed that the portal likely leads to somewhere in Varisia. We don't know where, exactly; we can tell it's a non-hazardous environment, though. You won't be stepping into a volcano's caldera or off the side of a cliff."

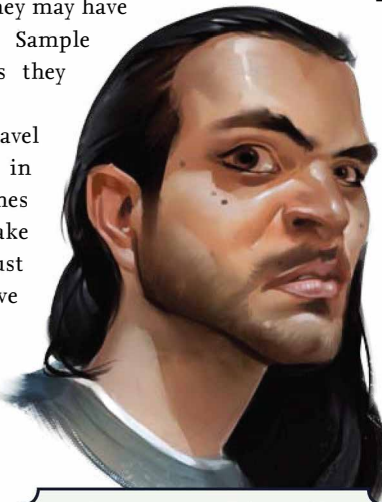
**What do you know about the Aspis agents there?** "What we've determined, from postmortem interrogation and documents found, is that it should not be a large group; most of their agents were inside the tapestry. We do know they're led by an agent named Lyone Ekarian. Apparently he's a wizard who thinks the best use for his magic is up-close fighting, so clearly he's an idiot."

**What do you mean by "securing" the base?** "I mean all Aspis Consortium agents must be neutralized. Additionally, any other hostiles must likewise be neutralized. I don't want any of my researchers being eaten by something because you rushed the job."

**We're supposed to just kill anything on the other side?** "Do you imagine the Aspis Consortium's base is an orphanage full of doe-eyed children? Whatever else is there, it's either in league with or tolerant of our enemies. We need that side secured for our own safety. If your conscience requires you capture rather than kill, then nullify any captives' capacity for threat and deliver them through the portal to the agents guarding the tapestry side; we'll relocate anything that isn't dangerous."

To reach the Pathfinder-controlled portal, the PCs simply need to touch a designated spot on the *Hao Jin*

*Tapestry*—safely secured in a vault beneath the Grand Lodge in Absalom—and speak a command word. They find themselves within the tapestry's demiplane only a moment's walk from the portal, which is guarded by a score of well-armed Pathfinder Society agents. Walking through the active portal takes the PCs to the heart of the Aspis Consortium's base in the Well of Tainted Virtue, commencing the adventure.



**Master of Spells  
Aram Zey**

## THE WELL OF TAINTED VIRTUE

The PCs emerge in the top level of an ancient Lissalan shrine. The shrine consists of seven levels spiraling down around a vast shaft boring 170 feet straight down into the rock. The shaft's bottom is filled with a pool of water, and opens on to a chapel. On the surface, a circle of menhirs and capstones surrounds the shaft's opening; while many have toppled over the ages, they once resembled a guardrail sized for giants. This, plus the sacred pool at the bottom, earned the shrine its name: the Well of Tainted Virtue.

Originally merely the Well of Virtue, the shrine was founded in the early days of Thassilon, before the evil runelords rose to power. It began as a retreat where elite clergy could meditate and focus themselves upon the rune-magic of the seven sacred virtues. As the empire corrupted and Lissala's faith grew decadent, so too did the well's purpose change. The runes were redrawn throughout, and the study and glorification of sin became prevalent.

Each level of the well is dedicated to a particular sin, and that sin's associated rune and school of magic. Unless otherwise stated, all rooms in the well are 20 feet tall. The levels spiral around the well, so no level is directly on top of another. All walls are solid granite (count as hewn stone), magically formed from the bedrock of the mountain. Doors, where present, are strong wood. All unoccupied rooms are unlit, though rooms opening onto the central shaft receive diffused light during the day. The shaft is one light condition dimmer than the prevailing light outdoors; rooms opening onto it are two degrees dimmer.

### Knowledge (Religion)

While the Well of Tainted Virtue itself is unlikely to be common or even esoteric knowledge, PCs encountering statues, icons, and other representations of Lissala and her faith may recall what they know of the obscure, forgotten religion.

### TRAVERSING THE WELL

Players might decide it's easier to fly up or down the well's central shaft and take encounters out of the order they'd come through traditional dungeon crawling. While this likely isn't adventure-breaking (since completely clearing out the dungeon is ultimately required to secure the location), it's not as simple a course of action as it sounds. The architects of the shrine are long dead, but their plans live on long after them—and they were not keen on intruders using the shaft as a mode of transport.

Starting 10 feet below the shaft's lip and recurring every 20 feet after, rings of antimagic runes surround the well's circumference. These runes activate if any living being size Small or larger passes them slower than falling speed in a downward direction; creatures within the temple can fly or jump up the shaft but cannot return without triggering the antimagic rings. Every creature or object within the rune circle's diameter is affected by a targeted *greater dispel magic* spell (CL 11th). Each circle of runes can only activate once per hour, but there are a total of eight circles to pass through from the shaft's lip to the water below. One set of dispel runes activating causes all the others within the shaft to glow a livid green for a minute afterward; even if someone's flight is not disrupted by the first dispel attempt, it should be clear that there are more to come.

**15+** Lissala was a goddess mainly venerated in the ancient empire of Thassilon. Her portfolio included runes, fate, and the rewards of service. Her faith ended along with the empire, and the goddess herself is forgotten or gone.

**20+** She was physically depicted as a woman with a serpentine lower body, six wings, and a sihedron rune where her head should be. Symbols associated with her worship are runes, quills, and whips.

**25+** Worship of the goddess changed with the nature of the empire. Over time, rune magic grew darker, the glory of servitude gave way to self-flagellation, and the virtues once championed by her faithful became perverted into sin.

**30+** Even without a living faith, signs indicate the goddess herself persists. Some ancient runes from Thassilon still resonate with divine magic linked to her, and it is known that the high priest of her faith was the Runelord Krune, who may still slumber somewhere in the world.

## A1. Wastrel's Lounge

The smell of dust and an underlying sweetness pervades this dim room. A thick indigo carpet covers the floor, stiff and crackling with age. The room is lined with low cushions and

settees facing the chamber's center. Here and there among this seating corroded hookahs lie overturned. A set of narrow windows in the southern wall let in a faint breath of fresh air. The walls are bare of coverings, but not of decoration; a band of tiles twice the width of a human hand snakes around the room, about five feet off the ground save where it winds over doorframes. The tiles form a mosaic of runes, variations on a pattern with one particular rune repeating over and over. The northern wall is the only place where this mosaic is interrupted; here the wall itself is pierced by a six-foot-wide circular gap, filled with a translucent sienna haze. Around this portal a circle of runes is painted, similar to the one repeated throughout the mosaic. They pulse with the same light that fills the portal itself. The portal and the space immediately beyond it are sealed off by a set of iron bars and a cell door; a pull-rope and bell are suspended within this crude cell.

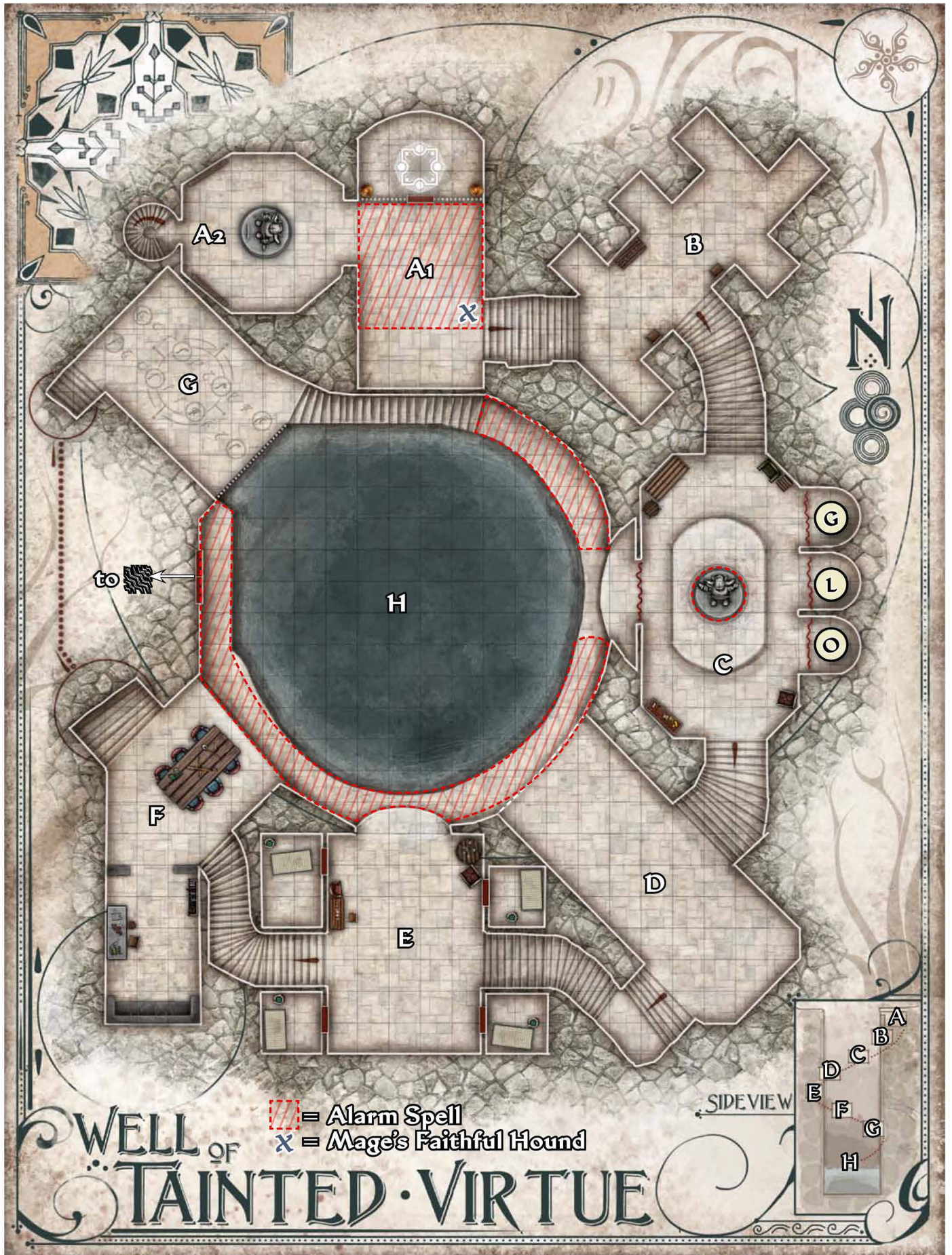
In ancient days, this room was dedicated to the sin of sloth. Lissala's faithful would retire here, using the chamber's enhancement of conjuration magic to pull intoxicating substances from thin air and dream hazy dreams gifted to them by their goddess.

This room's magic was what drew the Aspis Consortium here and, since the current cult has not yet expanded to occupy the entire shrine, it proved no inconvenience to grant this and the other upper levels of the shrine to their guests. The portal into the *Hao Jin Tapestry* is sustained by the runes of conjuration embedded in this level; it is continuously open and cannot be closed without destroying it. Given this, the bars sealing off the portal are a new security measure added by Lyone once he realized he had lost too many agents through the portal to safely guard against both an invasion through the tapestry and the cultists downstairs. Ironically, constructing the barrier worsened his already decaying relationship with the Lissalans, as it was seen as an act of desecration.

Aside from the portal, two archways lead out of the room. The western arch leads to room **A2**. The eastern arch exits directly onto a broad flight of stairs that curve down to level **B**. The windows open into the central shaft, but are narrow, requiring any PC larger than Small size to make a DC 30 Escape Artist check to squeeze through. The bottom of the well is 150 feet below.

All conjuration spells cast in this room are treated as 1 caster level higher than normal.

The bars blocking the rest of the room are likely the first challenge facing the PCs upon their arrival through the portal. The iron bars were hastily erected and can be yanked out of place with a DC 20 Strength check. The cell door is secured with *arcane lock* and warded with a silent *alarm* spell (CL 8th in Subtier 7–8 and CL 10th in Subtier 10–11). Additionally, in Subtier 10–11, Lyone casts



mage's faithful hound to guard the chamber each day (in the square marked X on the map).

**Creatures:** If the PCs ring the bell, set off Lyone's *alarm* spell, or trigger his *mage's faithful hound* in Subtier 10–11, the Aspis Consortium leader sends one of his agents to investigate, a journey up two levels that takes 5 rounds. When the agent sees the PCs, he immediately flees back to level C to alert his allies, who prepare for combat as directed in their respective tactics (see page 9).

## A2. Shrine Entrance

This room's most prominent feature is a tall statue of patinated bronze, cast in the image of a formidable woman.



**Lissala Statue**

Her torso and arms are human, but a serpentine coil takes the place of legs, while a seven-pointed rune sits where her head should be. Six feathered wings unfurl from her back, and her arms brandish a whip and quill crossed before her chest. She faces a pair of open bronze doors, through which a cracked set of stone stairs lead up. Between door and statue stands a dry marble font, the only other decoration in this chamber.

Aside from the well shaft, this is the only entrance to the shrine. The spiral stairs lead 20 feet up to a surface exit concealed behind one of the great stone menhirs overlooking the well.

**Mission Notes:** Qadira faction PCs must send the well's coordinates using the magical star chart they were provided with their faction missive from Aaqir al'Hakam. This is done by laying the chart out under the night sky from dusk to dawn, making sure an indicator in one corner points due north (requiring a DC 22 Survival check or use of spells such as *know direction*). Leaving the star chart positioned perfectly for an entire night earns Qadira faction PCs 1 Prestige Point.

## B. Cells of Craving

This long, narrow hall has fallen into disuse, even compared to other chambers in these ruins. A thick layer of dust covers the floor, only broken by a trail leading from one staircase to another. Numerous narrow alcoves branch off of the main room, each the size of a small cupboard. The room is otherwise plain and unadorned.

In the time of the old cult, these alcoves were used for penitent meditation by the cultists; originally to facilitate righteous striving, and later to foster abject envy. Currently they remain unused by either the Aspis Consortium or the Lissalans deeper down the well.

The contents of each cell are the same: a prayer mat facing a low wooden bench. The back of each cell is adorned with a small bronze mirror, etched with the rune of envy, that radiates faint divination and illusion magic. If a minute is spent cleaning one of the mirrors of dust and grime, the magic item activates, reflecting not the user's face but images of the user's friends and family possessing vast wealth and immeasurable power. The architecture and clothing seen in these images suggests they depict ancient times. Originally used to inflame envy in the hearts of cultists, the mirrors are now little more than frustrating curiosities.

Abjuration spells cast in this room are treated as 1 caster level higher than normal.

**Mission Notes:** The mirrors' depictions of ancient Thassilon in its heyday may be of historical interest to



some parties. A mirror may be removed from the wall with a little prying, but doing so endangers the magic within it; a DC 22 Use Magic Device check keeps it from breaking while being removed. Osirion faction PCs who retrieve an undamaged mirror earn 1 Prestige Point.

### C. Fountain of the Orgiastic Rapture (CR 9 or CR 12)

Even faded by eons, this room's decor suggests decadent, libertine usage. The chamber's heart is filled by a five-foot-deep marble indentation, apparently the remains of a once-sumptuous public bath. From the center of this pit rises a fifteen-foot-tall marble statue of a nude snake-torsoed woman bearing a giant, tarnished copper bowl above her head—clearly once a fountain for the pool. Bowl, statue, and bath are all dry. The walls are covered in faded erotic murals, and several gauze-curtained alcoves lead off the main room. A wide arch leads out onto a western balcony, and northern and southern arches contain stairs leading up and down, respectively.

Once used by cultists in celebratory rituals of lust, this room is currently the Aspis Consortium's base camp. This is part practicality—they are denied access to lower levels—and part luxury, since the surrounding alcoves still contain the most comfortable bedding available in this portion of the shrine.

The dry bath is 5 feet down from the main floor. Climbing the statue requires a DC 15 Climb check. The fountain bowl is 10 feet in diameter and grants anyone standing in it cover from anyone not in the bowl or otherwise level with themselves (such as by flying).

Gauzy curtains drape the balcony entrance, occasionally fluttering with air currents from the shaft. From here the shaft extends 60 feet to the surface, with the bottom of the well 110 feet below. The stairs in the southern arch lead down to level D.

Enchantment spells cast in this room are treated as 1 caster level higher than normal.

**Creatures:** All remaining Aspis Consortium agents in the Well of Tainted Virtue are stationed here. Only a handful remain, led by Lyone. A son of Taldan nobility, Lyone fancies himself an expert in magic and swordplay. His second-in-command is Orlicino, a Chelish tiefling. Long persecuted in Cheliox for his crimson-tinted skin and pointed teeth, Orlicino found a home in the Consortium and follows orders unswervingly.

If alerted to the PCs' approach, the Aspis Consortium agents here prepare an ambush. If not prepared, two guards are in the main room, with the remaining guard, Orlicino, and Lyone resting in their personal alcoves (at the positions marked G, O, and

L on the map.) If combat breaks out in this fashion, the remaining guard assists the others while Orlicino and Lyone cast the spells indicated in their Tactics sections, albeit without the advantage of positioning themselves in advance.

### Subtier 7–8 (CR 9)

#### ASPIS CONSORTIUM GUARD (3) CR 3

Human fighter 2/rogue 2  
NE Medium humanoid (human)

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

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 shield)

**hp** 34 each (4 HD; 2d10+2d8+10)

**Fort** +5, **Ref** +6, **Will** +2; +1 vs. fear

**Defensive Abilities** bravery +1, evasion

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk rapier +7 (1d6+1/18–20)

**Ranged** longbow +6 (1d8+1/x3)

**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** If forewarned of the PCs' approach, the guards drink their *potions of invisibility* to begin combat with sneak attacks.

**During Combat** The guards attempt to flank enemies if possible; if this proves impractical, they feint to gain sneak attacks against their enemies.

**Morale** The guards fight to the death as long as Orlicino and Lyone are alive and fighting; if both of their leaders fall, flee, or surrender, the remaining guards attempt to flee downstairs to seek the protection of the cult. In this event, they fall victim to the trap in area D and perish.

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Combat Expertise, Dodge, Improved Feint, Iron Will, Skill Focus (Bluff), Weapon Finesse

**Skills** Acrobatics +4, Bluff +10, Climb +0, Perception +7, Sense Motive +7, Stealth +4, Survival +6, Swim +1

**Languages** Common, Infernal

**SQ** rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** chainmail, light steel shield, masterwork rapier, longbow with 20 arrows

#### ORLICINO CR 5

Male tiefling ranger 6 (*Pathfinder RPG Bestiary* 264)

LE Medium outsider (native)

**Init** +4 (+6 underground); **Senses** darkvision 60 ft.; Perception +10 (+12 underground)

**DEFENSE**

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 55 (6d10+18)

Fort +7, Ref +9, Will +3

Resist cold 5, electricity 5, fire 5

**OFFENSE**

Speed 20 ft.

Melee mwk greatsword +8/+3 (2d6+1/19–20)

Ranged +1 longbow +12/+7 (1d8+2/x3)

Special Attacks favored enemy (humans +4, lawful outsiders +2)

Spell-Like Abilities (CL 6th; concentration +5)

1/day—darkness

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—alarm, gravity bow<sup>APG</sup>

**TACTICS**

**Before Combat** Orlicino casts *gravity bow* as soon as he becomes aware of the PCs' approach, increasing the damage dealt by his bow by one size category (2d6) for 3 minutes. He then climbs to the top of the fountain and readies an arrow to fire at the first person down the staircase.

**During Combat** Orlicino uses a move action on the first round and every second round following to activate his hunter's bond for his teammates' benefit, targeting any human among the PCs. Every other round (or if lacking a suitable human target) he makes full attacks using Deadly Aim. He uses his bow as long as possible, even if enemies climb onto the fountain to engage him in melee, as his Point Blank Mastery feat allows him to make ranged attacks with his longbow without provoking attacks of opportunity.

**Morale** Orlicino does not run until Lyone has surrendered, fled, or been killed, in which case Orlicino runs for the balcony and attempts to climb up the interior of the well.

**STATISTICS**

Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 8

Base Atk +6; CMB +7; CMD 21

Feats Deadly Aim, Endurance, Point Blank Master<sup>APG</sup>, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Bluff +1, Climb +7, Intimidate +8, Perception +10 (+12 underground), Stealth +12 (+14 underground), Survival +10, Swim +7; Racial Modifiers +2 Bluff, +2 Stealth

Languages Common, Infernal

SQ favored terrain (underground +2), hunter's bond (companions), track +3, wild empathy +5

Combat Gear *potion of cure serious wounds*; Other Gear +1 breastplate, +1 longbow with 40 arrows, masterwork greatsword, 25 gp

<sup>APG</sup> See the *Advanced Player's Guide*.

**LYONE EKONIAN**

CR 7

Male human fighter 1/transmuter 5/elritch knight 2  
NE Medium humanoid (human)

Init +2; Senses Perception +8

**DEFENSE**

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 77 (8 HD; 3d10+5d6+29; 11 temporary)

Fort +9, Ref +6, Will +7

**OFFENSE**

Speed 30 ft.

Melee +1 falcata +11 (1d8+6/19–20/x3)

Arcane School Spell-Like Abilities (CL 6th; concentration +8)  
5/day—telekinetic fist (1d4+2 bludgeoning)

Transmuter Spells Prepared (CL 6th; concentration +8)

3rd—blink, keen edge, vampiric touch

2nd—cat's grace, false life, mirror image (2), see invisibility

1st—alarm, mage armor, shield, true strike, vanish<sup>APG</sup>

0 (at will)—acid splash, message, touch of fatigue (DC 12), prestidigitation

Opposition Schools Enchantment, Evocation

**TACTICS**

**Before Combat** Lyone casts *mage armor* and *false life* daily, both of which are already reflected in his statistics. Before engaging in combat, he casts *keen edge*, *cat's grace*, *mirror image*, and *shield*.

**During Combat** Lyone hangs back and attempts to finish casting his preparatory spells while his underlings fight. Once he feels sufficiently prepared or is engaged in melee, he fights with his falcata, always using Power Attack and Arcane Strike. If adjacent to multiple opponents he uses Cleave rather than iterative attacks. After losing 20 hit points, he casts *vampiric touch* to heal himself. When reduced to one-third of his total hit points, he casts *blink* and continues fighting.

**Morale** If reduced to 10 hit points or less, he casts *vanish* to turn invisible for 6 rounds and attempts to flee, but is extremely willing to surrender given the opportunity.

**Base Statistics** When not under the effects of *mage armor* and *false life*, Lyone's statistics are: AC 13, flat-footed 11; hp 66.

**STATISTICS**

Str 18, Dex 14, Con 16, Int 14, Wis 10, Cha 8

Base Atk +5; CMB +9; CMD 22

Feats Arcane Strike, Cleave, Combat Casting, Exotic Weapon Proficiency (falcata), Power Attack, Scribe Scroll, Silent Spell, Weapon Focus (falcata)

Skills Acrobatics +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (history) +10, Knowledge (nobility) +8, Perception +8, Spellcraft +13

Languages Common, Elven, Varisian

SQ arcane bond (falcata), physical enhancement +2 (Con)

Combat Gear *potion of cure serious wounds*; Other Gear +1 falcata, ring of protection +1, cloak of resistance +2, belt of giant strength +2, wayfinder, spell component pouch, spellbook (contains all prepared spells, all cantrips, and the following spells: 1st—*animate rope*, *disguise self*, *feather fall*, *grease*; 2nd—*mirror image*, *web*; 3rd—*dispel magic*), 50 gp

<sup>APG</sup> See the *Advanced Player's Guide*.

## Subtier 10–11 (CR 12)

### ASPIS CONSORTIUM GUARDS (3) CR 6

Human fighter 4/rogue 3

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +10

#### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 shield)

**hp** 64 each (7 HD; 4d10+3d8+25)

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

**Defensive Abilities** bravery +1, evasion, trap sense +1

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +11/+6 (1d6+4/18–20)

**Ranged** longbow +9/+4 (1d8/x3)

**Special Attacks** sneak attack +2d6

#### TACTICS

**Before Combat** If forewarned of the PCs' approach, the guards drink their *potions of invisibility* to begin combat with a sneak attack.

**During Combat** The guards attempt to flank enemies if possible; if this proves impractical, they feint to gain sneak attacks against their enemies.

**Morale** The guards fight to the death if either Lyone or Orlicino are active in the battle; if both leaders fall, flee, or surrender, any remaining guards flee downstairs seeking the cultists' aid. In this event, the guards perish when they activate the trap on level D, plummeting to their deaths in the well's central shaft.

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Combat Expertise, Greater Feint, Improved Feint, Iron Will, Skill Focus (Bluff), Toughness, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

**Skills** Acrobatics +9, Bluff +13, Climb +4, Perception +10, Sense Motive +10, Stealth +8, Survival +7, Swim +4

**Languages** Common, Infernal

**SQ** armor training 1, rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*;

**Other Gear** +1 chainmail, light steel shield, +1 rapier, longbow with 20 arrows

### ORLICINO CR 8

Male tiefling ranger 9 (*Pathfinder RPG Bestiary* 264)

LE Medium outsider (native)

**Init** +4 (+8 underground); **Senses** darkvision 60 ft.; Perception +13 (+17 underground)

#### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +3 natural)

**hp** 81 (9d10+27)

**Fort** +8, **Ref** +10, **Will** +6

**Defensive Abilities** evasion; **Resist** cold 5, electricity 5, fire 5

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk greatsword +12/+7 (2d6+3/19–20)

**Ranged** +1 composite longbow +16/+11 (1d8+3/x3)

**Special Attacks** favored enemy (humans +4, lawful outsiders +2)

**Spell-Like Abilities** (CL 9th; concentration +8)

1/day—*darkness*

**Ranger Spells Prepared** (CL 6th; concentration +7)

2nd—*barkskin*

1st—*gravity bow*<sup>APG</sup>, *jump*, *longstrider*

#### TACTICS

**Before Combat** Orlicino casts *longstrider*, *barkskin*, and *gravity bow* (which increases his bow's base damage to 2d6 for 6 minutes) as soon as he becomes aware of the PCs' approach. He then climbs to the top of the fountain and readies an arrow to fire at the first person down the staircase.

**During Combat** Orlicino uses a move action on the first round and every second round thereafter to activate his hunter's bond for his teammates' benefit, targeting any human among the PCs. Every other round (or if lacking a suitable human target) he makes full attacks using Rapid Shot and Deadly Aim. He uses his bow as long as possible, even if enemies climb on the fountain to engage him in melee, since his Point Blank Master feat allows him to make ranged attacks with his bow without provoking attacks of opportunity.

**Morale** Orlicino does not run until Lyone has surrendered, fled, or been killed, in which case he runs for the balcony and attempts to climb the well's shaft to escape.

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +11; **CMD** 25

**Feats** Deadly Aim, Endurance, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Point Blank Master<sup>APG</sup>

**Skills** Bluff +1, Climb +11, Intimidate +11, Perception +13 (+17 underground), Stealth +15 (+19 underground), Survival +13, Swim +11; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Common, Infernal

**SQ** favored terrain (mountain +2, underground +4), evasion, hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

**Combat Gear** *potion of cure serious wounds*; **Other Gear**

+1 breastplate, +1 composite longbow (+2 Str) with 40 arrows, masterwork greatsword, lesser bracers of archery, 25 gp

<sup>APG</sup> See the *Advanced Player's Guide*.

### LYONE EKONIAN CR 10

Male human fighter 1/transmuter 5/eldritch knight 5

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +11

#### DEFENSE

**AC** 18, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 insight)

hp 104 (11 HD; 6d10+5d6+38; 14 temporary)

Fort +11, Ref +7, Will +8

**OFFENSE**

Speed 30 ft.

Melee +1 *falcata* +14/+9 (1d8+6/19–20/x3)

Arcane School Spell-Like Abilities (CL 9th; concentration +11)  
5/day—telekinetic fist (1d4+2 bludgeoning)

Transmuter Spells Prepared (CL 9th; concentration +11)

5th—*baleful polymorph* (DC 17), *mage's faithful hound*

4th—*dimension door*, *enervation*, *mass reduce person* (DC 16)

3rd—*blink*, *keen edge*, *vampiric touch* (2)

2nd—*cat's grace*, *false life*, *mirror image* (2), *see invisibility*,  
*web* (DC 14)

1st—*animate rope*, *mage armor*, *shield*, *true strike*, *vanish*<sup>APG</sup> (2)

o (at will)—*acid splash*, *message*, *touch of fatigue* (DC 12),  
*prestidigitation*

Opposition Schools Enchantment, Evocation

**TACTICS**

**Before Combat** Lyone casts *mage armor* and *false life* daily, and both are reflected in his statistics. Before engaging in combat, he casts *keen edge*, *cat's grace*, *mirror image*, and *shield*.

**During Combat** Lyone initially hangs back and attempts to hamper opponents with *mass reduce person* and *animate rope* while his underlings fight. After using up his ranged spells he wades into melee with his *falcata*, always using Power Attack and Arcane Strike. Facing adjacent opponents, he uses Cleave rather than iterative attacks. Whenever he loses 20 or more hit points, he casts *vampiric touch* to heal himself (he can do so up to three times; twice from his prepared spells and once by channeling the spell through his arcane bond). When reduced to half his hit points, he casts *blink* and continues fighting.

**Morale** If reduced to 20 hit points or less, Lyone casts *dimension door* to teleport to the surface and flees, leaving his group behind. If that fails, he casts *vanish* to turn invisible for 9 rounds, and attempts to flee, but is extremely willing to surrender given the opportunity.

**STATISTICS**

Str 18, Dex 14, Con 16, Int 14, Wis 10, Cha 8

Base Atk +8; CMB +14; CMD 28

**Feats** Arcane Strike, Cleave, Combat Casting, Exotic Weapon Proficiency (*falcata*), Great Cleave, Power Attack, Scribe Scroll, Silent Spell, Weapon Focus (*falcata*), Weapon Specialization (*falcata*)

**Skills** Acrobatics +13, Knowledge (arcana) +11, Knowledge (dungeoneering) +10, Knowledge (history) +11, Knowledge (nobility) +10, Perception +11, Spellcraft +16

**Languages** Common, Elven, Varisian

**SQ** arcane bond (*falcata*), physical enhancement +2 (Con)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *falcata*<sup>APG</sup>, *ring of protection* +1, *cloak of resistance* +2, *belt of giant strength* +2, *wayfinder w/ dusty rose prism ioun stone*, spell

component pouch, spellbook (warded with *explosive runes* [6d6 damage, DC 15 Reflex save for half, reader gets no save] and contains all prepared spells, all cantrips, and the following spells: 1st—*alarm*, *disguise self*, *feather fall*, *grease*; 2nd—*spider climb*; 3rd—*dispel magic*, *explosive runes*, *haste*; 4th—*elemental body I, fear*), 62 gp

**SPECIAL ABILITIES**

**Resonant Ioun Stone Abilities** Lyone receives a +2 insight bonus to CMB and CMD from his *dusty rose quartz ioun stone* in addition to the normal +1 insight bonus to AC because the *ioun stone* is embedded in a special notch in his stolen *wayfinder*. For more information on *ioun stone* resonant powers and their interaction with *wayfinders*, see *Pathfinder Campaign Setting: Seekers of Secrets*.

<sup>APG</sup> See the *Advanced Player's Guide*.

**Development:** If the PCs investigate the sleeping alcoves, in Lyone's they find a ledger detailing the Aspis Consortium's entire tapestry operation and his duty roster for the agents under his command. Reading this lets the PCs know they have dealt with all remaining Aspis Consortium agents within the Well of Tainted Virtue, but also that the remainder of the well is far from unoccupied. While not detailing the remaining levels, Lyone's notes mention the Lissalan cultists, as well as discussing the payment of Thassilonian artifacts and other wealth to them in thanks for their assistance in breaching the *Hao Jin Tapestry*.

If Lyone is taken alive, the above information is obtainable with a successful Intimidate check. Additionally, if interrogated, he offers his own observations on the cultists. He doesn't know their exact numbers, but he does know they are led by a "hideous giant of a Shoanti woman," and "a man with red hair and dead eyes." (The latter is Miakovna's favored form when disguised as human; she has never revealed her true form to Lyone, saving that sight only for her faithful disciples.)

**Mission Notes:** Cheliox faction PCs have the unpleasant task of collecting Orlicino's heart. Doing so without damaging the organ any further requires a DC 22 Heal check. Retrieving the tiefling's heart earns Cheliox faction PCs 1 Prestige Point.

Shadow Lodge faction PCs have been asked to reclaim the stolen *wayfinder* on Lyone's belt. This can be achieved automatically if he is killed or captured, or done in combat by means of the Steal combat maneuver. (In Subtier 10–11, this deprives Lyone of the +1 insight bonus to AC, and the +2 insight bonuses to CMB and CMD from the *ioun stone* the *wayfinder* holds.) Retrieving the *wayfinder* earns Shadow Lodge faction PCs 1 Prestige Point.

Taldor faction PCs are tasked with taking Lyone alive. This requires nonlethal means of defeating the Aspis

Consortium agent, or bargaining with him and promising him his life. If he is able to cast *dimension door* he attempts escape over captivity. Alternatively, a DC 22 Diplomacy or Intimidate check convinces him to surrender once he is reduced to 20 or fewer hit points. (For purposes of this check alone, Diplomacy can be used in combat as a free action; Intimidate used in this manner is also a free action and does not demoralize.) Capturing Lyone earns Taldor faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat the Aspis Consortium agents here, award each subtier thusly:

**Subtier 7–8:**

Give each PC 1,844 gp.

**Subtier 10–11:**

Give each PC 3,463 gp.

## D. What Goes Before a Fall (CR 8 or CR 11)

Unlike other rooms in the complex, this one shows no signs of even cursory habitation. The reason for this desertion seems clear: time and decay have rendered the level unstable. A crack runs across the ceiling, sagging under the weight of unsupported earth above. Dust and pebbles trickle down with the vibration of the slightest footstep. The room itself is almost completely bare, with undecorated walls. Stairwells lead up and down from the main room.

This level marks the boundary between the territories of the Aspis Consortium and the cultists. Even before relations between the groups broke down, no one in the cult, least of all Miakovna, desired outsiders intruding on sacred rites. Accordingly, she declared the life of anyone traveling to this level or lower forfeit. The room is not as treacherous as it seems; instead the cultists deliberately inflicted inconsequential cosmetic damage upon the room to deter visitors from progressing farther into their temple. The only natural damage to the level is that in the centuries the Well of Tainted Virtue was unoccupied, a balcony broke off and fell down the shaft. Miakovna chose to incorporate this structural damage into a trap for intruders, keeping with the ancient runic enhancements to illusions this level (once dedicated to the sin of pride) still provides.

All illusion spells cast in this room are treated as 1 caster level higher than normal.

**Trap:** While Miakovna could have laid down wards to blast intruders, enemies falling victim to their own senses amused her more. Halfway down the stairs between level C and this level, the passage of any living thing causes several complex illusions to activate here. First, the stairs down to level E become covered by the illusion of a wall. Second, the central shaft opening

that led to the now-collapsed balcony is covered by the illusion of another archway and descending stairs. A third illusion activates when anyone steps in the square directly in front of the stairway to area C, making it seem as though the sagging ceiling collapses, starting in the southeastern end of the room and moving toward the northwest. Once activated, these illusions continue for a number of rounds indicated in the respective subtier's stat block below.

The collapse progresses slowly, taking two rounds to reach the midpoint of the chamber. Anyone there when the cave-in arrives automatically discovers the illusory nature of it, as no weight falls upon them or pushes them in any way. Anyone making for the false exit, however, risks plummeting into the shaft. Anyone moving within 5 feet of the opening receives a Will save to disbelieve the illusion (as their senses come in contact with open air where they expect an enclosed archway and downward stairs). PCs who have looked down the central shaft from a higher level and have spotted the gap from the other side receive a +2 bonus on this save. Otherwise, they stumble through the illusory wall and onto the narrow lip of the pit. Even if they halt here, the lip here is slanted and difficult to stand on, requiring a Reflex save to avoid falling.

### Subtier 7–8 (CR 8)

**ILLUSORY CAVE-IN TRAP** **CR 8**

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

**EFFECTS**

**Trigger** proximity (*alarm*); **Duration** 6 rounds; **Reset** automatic after 1 minute

**Effect** spell effect (*major image*, DC 20 Will save disbelieves); 90-ft. fall into water (5d6+2d3 falling damage, DC 20 Reflex save to avoid)

### Subtier 10–11 (CR 11)

**ILLUSORY CAVE-IN TRAP** **CR 11**

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

**EFFECTS**

**Trigger** proximity (*alarm*); **Duration** 1 minute; **Reset** automatic after 5 minutes

**Effect** spell effect (*programmed image*, DC 24 Will save disbelieves); 90-ft. fall into water (5d6+2d3 falling damage, DC 20 Reflex save to avoid)

**Mission Notes:** Grand Lodge faction PCs are asked to ensure all automatically resetting traps within the Well of Tainted Virtue are disabled. A faction member disabling the trap on this level or convincing another PC to do so (even after it no longer poses a threat to any of the PCs) earns 1 Prestige Point.

## E. Den of Luxury (CR 9 or CR 12)

Unlike the rooms above, this level shows every sign of being lived in. Dirt and grime have been cleansed, revealing an opulent suite even the most jaded decadent could call home. Firepelt rugs cover parquet flooring in the main chamber of a communal living area. Around the room stand fine mahogany tables, desks, and gilded chairs, and recessed shelves on the walls hold a trove of books and scrolls. Cloth-of-gold wall hangings show images of a serpentine goddess raining bounty upon her worshipers. An arch to the north overlooks the well, while smaller arches west and east contain downward and upward staircases. A number of closed doors lead off from the main room as well.

In both antiquity and the modern day, these chambers dedicated to greed and wealth serve as the cult's personal quarters. The lavish dressings helped attract worshipers who otherwise would never know more of a home than hovels or garrets. When Miakovna re-established the cult in the Well of Tainted Virtue, this level was the first to be fully refurbished after the chapel.

The shelves on the wall contain mostly mundane texts relating to the cultists' educational interests, along with rites and traditions of Lissala's worship. The four side rooms are the personal bedchambers of the cultists, all well furnished and comfortable, containing nothing besides a few personal effects. The largest room is Heshlak's (and Miakovna's, when she deigns to grace her followers with her personal presence.)

All transmutation spells cast on this level are treated as 1 caster level higher than normal.

**Creatures:** The majority of the cult resides on this level. At this time, they are few in number, Miakovna being painstakingly careful in recruitment. Prior to their conversion to the worship of Lissala, most cultists were scholars of Thassilonian history whose research brought them to the priestess's attention. Discipline and oversight of the cult falls to Miakovna's lieutenant Heshlak, a tall, rawboned Shoanti woman. A Tamiir-Quah exile, Heshlak found the Well of Tainted Virtue when Miakovna had only recently taken up residence here, and through seduction and promises of opening new worlds, the lamia made the angry young tribeswoman her first disciple.

The cultists here are on alert if the trap in level D above is triggered and anyone in this room succeeds on a DC 17 Perception check.

### Subtier 7–8 (CR 9)

#### LISSALAN CULTISTS (4)

CR 4

Human cleric of Lissala 3/fighter 2

LE Medium humanoid (human)

Init +4; Senses Perception +8

#### DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 51 each (5 HD; 3d8+2d10+23)

Fort +9, Ref +1, Will +4; +1 vs. fear

Defensive Abilities bravery +1

#### OFFENSE

Speed 20 ft.

Melee mwk flail +8 (1d8+2)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +4)

4/day—touch of evil (1 rounds)

4/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 3rd; concentration +4)

2nd—*aid*, *align weapon* (evil only)

1st—*cure light wounds*, *divine favor*, *entropic shield*, *protection from good*

0 (at will)—*bleed* (DC 11), *detect magic*, *read magic*, *resistance*

D Domain spell; Domains Rune, Evil

#### TACTICS

**Before Combat** If alerted to approaching enemies, the cultists wait until they can hear the PCs on the stairs and cast *aid*, *entropic shield*, and *protection from good*, in that order.

**During Combat** To begin, two cultists take positions facing the stairs and engage the PCs in combat with their crossbows. The other two position themselves along the wall on either side of the staircase exit and lay down blast runes in the four squares directly in front of the stairs, renewing them as needed if the party does not take the bait and rush into action. Once the PCs are in the room, all four cultists cast *divine favor* and engage the party in melee. The cultists use the Channel Smite feat with each attack they make until they are out of channeling attempts.

**Morale** After losing half their hit points, the cultists cast *cure light wounds* on themselves. If reduced to 10 or fewer hit points, they drink their potions. Otherwise, the cultists fight to the death in defense of their goddess's holy site.

#### STATISTICS

Str 14, Dex 10, Con 16, Int 10, Wis 13, Cha 12

Base Atk +4; CMB +6; CMD 16

Feats Channel Smite, Combat Casting, Improved Channel, Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (flail)

Skills Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +7, Linguistics +4, Perception +8, Spellcraft +5

Languages Common, Thassilonian

SQ aura

Combat Gear *potion of cure moderate wounds*, *scroll of dispel magic*, unholy water (2); Other Gear masterwork breastplate, masterwork heavy steel shield, masterwork flail, masterwork light crossbow, spell component pouch, wooden holy symbol

**HESHLAK**

**CR 6**

Female human fighter 2/inquisitor of Lissala 5 (*Advanced Player's Guide* 38)

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +11

**DEFENSE**

**AC** 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 shield)

**hp** 63 (7 HD; 2d10+5d8+26)

**Fort** +9, **Ref** +5, **Will** +5; +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *agile whip* +11 (1d3+5) or

*mwk scimitar* +7 (1d6+1/18–20)

**Ranged** heavy crossbow +9 (1d10/19–20)

**Special Attacks** bane (5 rounds/day)

**Inquisitor Spell-Like Abilities** (CL 5th; concentration +6)

4/day—blast rune (1d6+2 energy damage, 5 rounds)

5 rounds/day—*discern lies*

At will—detect alignment

**Inquisitor Spells Known** (CL 5th; concentration +5)

2nd (2/day)—*detect thoughts* (DC 13), *flames of the faithful*<sup>APG</sup>, *spiritual weapon*

1st (5/day)—*bane* (DC 12), *bless*, *command* (DC 12), *cure light wounds*

o (at will)—*acid splash*, *daze* (DC 11), *light*, *read magic*, *resistance*, *stabilize*

**Domain** Rune

**TACTICS**

**Before Combat** If warned of the PCs' approach, Heshlak casts *bless* on herself and the cultists, drinks her *potion of cat's grace*, and casts *flames of the faithful* on her whip, granting it the *flaming burst* weapon special property for 6 rounds (caster level +1 round as a transmutation spell).

**During Combat** Once the PCs are in range, Heshlak casts *spiritual weapon* on a spellcaster, pronounces a judgment of destruction against the party, and moves forward to threaten any PC entering the room with her whip. She tries to stay out of the PCs' reach, letting cultists engage them while using her whip's reach to dominate the floor, expending a swift action to activate her bane ability, selecting the most common humanoid subtype among the Pathfinders. She positions herself to have multiple PCs within 10 feet, if possible, and uses her action each round to either strike a target of the subtype of her bane ability or to make trip attacks. She gleefully takes attacks of opportunity against anyone within range who provokes them. If attacked, she trips her assailant and steps away, laying into them with the whip if trapped. Confronted by multiple assailants at once, she switches her judgment to protection and lashes about her as best she can.

**Morale** Heshlak refuses to surrender. If brought below 15 hit points, and a PC is between her and the opening to the

central well, she attempts a bull rush to knock her enemy and herself into the shaft for a 60-foot drop.

**STATISTICS**

**Str** 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 20

**Feats** Agile Maneuvers, Combat Reflexes, Toughness, Weapon Finesse, Weapon Focus (whip), Whip Mastery<sup>UC</sup>, Improved Whip Mastery<sup>UC</sup>, Tandem Trip<sup>UC</sup>

**Skills** Intimidate +12, Knowledge (religion) +5, Linguistics +2, Perception +11, Sense Motive +13, Survival +11

**Languages** Common, Shoanti, Skald, Thassilonian, Varisian  
**SQ** cunning initiative, detect alignment, judgment 2/day, monster lore +1, solo tactics, stern gaze, track +2

**Combat Gear** *potion of cat's grace*, *potion of cure serious wounds*; **Other Gear** +1 *mithral shirt*, heavy steel shield, +1 *agile whip*, masterwork scimitar, heavy crossbow with 10 bolts, spell component pouch, wooden holy symbol

**SPECIAL ABILITIES**

**Bane (Su)** Heshlak can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability lasts for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive.

**Improved Whip Mastery (Ex)** When wielding a whip, Heshlak threatens an area equal to her natural reach plus 5 feet.

**Judgments (Su)** Heshlak can pronounce judgment on her foes as a swift action. Starting when the judgment is made, she receives a bonus or special ability based on the type of judgment made.

Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. She must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

When Heshlak uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type. The two judgment types Heshlak uses in this combat are as follows:

**Destruction:** Heshlak is filled with divine wrath, gaining a +2 profane bonus on all weapon damage rolls.

**Protection:** Heshlak is surrounded by a protective aura, granting a +2 profane bonus to Armor Class.

**Solo Tactics (Ex)** All of Heshlak's allies are treated as if they possessed the same teamwork feats as her for the purpose of determining whether Heshlak receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for Heshlak to

receive the listed bonus.

**Tandem Trip (Ex)** Whenever Heshlak makes a trip attempt against an enemy who is threatened by an ally with this feat, she may roll twice and take the better result.

**Whip Mastery (Ex)** Heshlak does not provoke attacks of opportunity when making attacks with a whip. Additionally, she can deal lethal damage with a whip, but can still deal nonlethal damage when she chooses. Finally, she can deal damage with a whip despite a creature's armor bonus or natural armor bonus.

<sup>APG</sup> See the *Advanced Player's Guide*.

<sup>UC</sup> See *Ultimate Combat*.

## Subtier 10–11 (CR 12)

### LISSALAN CULTISTS (4)

CR 7

Human cleric of Lissala 6/fighter 2

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +12

#### DEFENSE

**AC** 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

**hp** 79 each (8 HD; 6d8+2d10+38)

**Fort** +11, **Ref** +2, **Will** +7; +1 vs. fear

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 *flail* +10/+5 (1d8+3)

**Ranged** mwk light crossbow +7 (1d8/19–20)

**Special Attacks** channel negative energy 6/day (DC 16, 3d6)

**Domain Spell-Like Abilities** (CL 6th; concentration +8)

5/day—touch of evil (3 rounds)

5/day—blast rune (1d6+3 energy damage, 6 rounds)

**Cleric Spells Prepared** (CL 6th; concentration +8)

3rd—*cure serious wounds*, *invisibility purge*, *magic circle against good*

2nd—*aid*, *align weapon* (evil only), *cure moderate wounds*, *hold person* (DC 14), *spiritual weapon*

1st—*cure light wounds*, *divine favor*, *doom* (DC 13), *entropic shield*, *erase*

o (at will)—*bleed* (DC 12), *detect magic*, *read magic*, *resistance*

**D** Domain spell; **Domains** Rune, Evil

#### TACTICS

**Before Combat** If alerted to enemies approaching, the cultists wait until they can hear the PCs on the stairs, and cast *magic circle against evil*, *aid*, and *entropic shield*.

**During Combat** To begin, two cultists take positions facing the stairs and engage the PCs in combat with their crossbows. The other two position themselves along the wall on either side of the staircase exit and lay down blast runes in the four squares directly in front of the stairs, renewing them as needed if the party does not take the bait and rush into action. Once the PCs are in the room, all four cultists cast *divine favor* and engage the party in melee,

using Channel Smite until out of channeling uses. They use their attack spells as needed to hinder the party.

**Morale** After losing half their hit points, the cultists cast *cure light wounds* on themselves. If reduced to 20 or fewer hit points, they drink their potions. Otherwise, the cultists fight to the death in defense of their goddess's holy site.

#### STATISTICS

**Str** 14, **Dex** 10, **Con** 16, **Int** 10, **Wis** 14, **Cha** 12

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Channel Smite, Combat Casting, Extra Channel, Improved Channel, Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (flail)

**Skills** Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (religion) +8, Linguistics +4, Perception +12, Spellcraft +8

**Languages** Common, Thassilonian

**SQ** aura

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *breastplate*, masterwork heavy steel shield, +1 *flail*, masterwork light crossbow, silver holy symbol, spell component pouch

### HESHLAK

CR 9

Female human fighter 4/inquisitor of Lissala 6 (*Advanced Player's Guide* 38)

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +14

#### DEFENSE

**AC** 22, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +2 shield)

**hp** 89 (10 HD; 4d10+6d8+36)

**Fort** +11, **Ref** +7, **Will** +7; +1 vs. fear

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *agile whip* +14/+9 (1d3+7) or mwk scimitar +10/+5 (1d6+1/18–20)

**Ranged** heavy crossbow +12 (1d10/19–20)

**Special Attacks** bane (6 rounds/day)

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

6 rounds/day—*discern lies*

4/day—blast rune (1d6+3 energy damage, 6 rounds)

At will—detect alignment

**Inquisitor Spells Known** (CL 6th; concentration +6)

2nd (3/day)—*detect thoughts* (DC 13), *flames of the faithful*<sup>APG</sup>, see *invisibility*, *spiritual weapon*

1st (5/day)—*bane* (DC 12), *bleed*, *command*, *cure light wounds*

o (at will)—*acid splash*, *daze*, *light*, *read magic*, *resistance*, *stabilize*

**Domain** Rune

#### TACTICS

As Subtier 7–8.

#### STATISTICS

**Str** 13, **Dex** 18, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10



**Base Atk** +8; **CMB** +12; **CMD** 24

**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Precise Strike<sup>APG</sup>, Toughness, Weapon Finesse, Weapon Focus (whip), Weapon Specialization (whip), Improved Whip Mastery<sup>UC</sup>, Tandem Trip<sup>UC</sup>, Whip Mastery<sup>UC</sup>

**Skills** Intimidate +16, Knowledge (religion) +7, Linguistics +2, Perception +14, Sense Motive +15, Survival +12

**Languages** Common, Shoanti, Skald, Thassilonian, Varisian

**SQ** armor training 1, cunning initiative, detect alignment, judgment 2/day, monster lore +1, solo tactics, stern gaze, track +3

**Combat Gear** *potion of cat's grace*, *potion of cure serious wounds*;

**Other Gear** +1 *mithral shirt*, heavy steel shield, +1 *agile whip*, masterwork scimitar, heavy crossbow with 20 bolts, spell component pouch, silver holy symbol

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**SPECIAL ABILITIES**

**Judgments (Su)** As Subtier 7–8, with the following adjustment:

*Destruction:* Heshlak is filled with divine wrath, gaining a +3 profane bonus on all weapon damage rolls.

**Precise Strike (Ex)** Whenever Heshlak and an ally who also has this feat are flanking the same creature, Heshlak deals an additional 1d6 points of precision damage with each successful melee attack. This bonus stacks with other sources of precision damage, and is not multiplied on a critical hit.

<sup>APG</sup> See the *Advanced Player's Guide*.

<sup>UM</sup> See *Ultimate Combat*.

**Rewards:** If the PCs defeat the cultists here, award each subtier thusly:

**Subtier 7–8:**

Give each PC 1,653 gp.

**Subtier 10–11:**

Give each PC 2,328 gp.

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## F. Mess Hall

This room is dominated by a long wooden table with matching benches on either side of it. The table is long enough to fit a dozen or more diners at once, though less than half a dozen places are set at the moment. To the south, a wide counter stretches across the length of the room, broken by a half-door midway across. On the other side of this barrier a kitchen is arranged around a central fire pit. A sideboard contains a number of stacked plates and flatware. Stairwells provide exits from this room to the northwest and southeast.

Dedicated to gluttony, this level serves as the cult's commissary and feast hall. Specific, formal mealtimes are typically held twice per day, with considerable lengths of time passing between them—the better for the cultists

### OPTIONAL ENCOUNTER

The encounter with the kytons on level G is optional. If the PCs have more than 2 hours to complete the scenario, run the encounter as written. If less than 2 hours remain to complete the scenario, however, skip the encounter and remove the kytons from the room, leaving the Aspis Consortium prisoners, who recount their torture at the kytons' hands—they don't know where the torturers have gone but are thankful to be free of their whips and chains.

to grow hungry and truly gorge themselves. Between mealtimes, there are no cultists here.

The kitchen is well-stocked with cookware and seasonings; a pantry to the side holds a number of barrels of rice, grain, salted meats and the like. The plates and cutlery are made from tin and without significant value.

All necromancy spells cast on this level are treated as 1 caster level higher than normal.

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## G. Parlor of the Flesh Made Pure (CR 9 or CR 12)

The scent of blood seasoned with herbal and floral notes assaults the nostrils. This room is laid out for function, not aesthetics, the walls hewn from dark granite and lined with hanging chains and manacles. The floor is bare but for a path of runes laid down the center, painted crudely in a dark brown pigment. A rack on the wall contains several varieties of whips, ranging from simple knotted lengths of rope to cats-o'-nine-tails and knouts. Two arches lead to stairs at opposite ends of the room. A southeastern opening overlooks the well shaft, egress blocked by iron bars. From these bars hang three human forms, hands chained above their heads, facing out on the well. Patterns of half-healed runic scars decorate their naked backs.

New cultists are indoctrinated here, the room of wrath, before being allowed to exult in the more pleasurable sins Lissala bestows. Here, they spend weeks having their bodies remade into a canvas where the gifts of the Lady of Runes are displayed. The placement of this room as the last before the chapel below is deliberate; when presenting themselves at Lissala's altar, all are expected to engage in self-mutilation before worship.

The three chained to the bars are the Aspis Consortium agents bargained away to Miakovna by Lyone, currently in the process of being initiated. They are all unconscious and stabilized, the most recent treatment with caustic acids to etch Lissala's runes into their backs having proven more than they could stand.

All evocation spells cast in this room are treated as 1 caster level higher than normal.

**Creatures:** Several experts in the art of the flesh are bound here by ancient oaths to Lissala's highest mortal clergy. Aside from serving as flesh artisans and disciplinarians, the kytons in this room are also a final defense in the event of invasion. They know the cultists by sight; even if the PCs disguise themselves, failure to self-flagellate tips the kytons off to their deception.

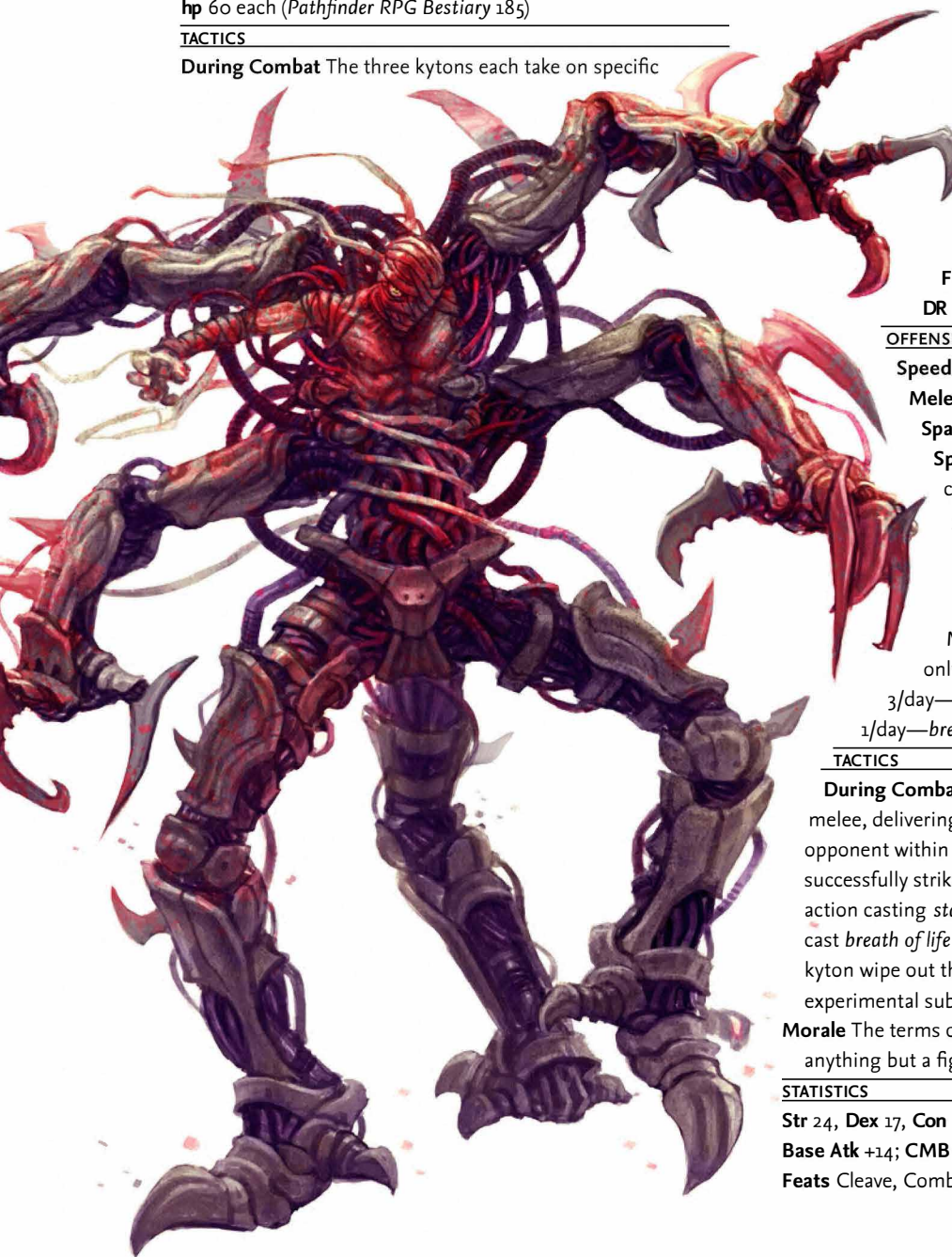
### Subtier 7–8 (CR 9)

#### KYTON EVANGELISTS (3) CR 6

hp 60 each (*Pathfinder RPG Bestiary* 185)

#### TACTICS

**During Combat** The three kytons each take on specific



roles in combat. One stands back and specifically targets enemies with its unnerving gaze. Another avoids melee, commanding four chains hanging from the walls to attack four different PCs. The third heads into melee, concentrating its attacks on the strongest PC. They switch off positions as needed.

**Morale** The terms of the kytons' binding do not allow for anything but a fight to their destruction.

### Subtier 10–11 (CR 12)

#### KYTON INTERLOCUTOR CR 12

*Pathfinder RPG Bestiary* 3 174

LE Large outsider (evil, extraplanar, kyton, lawful)

**Init** +7; **Senses** darkvision 60 ft.; Perception +23

#### DEFENSE

**AC** 26, touch 13, flat-footed 22 (+3 Dex, +1 dodge, +13 natural, -1 size)

**hp** 147 (14d10+70); regeneration 5 (good weapons and spells, silver weapons)

**Fort** +14, **Ref** +9, **Will** +17

**DR** 10/silver or good; **Immune** cold; **SR** 23

#### OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +20 (1d8+7/19–20 plus bleed)

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

**Special Attacks** bleed (1d6), poison, rend (2 claws, 1d8+7), surgical strikes, unnerving gaze (30 ft.; DC 22)

**Spell-Like Abilities** (CL 14th; concentration +19)

At will—*bleed* (DC 15), *plane shift* (from the Material Plane to the Shadow Plane, self only), *stabilize*

3/day—*cure serious wounds*, *restoration*

1/day—*breath of life*

#### TACTICS

**During Combat** The interlocutor heads directly into melee, delivering full attacks to the most vulnerable opponent within reach. If combat goes well and it successfully strikes down an opponent, it may spend an action casting *stabilize* on that PC, even going so far as to cast *breath of life* to restore the final PC to life should the kyton wipe out the entire party—all so it has a potential experimental subject in its debt.

**Morale** The terms of the kyton's binding do not allow for anything but a fight until its destruction.

#### STATISTICS

**Str** 24, **Dex** 17, **Con** 21, **Int** 15, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +22; **CMD** 36 (38 vs. trip)

**Feats** Cleave, Combat Reflexes, Dodge, Improved Initiative,

Iron Will, Lightning Reflexes, Power Attack

**Skills** Heal +23, Intimidate +22, Knowledge (arcana, local, religion) +9, Knowledge (dungeoneering, nature, planes) +12, Perception +23, Sense Motive +23, Stealth +16

**Languages** Common, Infernal

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**SPECIAL ABILITIES**

**Surgical Strikes (Ex)** An interlocutor's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

**Unnerving Gaze (Ex)** A creature that succumbs to an interlocutor's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

**Development:** The three Aspis Consortium agents chained to the bars are unconscious. Any healing rouses them, but even then they are uncooperative; their initial processing involved Miakovna using *charm monster* to bring them under her sway, and they remain loyal in spite of torture. If this effect is dispelled, the prisoners express gratitude to their rescuers and share what they know. They give the full details of Lyone's dealings with the cult as detailed in the adventure background, but they have never been below this level. They have, however, seen Miakovna's natural form, and relate that to the PCs. Even if left charmed, they are in no condition to fight and submit to being taken into Pathfinder captivity if the PCs choose to do so. Miakovna has keys for their manacles, though a DC 25 Disable Device check unlocks them as well.

**Mission Notes:** Andoran faction PCs likely wish to liberate the prisoners. A DC 25 Sense Motive check reveals the charm affecting them. Breaking the enchantment earns Andoran faction PCs 1 Prestige Point.

Silver Crusade faction PCs who show mercy to the prisoners and advocate healing them in addition to merely unchaining them earn 1 Prestige Point.

## H. Pool of the Quill

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The shaft ends here in a vast circular pool. An open stair descends thirty feet from a stone archway, ending a few feet above the water and becoming a narrow walkway snaking around the interior curve of the well. This path ends three-quarters of the way around the pool where a set of massive bronze doors set with the serpentine goddess in relief stand closed. High above, the opening to the surface seems a dot that could be eclipsed with one hand; even in brightest day any admitted light fades to shadows at the well's bottom. The only sound comes from the light slapping of water against stone.

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The pool of water here is 25 feet deep, fed by and emptying into an underground stream. Aside from the very faint ripples the stream's motion causes, the pool is still

and calm. The pool radiates faint transmutation magic; while mundane water in most respects, consumable with no effect, the well water is blessed by Lissala for use in her greatest gift: writing. Water drawn from the well remains clear to the eye, but if a writing implement is dipped in it and used to write with, it acts as fine black ink. Well ink can be used as an additional material component in writing-based spells such as *glyph of warding*; this reduces the cost of any other material components used in the spell by half. The water only functions in this way within the physical confines of the Well of Tainted Virtue; outside the shrine, it reverts to normal water (although anything already written with it does not vanish when removed.) These properties can be identified with a DC 24 Spellcraft check.

The doors to the chapel (area I) are unlocked, though they are heavy and require a DC 15 Strength check to push open.

**Development:** Miakovna casts four mental *alarm* spells on the walkway (at the shaded locations on the map) nightly. Since she casts these spells before resting, they do not count against her spell slots when encountered. Heshlak and the other cultists know the password to bypass them; if the alarm sounds, Miakovna assumes the worst and begins spell preparations as outlined in her Tactics (see area I).

**Mission Notes:** Lantern Lodge faction PCs who discover the ink-like properties of the water realize it could be the source of the ink Amara Li is interested in. Reporting back to her on this earns them 1 Prestige Point.

## I. Runic Chapel (CR 10 or CR 13)

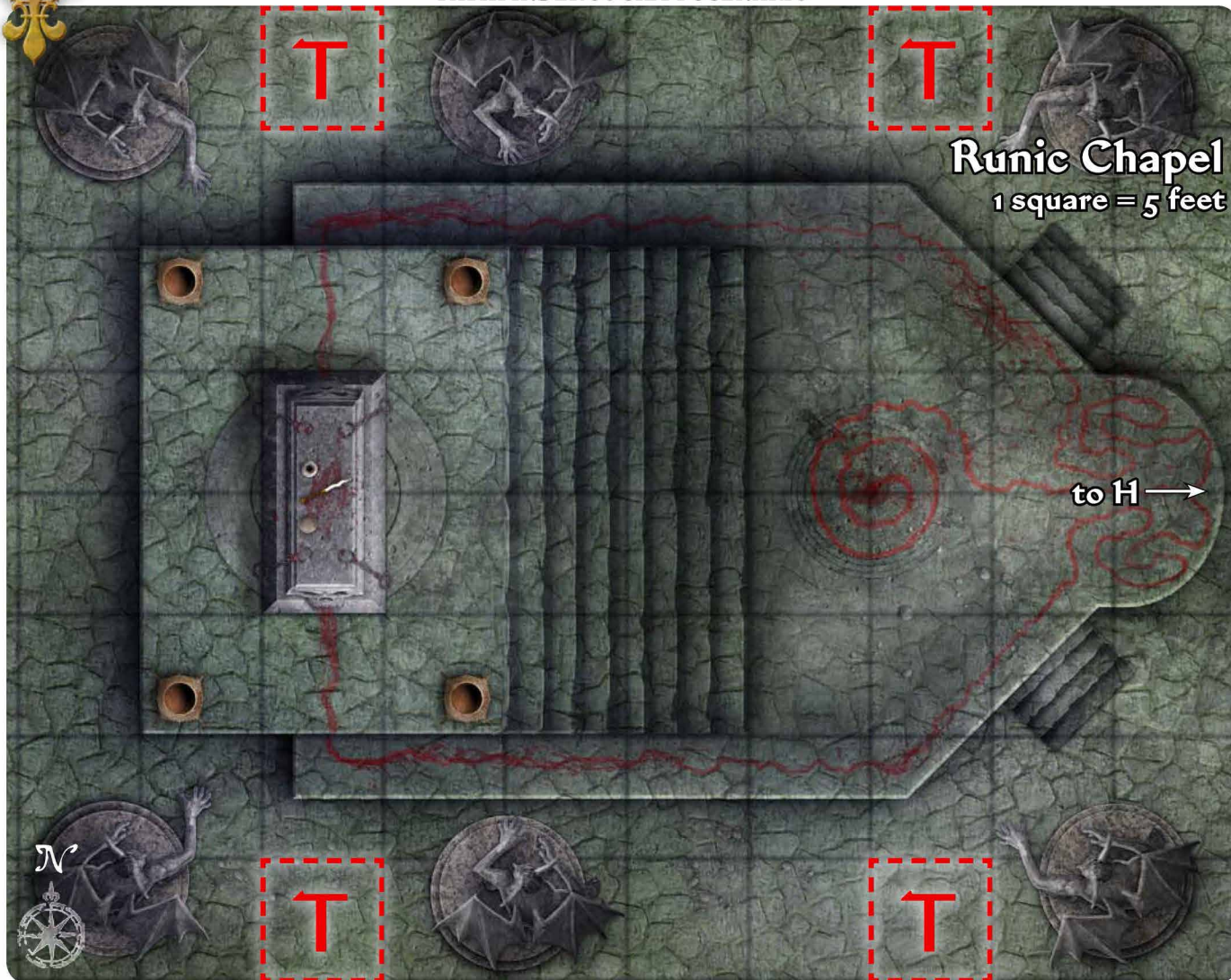
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The bronze doors open onto a darkened shrine. A dais rises off the floor, every foot of it inlaid with runes of assorted metals. On it, a marble sculpture of the serpentine goddess coils around an altar carved to resemble a book. Six pillars line the sides of the hall, each wrapped by a twenty-foot-tall statue of the goddess; their snaky tails coil about the bottoms, unfurled wings brushing each other and rune-like heads gazing down at the altar. Each holds a different implement; a quill, a chain, an hourglass, a scroll, a spool of thread, and a whip. The ceiling rises higher here than in previous rooms; at least thirty feet tall. High above, deep purple banners emblazoned with golden runic text hang from granite buttresses linking the pillars.

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This chapel is the heart of the shrine; however, since routine embracing of the sins embodied in the chambers above is part of Lissala's worship, full services attended by all are only held twice weekly.

**Creatures:** The leader of the cultists, the lamia matriarch Miakovna, resides here. She spends much of her day offering prayers to her goddess and penning missives to other Lissalan houses of worship throughout Varisia, planning the day when their numbers will have



GameMastery Map Pack: Shrines

grown enough to reveal themselves as a living religion. Miakovna is formidable-looking, even for a lamia matriarch. She keeps her head shaven bare, the better to show off the full circle of sin-runes she has branded and inked around her head like a tiara of maimed flesh. Other runic tattoos run down her forearms; she wears a sleeveless tunic of diaphanous material that provides fleeting glimpses of the self-inflicted lashings and glyphs graven on her body. When dealing with those not indoctrinated in her faith, including all Aspis Consortium agents save the three signed over to her as new cultists, she takes the form of a redheaded male Shoanti warrior.

Before the PCs enter the chapel, Miakovna casts *major image*, creating the illusion of a tall, wiry redheaded Shoanti man decked in rune-covered armor standing at the altar—the image of her humanoid disguise. Using this image as her mouthpiece, she taunts the PCs, promising them that if they fall, their lives will be spared,

so that their minds may be wiped clean and rededicated as the newest thralls of Lissala. The illusion does not engage the PCs, but rather tries to lure them about the chapel into the path of the prepared *glyphs of warding* the lamia matriarch has set up throughout the room (see Traps, below). When she fears the PCs will discover her ruse, she drops concentration on the spell while the Shoanti warrior lets out a loud sustained scream and uses the final 3 rounds of the illusory effect to cast any remaining spells before entering combat, using the ongoing sound of the illusion to cover for the sound of her casting.

### Subtier 7–8 (CR 10)

**MIAKOVNA** CR 10  
 Female lamia matriarch sorcerer 2 (*Pathfinder RPG Bestiary 2* 175)  
 LE Large monstrous humanoid (shapechanger)  
**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

## PORTAL OF THE SACRED RUNE

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### DEFENSE

**AC** 26, touch 14, flat-footed 21 (+4 armor, +5 Dex, +8 natural, –1 size)

**hp** 143 (14 HD; 12d10+2d6+70)

**Fort** +9, **Ref** +13, **Will** +15

**Immune** mind-affecting effects; **SR** 21

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### OFFENSE

**Speed** 40 ft., climb 40 ft., swim 40 ft.

**Melee** +1 *scimitar* +15/+10/+5 (1d6+6/15–20 plus 1 Wisdom drain on first hit each round), +1 *whip* +14/+9 (1d3+6 nonlethal) or touch +17 (1d4 Wisdom drain)

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

**Special Attacks** Wisdom drain

**Spell-Like Abilities** (CL 12th; concentration +19)

At will—*charm monster* (DC 21), *ventriloquism* (DC 18)

3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20), *mirror image*, *suggestion* (DC 20)

**Sorcerer Spells Known** (caster level 8th; concentration +15)

4th (4/day)—*stoneskin*

3rd (7/day)—*glyph of warding* (DC 20), *haste*

2nd (8/day)—*bull's strength*, *cure moderate wounds*, *invisibility*

1st (8/day)—*alarm*, *divine favor*, *mage armor*, *magic missile*, *shield of faith*

o (at will)—*bleed* (DC 17), *dancing lights*, *daze* (DC 17),

*detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *prestidigitation*

**Bloodline** Arcane

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### TACTICS

**Before Combat** Miakovna casts *mage armor* daily. As soon as she is warned by one of her *alarm* spells going off, she casts *invisibility* and slithers up to the top of the north-central pillar. She then casts the following spells in order: *stoneskin*, *shield of faith*, *bull's strength*, *mirror image*, extended *divine favor*, and extended *haste*. If she hears the PCs attempting to enter the chamber before she is prepared, she creates a *major image* as described above and continues preparing, using her *ventriloquism* spell-like ability to throw her voice elsewhere in the room as she casts spells, and recasting *major image* as needed to keep the distraction going.

**During Combat** Once all her spells are in place, she draws her whip and drops down to attack with both weapons, using the whip to trip opponents at range while slashing at closer foes with her scimitar. She stays in melee until she loses 50 or more hit points, at which point she climbs a pillar, recasts *invisibility*, and slithers around interlocking wings of Lissala's idols to keep her position hidden while healing and recasting protective spells. If presented with one particularly formidable opponent, Miakovna uses *charm monster* or *suggestion* to try and get the PC to leave combat.

**Morale** When reduced to 30 or fewer hit points, Miakovna attempts to flee, swimming straight across the pool and racing up through the levels of the temple complex. As soon as she is out of sight of the PCs, she uses her change

shape ability, hoping that if the PCs catch her in this form, they'll assume it is another distraction and leave her alone.

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### STATISTICS

**Str** 20, **Dex** 21, **Con** 21, **Int** 14, **Wis** 18, **Cha** 25

**Base Atk** +13; **CMB** +19; **CMD** 34 (can't be tripped)

**Feats** Double Slice, Eschew Materials, Exotic Weapon

Proficiency (whip), Extend Spell, Improved Critical (scimitar), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)

**Skills** Acrobatics +9, Bluff +22, Climb +13, Diplomacy +12, Disguise +12, Intimidate +20, Knowledge (arcana) +19, Knowledge (religion) +19, Linguistics +4, Spellcraft +19, Swim +13, Use Magic Device +20; **Racial Modifiers** +4 Bluff, +4 Use Magic Device

**Languages** Abyssal, Common, Infernal, Shoanti, Thassilonian  
**SQ** arcane bond (ring), bloodline arcana (+1 DC for metamagicked spells that increase spell level), change shape (fixed Medium humanoid form; *alter self*)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *scimitar*, +1 *whip*, *ring of counterspells* (*invisibility purge*), silver holy symbol, 700 gp worth of diamond dust

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### SPECIAL ABILITIES

**Spells** A lamia matriarch casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch.

**Wisdom Drain (Su)** A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 23 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

## Subtier 10–11 (CR 13)

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### MIAKOVNA

CR 13

Female lamia matriarch sorcerer 5 (*Pathfinder RPG Bestiary 2* 175)  
LE Large monstrous humanoid (shapechanger)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

**AC** 27, touch 14, flat-footed 22 (+4 armor, +5 Dex, +9 natural, –1 size)

**hp** 173 (17 HD; 12d10+5d6+90)

**Fort** +10, **Ref** +14, **Will** +16

**Immune** mind-affecting effects; **SR** 24

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### OFFENSE

**Speed** 40 ft., climb 40 ft., swim 40 ft.

**Melee** +1 *spell storing scimitar* +16/+11/+6 (1d6+6/15–20 plus 1 wisdom drain on first hit each round), +1 *spell storing whip* +15/+10 (1d3+6 nonlethal) or touch +18 (1d4 Wisdom drain)

Space 10 ft.; Reach 5 ft.

**Special Attacks** Wisdom drain

**Spell-Like Abilities** (CL 12th; concentration +20)

At will—*charm monster* (DC 22), *ventriloquism* (DC 19)  
3/day—*deep slumber* (DC 21), *dream*, *major image* (DC 21),  
*mirror image*, *suggestion* (DC 21)

**Sorcerer Spells Known** (caster level 11th; concentration +19)

5th (4/day)—*flame strike* (DC 23), *waves of fatigue* (DC 23)  
4th (8/day)—*cure critical wounds*, *stoneskin*, *unholy blight*  
(DC 22)  
3rd (8/day)—*glyph of warding* (DC 21), *haste*, *inflict serious  
wounds* (DC 21), *eagle's splendor*, *slow* (DC 21)  
2nd (8/day)—*acid arrow*, *blur*, *bull's strength*, *cure moderate  
wounds*, *invisibility*  
1st (8/day)—*alarm*, *divine favor*, *identify*, *mage armor*, *magic  
missile*, *shield of faith*  
o (at will)—*bleed* (DC 18), *dancing lights*, *daze* (DC 18),

*detect magic*, *ghost sound* (DC 18), *mage hand*, *mending*,  
*prestidigitation*

**Bloodline** Arcane

**TACTICS**

**Before Combat** Miakovna casts *mage armor* daily. As soon as she is warned by one of her *alarm* spells going off, she casts *invisibility* and slithers up to the top of the northeastern pillar. She then casts the following spells in order: *stoneskin*, *shield of faith*, *bull's strength*, *eagle's splendor*, *blur*, extended *divine favor*, and extended *haste*. If she hears the PCs attempting to enter the chamber before she is prepared, she creates a major image as described above and continues preparing, using her *ventriloquism* spell-like ability to throw her voice elsewhere in the room as she casts spells, and recasting *major image* as needed to keep the distraction going.

**During Combat** Once all her spells are in place, she casts quickened *mirror image* and then targets the PCs with debilitating spells from atop the statue. When she feels they have been sufficiently softened, she draws her whip and drops down to attack with both weapons, using the whip to trip opponents at range while slashing at closer foes with her scimitar. She stays in melee until she loses 50 or more hit points, at which point she recasts *invisibility* and slithers around the room to hide her position while healing and recasting protective spells. When faced with one particularly overpowering foe, Miakovna uses *charm monster* or *suggestion* to get the PC to leave combat.

**Morale** When reduced to 30 or fewer hit points, Miakovna attempts to flee, swimming straight across the pool and racing up through the levels of the temple complex.

As soon as she is out of sight of the PCs, she uses change shape, hoping that if the PCs catch her in this form, they'll assume it is another distraction and leave her.

**STATISTICS**

**Str** 20, **Dex** 21, **Con** 21, **Int** 14, **Wis** 18, **Cha** 26  
**Base Atk** +14; **CMB** +20; **CMD** 35 (can't be tripped)  
**Feats** Double Slice, Eschew Materials, Exotic Weapon Proficiency (whip), Extend Spell, Improved Critical (scimitar), Improved Two-Weapon Fighting, Quicken Spell, Quicken Spell-Like Ability (*mirror image*), Two-Weapon Fighting, Weapon Focus (scimitar)  
**Skills** Acrobatics +9, Bluff +25, Climb +13, Diplomacy +13, Disguise +13, Intimidate +23, Knowledge (arcana) +21, Knowledge (religion) +21, Linguistics +4, Spellcraft +21, Swim +13, Use Magic Device +21; **Racial Modifiers** +4 Bluff, +4 Use Magic Device  
**Languages** Abyssal, Common, Infernal, Shoanti, Thassilonian  
**SQ** arcane bond (ring), bloodline arcana (+1 DC for



Miakovna

metamagic spells that increase spell level), change shape (fixed Medium humanoid form; *alter self*), metamagic adept (1/day)

**Combat Gear** *potion of protection from energy (fire)*; **Other**

**Gear** *+1 spell storing scimitar (inflict serious wounds)*, *+1 spell storing whip (inflict serious wounds)*, *amulet of natural armor +1*, *ring of counterspells (invisibility purge)*, silver holy symbol, 700 gp worth of diamond dust

---

**SPECIAL ABILITIES**

**Spells** A lamia matriarch casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch.

**Energy Drain (Su)** A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 22 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

**Traps:** Miakovna has set four *glyphs of warding* around the room at the locations marked on the map and attempts to lure PCs into them as noted in her Tactics section.

---

**GLYPHS OF WARDING (4)** CR —

**Type** spell; **Perception** DC 28; **Disable Device** DC 28

---

**EFFECTS**

**Trigger** proximity; **Reset** none

**Effect (Subtier 7–8)** 4d8 acid (DC 20 Reflex save for half); multiple targets (all targets within 5 ft.)

**Effect (Subtier 10–11)** 5d8 acid (DC 21 Reflex save for half); multiple targets (all targets within 5 ft.)

**Treasure:** A sliding door in the rear of the dais opens into a small cavity, which the PCs can locate with a DC 20 Perception check. Stored here are valuables used in services, plus some Thassilonian antiques Miakovna has taken in tribute. Included are a silk altar cloth with runic embroidering in platinum thread worth 50 gp, four heavy silver candlesticks worth 100 gp total, an abacus with counters made from Thassilonian coins worth 150 gp, a set of ancient stone tablets chiseled with Thassilonian runes worth 250 gp, and a golden icon shaped as a foot-long peacock feather quill worth 400 gp.

A sheaf of what seem to be sermons and homilies to Lissala radiates faint transmutation magic. These are actually notes on the construction of the portal concealed by a *secret page* spell (CL 3rd).

Additionally, a gilded coffer contains Miakovna's correspondence with other Lissalan cults; cursory reading reveals that a number of Thassilonian artifacts tithed to

the cult by the Aspis Consortium have been sent forth to other shrines throughout Varisia, including undisclosed locations in Kaer Maga, Magnimar, Palin's Cove, and Riddleport. While the fact that relics like these have been stolen from the Pathfinder Society in the first place is unfortunate, much more disturbing are the number of individuals Miakovna has been in contact with, and the implications. The Well of Tainted Virtue was not a lone cult; the church of Lissala is an active, living religion hidden throughout Varisia. (See the Conclusion section for more information.)

**Mission Notes:** Sczarni faction PCs have an interest in discovering how the cult broke into the *Hao Jin Tapestry*. Finding the notes concealed by *secret page* and securing them earns Sczarni faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat Miakovna and discover the cache of valuables beneath the dais, award each subtier thusly:

**Subtier 7–8:**

Give each PC 1,051 gp.

**Subtier 10–11:**

Give each PC 2,218 gp.

## CONCLUSION

Once the PCs have secured the Well of Tainted Virtue by removing all opposition, the Pathfinder Society is able to move in to the locale, secure it against further intrusion, and establish it as a research and storage facility for artifacts pertaining to the *Hao Jin Tapestry*. Artifacts that had been stolen from the tapestry are reclaimed and cataloged, though frustratingly many have already been sent elsewhere either by the Aspis Consortium or the Lissalan cultists. Furthermore, the now-secure portal allows the distinct advantage of near-instant and free transport for vast numbers of personnel and materials between Absalom and Varisia; while the Well of Tainted Virtue is not the most convenient of locations in Varisia, traveling from the portal's location to Riddleport, Magnimar, Korvosa, or other points in the region is still much faster than the months-long voyage by sea or the costly option of teleportation from Absalom.

Any prisoners taken by the PCs are treated well, and sent back through the portal for holding until such time as they can be given more permanent detention or else ransomed back to the Aspis Consortium. Lyone, if made a prisoner, is led away wearing a smirk that indicates he doesn't expect to be a captive for long. But escape from within the *Hao Jin Tapestry* proved impossible for beings much more powerful than him for centuries.

If the PCs discovered Miakovna's correspondence, they have already learned that the Lissalan religion is living and established throughout Varisia, and possibly

beyond. Should they report this, the news is met with both astonishment and concern. Word quickly spreads through the Society that the Ten are eager to look into this reborn ancient religion, and many venture-captains can be heard weighing among themselves the potential value of studying the ancient faith in the flesh versus the danger posed by a religion clearly favoring a return to the old ways of the Thassilonian empire.

## Success Conditions

If the PCs kill, capture, or drive off all opposition within the Well of Tainted Virtue, the Pathfinders are considered to have successfully cleared and secured the Material Plane terminal of the backdoor into the *Hao Jin Tapestry*, and each earns 1 Prestige Point.

## Faction Missions

In addition to their primary mission on behalf of the Pathfinder Society, members of each faction may earn extra prestige for completing faction missions to forward their allies' goals.

**Andoran Faction:** Andoran faction PCs who dispel or call for the dispelling of the *charm monster* effect on the cult initiates in area **G** earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who extract Orlicino's heart in area **C** earn 1 Prestige Point.

**Grand Lodge Faction:** Grand Lodge faction PCs who see to the disabling of the illusion trap in area **D** earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who discover the magic nature of the water in area **H** earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs who retrieve one of the mirrors from area **B** earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who transmit the location of the well with the magic star chart outside the well's exit in room **A1** earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who discover and retrieve the notes concealed by *secret page* in room **I** earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who reclaim the stolen *wayfinder* from Lyone in area **C** earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who heal the tortured initiate cultists in area **G** earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who manage to take Lyone alive in area **C** earn 1 Prestige Point.



## PORTAL OF THE SACRED RUNE

### Andoran



Fellow Free Soul,  
Remember, as you battle your enemies, from whence they come. The Aspis Consortium has its roots in Chelish corruption, and the worst practices of that land can be expected from our rivals. While none can fault you for striking down foes, keep in mind that not all those foes know they have the gift of free will. Slavery or worse may be found among those you encounter—if not within their own ranks, then perhaps among those they work with. Those bound against their will by means mundane or magical should be freed.

Chose your path wisely,

Major Colson Maldris

### Chelax



Most Succulent Morsel,  
My heart swells knowing that you are rooting out the infiltrators of the Society's prize. On the topic of hearts, I require a favor. It is my understanding that an Aspis agent you might encounter is a revolting infernal mongrel.

Poor things. Despised by many, they have difficulty finding purpose in this world. One might weep, if one could bother oneself to care. As it happens, I have an associate who has found purpose for such an individual. Or at least part of one. Bring me the tiefling's heart. As an enemy of yours, he will surely meet a violent end, but aside from unavoidable injury incurred in that violence, do make an effort not to damage it further upon extraction.

Else I call for the extraction of yours instead,

Paracountess Zarta Dralneen

### Grand Lodge



Loyal Pathfinder,  
While you go on this mission to eliminate a threat, I must ask you to be even more thorough. Remember, we are claiming the other end of the portal for Society use after you are finished with your work, and I strongly desire the location to be completely safe. Should you encounter any traps there—especially those which reset themselves—make certain not to leave them active behind you, for the sake of Pathfinders less hardy than yourself who might stumble across them at a later date.

For the good of us all,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Auspicious Seeker,  
The wise warrior allows no distractions, yet once your safety is assured, I would beseech your aid in a minor interest of mine. These thieves you seek have stolen many items from the tapestry, including artifacts dating from the Thassilonian empire. I have studied scrolls and texts from that period upon occasion, and am often impressed by the quality of ink used; some texts have not faded in eons. Yet I have never managed to replicate it.

Given their interests, it is possible these Aspis Consortium agents have stolen an original source of this ink. If so, a sample—or information on where I might locate some—would help satisfy an abiding curiosity.

With the respect of a seasoned calligrapher,

Venture-Captain Amara Li

**Osirion**



Seeker of the Ages,  
The fury I feel in knowing these thieves have plundered antiquities from the Society for their own profit rather than the pursuit of knowledge is mitigated by knowing you are set to put an end to such doings. I realize these stolen wonders must be returned for the benefit of the Society as a whole, but it does occur to me that these raiders may be in possession of other items not originally the Ten's. I am particularly interested in anything that might show actual images of the past: engravings, paintings, or anything else visual in nature. If you find such a curiosity, and it is not of Hao Jin's collection, I would very much like to study it before handing it over to others.



Yours in wisdom,  
*Amenopheus*  
Amenopheus, the Sapphire Sage

**Qadira**



Satrap's Faithful Eye,  
This back portal in the tapestry represents a phenomenal opportunity for us. Wherever it may lead, it could cut weeks or months off standard trade routes. I am certain I can persuade the Decemvirate to permit caravans' passage through the demiplane for a small stake in the profits generated from such an endeavor.

What I need you to do is find where the portal exits to. The sooner this information is in my hands, the sooner I can make preparations. The back of this note is a star chart, magically linked to an identical one at my estate. Lay it flat outdoors under the open sky with the imprinted compass rose pointed due north, from dusk to dawn, and it will record the position of the stars where you are and relay them here. I have astronomers and navigators on staff that will do the rest.



For profit,  
*Aaqir al'Hakam*  
Trade Prince Aaqir al'Hakam

**SCZARNI**



Brother Wanderer,  
I've been thinking of late: this whole notion of backdoors into the tapestry is kind of an interesting one. Now, don't get me wrong, we don't want one in the hands of Aspis goons, and it looks like wherever it is you're headed is going to be under watch by Society muckety-mucks after this. But, still. If you find any info over there about how these guys made a portal in the first place—notes on spells, rituals, whatever—I'd like it if those could be returned to my hands instead of Aram Zey's.



Just for purposes of curiosity, mind you,  
*Guaril Karela*  
Guaril Karela

**SHADOW LODGE**



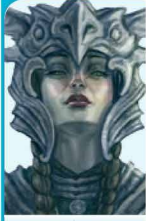
Brave Friend,  
I understand you're likely to confront an Aspis Consortium agent named Lyone Ekarian. He's battled Pathfinders in the past, and to date remains uncaptured, so be wary. Another loyal to our cause—a seasoned spy and source of very valuable information—was killed by him in a previous altercation. In addition to murdering a good man, this Aspis snake stole my friend's wayfinder off of his body. This particular wayfinder had been in his family for generations; he has a widow and children who deserve to have this heirloom returned to them, not held as a trophy by their father's killer. If you find him and he still carries it, bring the wayfinder to me and I will see it restored to its rightful owners.



The struggle never ends,  
*Torch*  
Grandmaster Torch

## PORTAL OF THE SACRED RUNE

### Silver Crusade



Valiant Soul, Champion, and Friend,

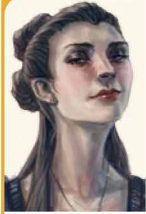
The need for your mission saddens me. There is so much strife and wickedness in this world, so much we could do, that to have to defend ourselves from petty theft and invasion from ones whose primary sin is greed—such a waste.

Still, we must ever strive to set an example. Your enemies are not demons, tainted souls, or mad necromancers, but people who have set foot on the wrong path. Strike them as you must, but remember to always temper justice with mercy. And should any among your enemies prove weak, or even in need of your aid, remember that sowing mercy now can bring forth a garden of souls in the future.

Trusting your wisdom always,

Ollysta Zadrian

### TALDOR



Empire's Arm,

It has reached my ears that the group you will face is led by one Lyone Ekonian. I regret to say he is an imperial citizen; more, he is the son of a significant noble house from Yanmass. I will spare you the genealogical details, but it would be a matter of some embarrassment were he killed by a group that included any known associates of mine.

Were he imprisoned, on the other hand, any embarrassment would shift back upon his family. If possible, I would prefer him to be taken alive. No need to drag him behind you in chains; simply deliver him back through the portal and I shall have my own agents there to take him into custody. He is known to use teleportation magic, so be prepared.

In appreciation of your discretion in this matter,

Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-26:  
PORTAL OF THE SACRED RUNE**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	
Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
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**Pathfinder Society Scenario #3-26: Portal of the Sacred Rune** © 2012, Paizo Publishing, LLC; Author: Sean McGowan.



# PATHFINDER SOCIETY SCENARIO #3-26: PORTAL OF THE SACRED RUNE

Scenario Chronicle #

Slow  Normal

SUBTIER			
7-8	2,274	4,548	MAX GOLD
SUBTIER			
10-11	4,004	8,009	

This Chronicle Certifies That

\_\_\_\_\_

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

\_\_\_\_\_

Has Completed This Scenario.

### EXPERIENCE

Starting XP

+  GM's Initial

XP Gained (GM ONLY)

Final XP Total

### FAME

Initial Fame      Initial Prestige

+  GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame      Current Prestige

### GOLD

Start GP

+  GM's Initial

GP Gained (GM ONLY)

+  GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

### Items Found During This Scenario

SUBTIER  
**ALL**

**Shortcut to the Center of the World:** With the backdoor into the *Hao Jin Tapestry* secured for the Pathfinder Society's use, travel between the Grand Lodge in Absalom (where the physical tapestry hangs) and the wilds of Varisia is shortened from a costly or time-consuming journey to little more than quick entry into the tapestry and exit into the Well of Tainted Virtue. Whenever you are adventuring in Varisia, you may take advantage of any boon or vanity that relies on you being in the city of Absalom as if you were in the city.

SUBTIER  
**7-8**

- +1 *agile whip* (8,301 gp; *Pathfinder Society Field Guide* 50)
- belt of giant strength* +2 (4,000 gp)
- cloak of resistance* +2 (4,000 gp)
- potion of cure moderate wounds* (300 gp)
- potion of cure serious wounds* (750 gp)
- potion of invisibility* (300 gp)
- ring of counterspells* (4,000 gp)
- ring of protection* +1 (2,000 gp)
- scroll of dispel magic* (375 gp)

SUBTIER  
**10-11**

- +1 *spell storing scimitar* (8,315 gp)
- +1 *spell storing whip* (8,301 gp)
- amulet of natural armor* +1 (2,000 gp)
- dusty rose prism ioun stone* (5,000 gp)
- lesser bracers of archery* (5,000 gp)
- potion of protection from energy, fire* (750 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 #