

A PATHFINDER SOCIETY SCENARIO



# HALL OF DRUNKEN HEROES™

By Tim Hitchcock



# HALL OF DRUNKEN HEROES

## PATHFINDER SOCIETY SCENARIO 40

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*Pathfinder Society Scenario 40: Hall of Drunken Heroes* is a Pathfinder Society Scenario designed for 7th- to 11th level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 18 of this product.

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Redmond, WA 98052-0577  
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# HALL OF DRUNKEN HEROES

BY TIM HITCHCOCK

In years past, one of Cayden Cailean's more erudite clerics, Baldimar Trud, took a fancy to the study and cataloging of demons. As he became further engrossed in his work, it grew apparent that for his own safety, and the safety of others around him, he should hide away his studies before continuing their pursuit. After sequestering substantial funds from anonymous patrons, he built himself a covert lab in which he sought to continue his work. He chose to construct the secret locally in a complex of abandoned catacombs directly beneath Cayden's Hall, based on the premise that none outside would see his comings and goings and none within would remember them. Sadly, he was found dead shortly afterward, struck by a speeding merchant wagon while he was wandering the street on a drunken bender. No one had any idea that he was celebrating the capture of a wild and formative demon. By all accounts he died a pauper, leaving everything to his sole heir: his adopted ward and flagon-bearer, Brother Dunnamast. But deep below Cayden's Hall, Baldimar secreted away his legacy: a sizable archive of texts devoted to his dark and mysterious pastime, a small private room in which he occasionally slept and dreamt dark dreams, an extensive laboratory, and a safe-room in which he'd successfully bound the demon Graz'ith Ur Maurgith.

In the passing years, the clever demon worked to free himself from his warded prison. Though still confined by Baldimar's binding spell, its magic weakened with time, just enough for the demon to send out a psychic message alerting his demonic subjugates to his general vicinity. These demons, under the guidance of his succubus lover Ephierone, tracked him to Absalom. After pursuing various leads, they finally learned of the secret location beneath Cayden's Hall. At present, they have infiltrated the Hall, found their master, and are close to releasing him from his prison.

But Ephierone isn't the only one interested in Baldimar's archives. As it turns out, the members of the Decemvirate provided a substantial amount of Baldimar's initial funds to build what he told them would become a secret archive for his demonic studies. At the time of his death, they were unaware he'd completed his archives, and for many years they'd simply assumed the investment a loss. However,

## CAYDEN'S HALL

This adventure takes place in Cayden's Hall, a large temple in the city of Absalom dedicated to the Accidental God. The hall sits in a section near the center of the city known as Azlanti Keep overlooking the ascendant court where Cayden himself entered on a drunken dare, touched the renowned *Starstone*, and transformed into a deity. Clerics reputedly built the temple on the site of the last drinking hall Cayden attended before he ascended into godhood, though the structure itself has burnt to cinders over a dozen times since it was first founded. Overseen by High Priestess Saphira, the hall serves as an eternal place of celebration and is at all times filled with revelers and adventurers. For additional information on Cayden's Hall, see page 14 of *Pathfinder Chronicles: Guide to Absalom*, available online at [paizo.com](http://paizo.com) or at your local book or hobby store.

Ephierone's crude investigations left a bloody trail that piqued the Society's attention. Their investigators discovered that the victims of several seemingly unrelated murders each had ancestors who had funded Baldimar's research. All of the victims died of supernatural wounds, which according to experts, were most likely dealt by demons.

## SUMMARY

After Osprey and a gnome demonologist named Xersus beat a few leads out of a pesky quasit, the PCs head to Cayden's Hall to investigate, though they arrive a little too late. Seemingly a scene of carousal and drunken merriment, the hall was infiltrated a few days ago by demons in search of their imprisoned master. Ephierone used her guiles to seduce a drunken cleric in the alehouse, a man none other than Baldimar's old ward, Brother Dunnamast, from whom she uncovered the location of her lover, the demon Graz'ith Ur Maurgith. She deployed her minions beneath Cayden's Hall to seek out her lover's secret prison and remained within the temple for a while, charming clerics to keep out probing Pathfinders before she headed below to perform a ritual to free her lover. When the PCs arrive, they must break down her wall of beguiled drunken clerics in order to gain audience with the high priestess of the hall.

After the PCs gain Saphira's trust, she suggests speaking with Baldimar's ward, Brother Dunnamast, concerning the activities of his late mentor. In seeking him out, the PCs discover the cleric unconscious in one of the lower cask rooms, suffering from a demonically enhanced blackout. In an effort to save him, the PCs summon Osprey and Xersus to the temple. Xersus requests that the PCs aid him in a communal psychic-surgery to help save Dunnamast. During a ceremony, everyone in attendance enters a meditative dream realm where they encounter a powerful primordial demon that they must convince to release its hold on the cleric. The combat takes place mentally, with all participants in a dream-like state. Once a PC "dies," he is expelled from the dream realm (sustaining some real damage). The challenge is to get as much information as possible from Dunnamast before being ejected—specifically to learn that the entrance to the lower chamber is in the hall's garden.

Entering into the lower chambers from the garden access, the PCs follow a bloody trail to the archives where they find a trapped door. Inside the archives they find Ephierone herself and her shadow demon minion as they wait for the ritual to complete in Graz'ith Ur Maurgith's binding chamber.

After that, the PCs find Baldimar Trud's lab. It lies in ruin—all of Trud's unique, priceless, and irreplaceable devices smashed by demons. The accidental mixing of several dangerous chemicals created a toxic gas that, when combined with the glass- and debris-littered floor, makes the room very difficult to traverse.

The final conflict takes place in a secret binding chamber adjacent to the lab. Here Graz'ith Ur Maurgith and his demonic allies forced tortured clerics to undo Baldimar's binding, murdering several of them as examples to force the remaining clerics to comply. The PCs must slay the freed demon if they're to save what remains of the clerics of Cayden Cailean.

## GETTING STARTED

The adventure begins with the PCs taking part in a card game in the backroom of a tavern in Absalom known as the Grog Pit. Read the following to get the adventure underway:

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Suddenly the backroom door shuts and the game's mysterious host appears—the enigmatic Osprey, an agent of the Pathfinder Society with unclear objectives likely known only to the Decemvirate. Two strangers accompany the lean-featured Chelaxian—a tall man wearing dark robes and a black mask that conceals his face, and a grizzled, prune-skinned gnome, with a slight facial palsy. With his typically cordial but informal

manner, Osprey requests everyone be seated, and offers all a mug of Absalom's worst grog.

"My fellow Pathfinders, I appreciate you making yourselves available on such short notice. I trust the accommodations here are sour enough to keep others from our business. As usual, I prefer to get right to the point."

Osprey slams a large sack down on the table, a high-pitched yelp bursting from within the bundle as he does so. He quickly reaches into the sack and drags out a tiny pestilent-looking creature by the throat. He beats its head against the table a few more times, and yells, "Settle down before I get careless and snap your damn neck!" Then he pins it down against the table, where it flounders weakly, a bony clump of glinting scales, hollow-eyes, and leathery wings. With his hands still locked on the creature's throat, he raises his eyes, looks across the table and says, "So, what do you know about demons?"

Allow the PCs to respond to Osprey. If they profess knowledge of demons, he seems pleased, though if they reply otherwise, he responds, "No matter, you're capable enough," and continues by explaining to those who haven't already identified the creature on the table (DC 13 Knowledge [the planes] check) as a quasit. Then he violently suggests to the tiny demon that it shall soon reveal to all present some very important information. Calming himself, he apologizes for his forgetfulness and formally presents his guests. The decrepit-looking gnome he introduces as Xersus Abergris, an expert demonologist and historian. After handshakes, he nods to his second companion and says to the PCs, "Please, offer your complete attentions to my most esteemed guest." The cloaked man steps forward and addresses the PCs in an eerily dry monotone.

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"I represent the Decemvirate. I've come to oversee these proceedings as they are of personal interest to me. Osprey and Xersus shall speak on my behalf, unless I find it necessary to intervene. As far as you are all concerned, you have never seen me. Do I make myself clear?"

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Allow the PCs to again respond. Should anyone challenge or question the cloaked figure, Osprey interrupts them with a stern warning that further attempts to converse with his friend are unwise. The figure answers no questions from the PCs and doesn't speak again until the meeting concludes, at which point, he excuses himself, slips out a back exit, and seemingly vanishes.

Once the mysterious stranger is finished speaking, Osprey nods to Xersus, who then addresses the PCs.

“One of the problems with demons is their complete lack of organization. We sages have very little to work from when investigating and cataloging them. Devils of course, keep lengthy records, but with these things,” he pauses to disdainfully poke the quasit, “these things couldn’t tell you the name of their own mother. This makes the job of studying and cataloging them very important. Many years ago, I used to work with a cleric and expert demonologist named Baldimar Trud. Trud was also a revered cleric of Cayden Cailean, and guided all of his research to assist in the fight against these infernal brutes. Still, the church had few available funds for his elaborate studies, and thus he sought out and received funds from other investors, including significant patronage from the Society. Over the course of several years, he built a research laboratory and compiled an extensive archive. Unfortunately, we have seen none of his work since he died before revealing its location. After Cayden’s Hall burned down the last time, I thought his works gone forever. Though a few days ago, I came upon this little fellow going through my personal notes—notes concerning my old friend Baldimar. I don’t believe this is a coincidence and strongly believe this fellow shall soon tell us why he was in my possessions. After that, I’m sure Osprey has a plan for you.”

Allow the PCs to question the quasit, though Osprey is perfectly willing to beat information out of the creature if need be. The quasit responds particularly well to both torture and bribes. Eventually, the demon reveals that after long years, he recently heard his master’s voice again—Graz’ith Ur Maurgith, a powerful demon to whom he is bound for all eternity. Obligated to serve his master, he’ll actually turn against him and help the PCs as he doesn’t particularly relish the idea of eternal servitude and has enjoyed the freedom of a having a missing master. The voice of Graz’ith came from somewhere within Cayden’s Hall. Osprey orders the PCs to go there and investigate—preferably by finding the High Priestess Saphira and asking what she knows first. Osprey adds that should the PCs find anything, they would do well to contact him immediately, especially if they get in over their heads.

#### QUASIT CR 2

hp 16 (*Pathfinder RPG Bestiary* 66)

## ACT I: CAYDEN’S HALL

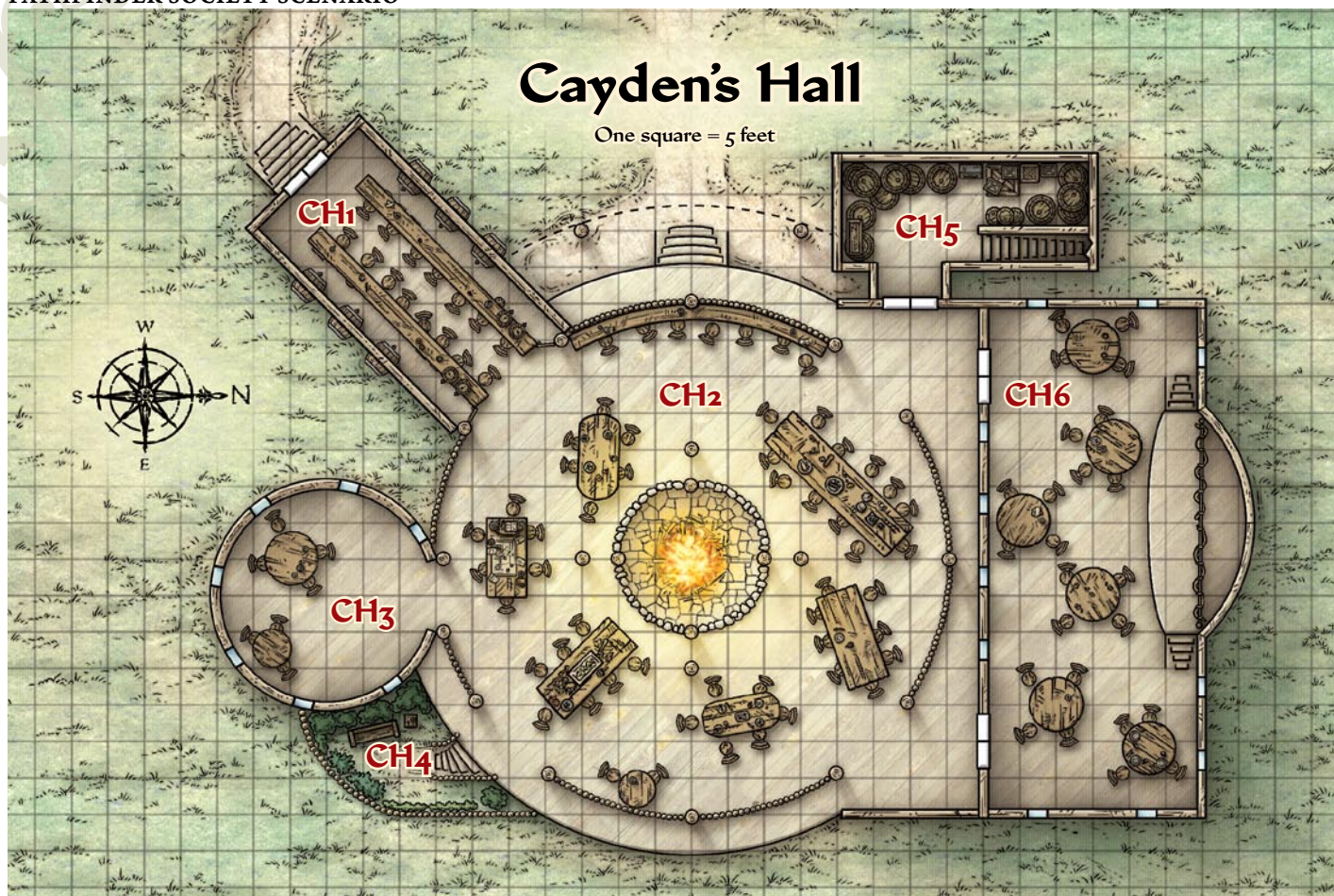
Cayden’s Hall is a massive, open fest hall of rough-hewn timbers. The latter have been replaced many times over the years thanks to their predecessors being burnt to cinders when the large, celebratory bonfires often burning within the wooden structure mixed badly with the very large and very inebriated crowds frequenting the establishment.

As this act begins, the PCs arrive at Cayden’s Hall to seek council with High Priestess Saphira concerning the recent and mysterious appearance of demons that seem to possess an interest in her properties. Unfortunately, the Pathfinders uncovered their lead a little too late. Amid the non-stop carousing and revelry, demonic agents deftly infiltrated the fest hall and laid down a preemptive framework to thwart anyone seeking to track them down.

**Creatures:** The ground level of Cayden’s Hall is guarded by Cayden’s Temple Guards. Though they are often as inebriated as their patrons, the guards still take their job very seriously and do their best to clear up particularly violent brawls—after all, they don’t want Cayden’s faithful dying within his holy place. There are several guards throughout the hall—see the individual room descriptions for details.





**TEMPLE GUARD****CR 3**

Male or female human warrior 5

CG Medium humanoid (human)

Init +0; Senses Perception +0

**DEFENSE**

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

hp 47 (5d10+20)

Fort +7, Ref +2, Will +2

**OFFENSE**

Speed 30 ft.

**Melee** mwk heavy mace +8 (1d8+2) or unarmed strike +7 (1d3+2 nonlethal)**Ranged** thrown tankard +5 (1d3+2) or thrown chair +5 (1d6+2)**TACTICS****Before Combat** A temple guard watches for signs of trouble and is quick to put a stop to any excessive violence.**During Combat** While a temple guard prefers to deal nonlethal damage, if presented with a lethal attack he will not hesitate to use his heavy mace to subdue foes.**Morale** A temple guard fights to the death.**STATISTICS**

Str 14, Dex 11, Con 14, Int 9, Wis 10, Cha 8

Base Atk +5; CMB +7; CMD 17

Feats Catch Off-Guard, Improved Unarmed Strike, Throw

Anything, Toughness

**Skills** Climb +2, Craft (brewing) +4, Intimidate +7, Profession (temple guard) +4**Languages** Common**Combat Gear** *potions of cure moderate wounds (2)*; **Other Gear** masterwork chainmail, masterwork heavy steel shield, *cloak of resistance +1*, 18 gp

## CH1. The Walk of Thrones (CR 7 or CR 9)

This antechamber serves as the Hall's main entrance. It consists of a long hallway flanked on either side by rows of barstools facing parallel oaken bars that run the length of the hall. Massive kegs set into the walls behind the bar allow clergy members to quickly address the needs of their patrons and petitioners. About half the taproom's stools already seat drunken revelers at the long oaken bars. The boisterous patrons hoist their tankards, raising slurred toasts and praises amid the tall tales of wild adventure. A single temple guard stands at the front door (two for Tier 10–11) and politely asks the PCs what business they have at Cayden's Hall.

**Creatures:** Two clerics of Cayden Cailean lurk among these cheery drunks, with a keen and watchful eye toward the door. Over the past few days, these unfortunates each encountered the succubus Ephierone. Disguised as the High Priestess Saphira, she used her *dominate person* ability to make the clerics believe that members of the Pathfinder Society might soon raid their hall, seeking to wrest some sacred archives from her. She ensorcelled them to believe that the temple guard doorman is inferior and that they must keep an eye out for any suspicious looking adventurers—particularly members of the Pathfinder Society. She explained that such individuals seeking her audience pose the utmost threat and should be immediately and forcefully removed from the Hall—with violence, if necessary.

Unless the PCs attempt to enter covertly, the charmed clerics mark them and try to gather what information they can about the suspicious intruders. First, they attempt to eavesdrop on the PC's conversation with the doorman. If they overhear the PCs tell anyone they are Pathfinders, or otherwise identify themselves (such as by displaying a *wayfinder*), the clerics immediately confront them and demand that the PCs state their business—much to the surprise of the temple guard at the door.

If the PCs reveal they are here to speak with Saphira, the clerics inform the PCs that High Priestess Saphira isn't accepting solicitations from visitors and that the PCs should leave. If the PCs become insistent on holding counsel, or otherwise attempt to bypass these men, the clerics become forceful, and call for the temple guard at the door to have them removed. Unfortunately for the PCs, the guard reluctantly sides with Cayden's clerics as he isn't aware the holy men are charmed.

## Tier 7–8 (CR 7)

### CHARMED CLERICS (2) CR 4

Male human cleric of Cayden Cailean 5

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +3

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

**hp** 42 (5d8+20)

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

#### OFFENSE

**Speed** 30 ft.; +10 base speed from Travel domain

**Melee** mwk rapier +7 (1d6+2/18–20) or mwk dagger +6 (1d4+2/19–20)

**Ranged** mwk dagger +5 (1d4+2/19–20)

**Special Attacks** channel positive energy (3d6, DC 11, 2/day)

**Domain Spell-Like Abilities** (CL 5th; concentration +7)

5/day—strength surge (+2)

**Cleric Spells Prepared** (CL 5th; concentration +7)

3rd—*dispel magic*, *fly*<sup>D</sup>

2nd—*aid*, *bull's strength*<sup>D</sup>, *calm emotions* (DC 14), *shatter* (DC 14)

1st—*command* (2, DC 13), *divine favor*, *longstrider*<sup>D</sup>, *shield of faith*  
o (at will)—*detect magic*, *detect poison*, *read magic*, *stabilize*

**D** Domain spell; **Domains** Strength, Travel

#### TACTICS

**During Combat** Both clerics work together to flank and attack one opponent at a time, starting with the most heavily armed or armored PC.

**Morale** The clerics fight until reduced to 10 hit points or fewer and then drop their weapons and surrender.

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Combat Casting, Lightning Reflexes, Toughness, Weapon Focus (rapier)

**Skills** Craft (brewing) +8, Diplomacy +4, Heal +7, Knowledge (religion) +6, Perception +3, Sense Motive +6, Spellcraft +4

**Languages** Common

**SQ** aura, +10 base speed from Travel domain, agile feet (5/day)

**Gear** +1 buckler, +1 chainmail, masterwork dagger, masterwork rapier, silver tankard with darkwood inlays and copper filigree (50 gp), 11 gp

### TEMPLE GUARD

CR 3

**hp** 47 (see page 6)

## Tier 10–11 (CR 9)

### CHARMED CLERICS (2)

CR 6

Male human cleric of Cayden Cailean 7

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +4

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

**hp** 59 (7d8+28)

**Fort** +7, **Ref** +5, **Will** +7

#### OFFENSE

**Speed** 30 ft.; +10 base speed from Travel domain

**Melee** +1 rapier +9 (1d6+3/18–20) or mwk dagger +8 (1d4+2/19–20)

**Ranged** mwk dagger +7 (1d4+2/19–20)

**Special Attacks** channel positive energy (4d6, DC 12, 2/day)

**Domain Spell-Like Abilities** (CL 7th; concentration +9)

5/day—strength surge (+3)

**Spells Prepared** (CL 7th; concentration +9)

4th—*dimensional anchor*, *dimension door*<sup>D</sup>

3rd—*dispel magic* (2), *fly*<sup>D</sup>

2nd—*aid*, *bull's strength*<sup>D</sup>, *calm emotions* (DC 14), *shatter* (DC 14)

1st—*command* (3, DC 13), *divine favor*, *longstrider*<sup>D</sup>, *shield of faith*  
o (at will)—*detect magic*, *detect poison*, *read magic*, *stabilize*

**D** Domain spell; **Domains** Strength, Travel

#### TACTICS

As Tier 7–8.

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

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



**Feats** Combat Casting, Lightning Reflexes, Step Up, Toughness, Weapon Focus (rapier)

**Skills** Craft (brewing) +9, Diplomacy +4, Heal +8, Knowledge (religion) +7, Perception +4, Sense Motive +7, Spellcraft +5

**Languages** Common

**SQ** aura, +10 base speed from Travel domain, agile feet (5/day)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 chainmail, +1 buckler, masterwork dagger, +1 rapier, silver tankard with darkwood inlays and copper filigree (50 gp), 261 gp

### TEMPLE GUARDS (2)

CR 3

hp 47 (see page 6)

**Development:** Should combat break out here between the PCs, the temple guard, and the clerics, the rest of the Hall won't be too far behind. If fists (or swords) start flying, the rest of the drunken revelers need very little encouragement to start smashing furniture and busting heads. The fight throughout the rest of the ground level of the Hall poses an opportunity for the PCs: should they manage to deal with the temple guard and the clerics quickly, they can use the fight as a diversion to further explore the ground floor of Cayden's Hall and track down the high priestess (she's in area CH6). See the rest of the Cayden's Hall room descriptions for further details about the bar brawl. The brawl lasts for 10 minutes before additional temple guards arrive and break it up.

The PCs, in most instances, aren't likely to rob the temple guard and the two clerics of their possessions—especially considering the followers of Cayden Cailean are typically of a good alignment. Should the PCs refuse to loot the bodies, have the high priestess give the PCs a reward that equals the same amount of gold the PCs refused to take. At the end of the scenario, she will also give the PCs access to the temple's equipment, making any specific items the PCs didn't steal (like potions, for example) available to the PCs at normal cost and thus making those items available to the PCs on their chronicle sheets.

**Mission Notes:** Andoran faction PCs need to successfully prevent any harm from coming to at least one of the charmed clerics.

**Rewards:** If the PCs defeat the temple guard and the clerics and loot their equipment (or receive this later as a reward), reward each tier thusly:

**Tier 7–8:**

Give each player 699 gp.

**Tier 10–11:**

Give each player 1,338 gp.

## CH2. Main Hall (CR varies)

This section serves as the primary celebration hall of the temple. It consists of a massive circular pavilion covered by

a tall shingle and timber roof suspended on thick, rough-cut wooden posts. Each post is mounted with a small iron bell, and beneath each bell sits a small cask of water in case of fire. In the center, a huge bonfire blazes, while flame and smoke escape through a wide opening in the roof overhead. Assorted tables and chairs fill the central area around the bonfire, seated with all manner of folk, from drunken clerics and adventurers to common townspeople come to join the sacred festivities. The pavilion's sides are fenced off, though several openings along the perimeter lead to other areas. To the west, a curved bar allows patrons a view into the Ascendant Court.

**Creatures:** The Main Hall contains a minimum of 40 revelers of a wide variety of racial and national backgrounds. Unless a brawl breaks out (see area CH1 and below), the revelers are drunk, raucous, but otherwise peaceful. Though the stat block for the revelers below uses "human" for race, don't let this limit you in the description of Cayden's Hall's patrons.

**Brawl:** If a brawl breaks out in the Main Hall, then Cayden's Hall faces the risk of burning down (again). There's a 5% chance each round the brawl continues that someone will kick a burning log out of the bonfire, knock over a feast table into the roaring inferno, or even grab a burning stick to use as a weapon in the fight. On the following round, a fire begins burning in four consecutive squares adjacent to the fire pit (GM's choice). Each round a square isn't extinguished, fire spreads to all adjacent squares (at initiative 0). If more than 10 squares are burning, Cayden's Hall is officially "on fire." Individuals caught in the burning areas are at risk from three dangers—heat damage, catching on fire, and smoke inhalation (see page 426 of the *Pathfinder RPG Core Rulebook*).

Fortunately, as soon as the fire spreads from the bonfire, clerics ring deafeningly loud iron fire-bells mounted on posts throughout the hall. At each post sits a small cask of water for just such occasions. Soaking the perimeter of the fire stops its advance and a single water barrel extinguishes a total of four squares of fire as a full round action (there are 10 total barrels). Likewise, characters with cloaks or blankets may attempt a DC 15 Acrobatics or Survival check to smother a single square of flames. The PCs may also use magic or other tactics to help put out the blaze—how much of the blaze is extinguished by a spell is up to the GM.

### DRUNKEN REVELERS (40)

CR 1/2

Male or female human commoner 2

CG Medium humanoid (human)

**Init** +0; **Senses** **Perception** +0

#### DEFENSE

**AC** 10, **touch** 10, **flat-footed** 10

**hp** 11 (2d6+4)

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



**OFFENSE****Speed** 30 ft.**Melee** unarmed strike +2 (1d3+1)**Ranged** thrown tankard +1 (1d3+1) or thrown chair +1 (1d6+1)**STATISTICS****Str** 13, **Dex** 11, **Con** 12, **Int** 8, **Wis** 10, **Cha** 11**Base Atk** +1; **CMB** +2; **CMD** 12**Feats** Improved Unarmed Strike, Throw Anything**Skills** Bluff +1, Diplomacy +1, Profession (various) +5**Languages** Common**Gear** peasant's outfit, pouch of battered coins (1 sp, 5 cp)

**Development:** The point to this encounter is not to burn down Cayden's Hall but rather to provide a diversion for the PCs so they can find and talk to the high priestess (in area **CH6**). The brawl only continues for 1d6 rounds after the fire starts to spread, and once concluded, all of the revelers join the clerics in putting it out. Though a significant amount of fire damage is likely to occur in area **CH2**, remember that burning the entire hall down effectively ends the scenario—avoid ending the scenario in this manner.

### CH3. The Shades

This small, circular room is completely enclosed, though windows along the length of the perimeter permit a view of the surrounding city. Sparsely furnished with only two tables and a few chairs, it typically serves as a private meeting room, which Cayden's priests rent to visitors by the hour. When they rent out the room, clerics provide clients with privacy by drawing all the shades. This room is currently empty.

**Brawl:** During the brawl, this room's privacy is shattered by a half-dozen drunken brawlers who crash into the room and start fighting with some local businessmen (use the stats for the drunken reveler in area **CH2**) using the room for a meeting.

### CH4. Garden

A small flight of stairs curves down from the Main Hall (area **CH2**) into a tiny rose garden fenced in by a cobblestone wall. A huge, ancient-looking stone bench rests in the corner facing the city, upon which both visitors and clergy members come to rest and contemplate. The flagstone under the bench can be lifted to access the rooms beneath the hall, though the PCs shouldn't know this until Act 3.

### CH5. Cask Rooms

This relatively large storeroom is packed with bottles, casks, and kegs of various libations necessary to maintain the hall's eternal festivities. Toward the back, a descending flight of stairs connects to deeper cellars filled with

various types of wines and liquors. There are three cellars in all, each identical in dimension and function to area **CH5**. At the start of the adventure, brother Dunnamast lies unconscious on the second level, slumped between the wall and a large keg of rum.

**Brawl:** Two temple guards have their maces out during the brawl and brain a few brawlers (with non-lethal damage) as an example of what the rest will get should they try to fight their way into the cask rooms. Because of this, **CH5** remains untouched during the fight.

### CH6. The Oratorium

Drunks and prophets use this mid-sized speaking hall to give testimony in verse, soliloquy, and song. A long stage faces out to a shallow and wide room with notoriously bad acoustics. A collection of round wooden tables cram up the remaining floor space. The quote from Cayden's Placard is carved across the front of the stage. When the adventure opens, Saphira can be found here listening to the blathering prattle of a Taldan jester (the great **Arnaud Deschamp**, Glory of the Empire, Ear of the Crown, Wit of the Opparan Court himself—CN human male bard 5).

**Creatures:** Aside from Saphira and the jester, there are 10 additional revelers here, most of them clerics or temple guards, who are all raucously participating in the jester's crude (but amusing) speech about the state of relations between Absalom and Oppara.

**Brawl:** The jester's performance is loud and bawdy enough to keep everyone's attention on him rather than the goings-on in area **CH2**. Should the fire bells ring, the performance comes to an abrupt halt as the residents of the room (even the high priestess) flood out into the Main Hall to help extinguish the fire.

**Development:** Once things settle down, the PCs gain an audience with **Saphira** (CG human female, cleric of Cayden Cailean 9). When informed of Osprey's information, she seethes with both anger and fear at the discovery of demons within the midst of her most sacred temple. She takes the PCs into the Shade Room (or what remains of it) for a private conference, where she quickly concludes that the PCs should speak to Baldimar's former ward, Brother Dunnamast. She calls for one of her clerics to find him, but after a long search (during which the PCs can converse with Saphira), he returns empty-handed. His mysterious absence fills the high priestess with consternation, and she immediately turns to the PCs for their help in locating him—starting with a thorough search of Cayden's Hall. Dunnamast lies unconscious on the second level of the storage room (beneath area **CH5**). A DC 15 Perception check finds him wedged between the wall and a large keg of rum (see Act 2).

**Mission Notes:** Permit Qadira faction PCs to speak with Saphira concerning auction seats. If the PCs are

on good terms with her (they helped put the fire out and didn't kill any of her clerics or guards), she agrees to give them two of the best seats should the PCs find Baldimar's chambers and should she wish to auction the item in those chambers. Additionally, Qadira faction PCs who succeed on an opposed Diplomacy check (her Charisma modifier is +3) to haggle with her for additional discounts or favors during the auction succeed on their bonus mission. Likewise, Taldor faction members may attempt to present Saphira with Count Tristoff's written apology. If they succeed on a DC 10 Diplomacy check, she accepts the offer. Andoran faction PCs need to take Arnaud Deschamp aside and explain that his recent actions in Almas will not go unpunished. A successful DC 15 Intimidate check imparts the message to Arnaud with enough fright that he does exactly what Colson Maldriss wishes him to do—namely, he boards a ship for Oppara the next morning and leaves Absalom for good.

## ACT 2: INTO THE DREAM REALM (CR 12 OR CR 15)

This act begins when the PCs discover **Brother Dunnamast** (CG human male cleric of Cayden Cailean 5) passed out on the second lower level of the cask rooms (see area CH5). The cleric is in poor shape—he smells like a flagon of grog and cannot be woken. While he appears severely drunk, a DC 20 Heal check reveals more: it seems his thoughts and memories have been tampered with, beyond any self-inflicted damage caused by overindulgence. Shortly after the PCs begin to inspect, move, or treat the man, their efforts attract the attention of a psychic demon allied with Graz'ith Ur Maurgith. Sent to finish the cleric off after the succubus drained him, the creature had trouble locating the cleric's psychic energies once he blacked out. Stimulating Dunnamast's subconscious alerts the fiendish monstrosity, which immediately latches on. Instantly, Dunnamast's flesh pales, and his entire body goes into seizure. For 1d4 rounds, his skin violently reddens and he convulses uncontrollably and must be restrained to prevent him from injuring himself (he possesses CMD 25 while convulsing). Each round the PCs fail to restrain him, he takes 1d4 hit points damage (he currently has 20 hit points—his unconscious state is the result of demonic influences, not damage). If restrained or once his convulsions stop, his eyes roll back in his head and he speaks the following in Abyssal:

*"I claim this mortal as my own,  
His flesh is my flesh!  
His blood, his bone, his thoughts, his soul,  
All of this is mine!  
Be gone oh you pitiful mortals,  
You weary flesh clusters,*

*You maggot fodder!  
Look ye not unto my claims,  
Or as well shall you suffer this man's fate  
And upon you I shall feast!  
For mine is the damnation of a thousand nightmares!  
Of the blistering flame of eternal waking!  
Of the madness that gnaws!  
Of timeless devouring!"*

Once the recitation is complete, Dunnamast's flesh again pales and he slips into a still, corpse-like rigor while small trickles of blood run from his nose, ears, and eyes. If the PCs attempt to treat him again, the same series of events repeats. If the PCs continue to attempt to treat him without the aid of a demonology expert (such as Xersus), Brother Dunnamast eventually dies from the psychic attack (see his hit point total above). A DC 20 Heal, Knowledge (planes), or Knowledge (religion) check determines he is under a psychic demonic attack and requires immediate aid before his mind is destroyed. At this point, Saphira insists the PCs call in a demonology expert—the most logical contact in this context is Xersus, who can be contacted through Osprey or by contacting the Pathfinder Society Grand Lodge.

**Xersus** (LN male gnome Wizard 11) and **Osprey** (N male human Druid 11, *Seekers of Secrets* 13) arrive quickly via teleport and Xersus asks the PCs to explain their experiences. Allow them to recount the preceding events to the gnome. After the PCs explain the situation to Xersus, read or paraphrase the following text:

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Xersus listens intently, his face twisted with consternation. "I see," he says. He opens a black case filled with weird brass devices, crystals, incense, and other tools, and he proceeds to inspect Dunnamast's body. He circles it, muttering to himself as he rapidly scribbles notes into a weathered looking tome.

---

For the next 10 minutes or so, the gnome brushes off any attempts to communicate with him, as he studies his patient with a trance-like intensity. Once he's finished, he wipes his brow, looks worriedly toward the PCs, and says, "I need to perform an extraction." He then explains the following to the PCs:

---

"Extraction involves psychic projection. I shall enter a trance-like state in which I project myself into the psychic realm where Dunnamast suffers. I'm not sure what is attacking him, and thus far have only ever heard tales of the dream realm's connection to shapeless, primordial demons. I seriously doubted their existence until this moment. In order to succeed in this task, I'll need all of your help. The realm of dreams and nightmares is both maddening and deadly, and I cannot guarantee your life or sanity should you choose to join me. Without your help, though, Brother Dunnamast will die."

---



Xersus waits to see who will join him, and not surprisingly, Osprey is the first to volunteer. The high priestess does not offer to partake in Xersus's plan, but impresses upon the volunteers the need to ask Brother Dunnamast why he's in this state and what's happened in Cayden's Hall. Once the gnome demonologist has his volunteers, he arranges everyone so that all are seated around Brother Dunnamast and holding hands to complete a circle. Then he sets up his devices, incense, and assorted components and begins to weave a strange spell. A DC 28 Spellcraft check identifies it as some sort of powerful conjuration spell from the teleportation sub-school. Moments later, everyone's flesh turns cold, vision blurs, and all color washes to dull gray. The surroundings fade and soon nothing exists but a dull, twilight void.

The PCs experience the sensation of falling at first, then floating. Slowly, dark shadows solidify and the PCs see themselves hovering around Dunnamast's still form. The PCs appear gray and washed out, though sparks of color ripple through them like tiny threads of lighting. Xersus is positioned at Dunnamast's head, holding him gingerly by the temples, and Osprey is at his feet. Thick, ropery tendrils of color thread through the priest's translucent form. Xersus begins a slow, peaceful chant. The cleric's body seems to relax, and the tendrils within him recoil slowly from his body toward the base of his neck. Suddenly, the cleric's jaw drops and the alien tendrils erupt from his mouth directly into the gnome's face.

With this sudden and violent attack, Xersus is ejected from the dream realm (he slowly fades and disappears). Osprey touches his necklace and is instantly surrounded by a mysterious shimmering force that renders him invisible for a short time (10 rounds) to the primordial demon—time he uses to interrogate Dunnamast while the PCs fight the demon.

**Creatures:** The creature within Dunnamast's psyche is a formless primordial demon identifiable only as a cloudy nothingness from which protrude four smoky tendrils tipped with sharp, bone-like protrusions. Fortunately, these rare fiends perished as material beings long before the birth of mortals and only exist in the realm of subconscious dreams.

Combat takes place entirely in Brother Dunnamast's dream realm, a three-dimensional sphere with a 100-foot diameter. The PCs begin at the center of the sphere surrounding the fallen cleric, while the primordial demon begins combat 30 feet below Dunnamast, its tendrils occupying the same space as the cleric's body. The PCs (and the primordial demon) maneuver in this realm as if under the effects of an *air walk* spell, though if they possess the ability to either fly or swim, they may do so here normally. PCs that touch the edge of the realm must make a DC 18 Will save or be ejected from the dream world. They may

## EPIC ENCOUNTER

The primordial demon encounter is an epic challenge designed to both scare and humble higher level PCs. Xersus is immediately ejected from the dream realm the moment the encounter begins, and Osprey uses an amulet to protect himself from the demon for a short time while he interrogates the dream-version of Brother Dunnamast. The PCs should understand that their goal is to survive long enough to allow Osprey to question Dunnamast—Osprey further clarifies this by repeatedly shouting, "Hold the demon off, while I get answers from Dunnamast!" The end result of this encounter should be Osprey getting the appropriate information from Brother Dunnamast while the PCs are killed around him. PCs dying in the dream realm do not actually die and are instead ejected from the dream realm. Osprey is ejected last and does not figure into combat at all.

also be ejected by taking enough "damage" to kill them, though this damage is semi-imaginary. When a PC is ejected from the dream realm (willfully or otherwise), he awakes on the material plane at half his total hit points and gains the exhausted condition. While in the dream realm, the PCs retain all of their equipment and items, and may use them normally. Any items that are consumed in the dream realm, however, are not consumed in the material world. So if a PC uses his *wand of cure light wounds* to heal in the dream realm, those charges are not actually consumed. The PCs are, in effect, perfect but imaginary copies of themselves.

## TIER 7–8 (CR 11)

### PRIMORDIAL DEMON

**CR 11**

CE Huge outsider (chaotic, demon, devil, extraplanar, incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; Perception +19

#### DEFENSE

**AC** 25, touch 13, flat-footed 24 (+4 deflection, +1 Dex, +12 natural, –2 size)

**hp** 147 (14d10+70)

**Fort** +9, **Ref** +12, **Will** +13

**Defensive Abilities** incorporeal; **Immune** electricity, poison;

**Resist** acid 10, cold 10, fire 10; **SR** 22

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 4 tendrils +21 (1d8+8/19–20 plus grab)

**Space** 15 ft.; **Reach** 15 ft.; 30 ft. with tendrils

**Special Attacks** psychic implosion (DC 21, 8d6 psychic damage)

**Spell-Like Abilities** (CL 11th; concentration +15)

At Will—*phantasmal killer* (DC 18), *modify memory* (DC 18), *nightmare* (DC 19)

1/day—*weird* (DC 23)

**TACTICS**

**During Combat** The primordial demon begins combat by using its *weird* ability on all of the PCs. Starting on the second round, it attacks a single target each round with its tendrils, grappling when possible and then using its psychic implosion ability until that target is “killed” and ejected from the dream realm—it then selects another target, likely the one dealing the most damage to it, and hits that target and so on.

**Morale** The primordial demon fights to the death.

**STATISTICS**

**Str** 26, **Dex** 13, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +14; **CMB** +24; **CMD** 39

**Feats** Bleeding Critical, Critical Focus, Improved Critical (tendrils), Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (tendrils)

**Skills** Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (planes) +17, Knowledge (religion) +14, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +8

**Languages** Abyssal, Celestial, Draconic; tongues, telepathy 100 ft.

**SQ** dream form

**SPECIAL ABILITIES**

**Dream Form (Su)** A primordial demon has no physical form and only exists in the subconscious realm of dreams. Because it exists only as thought and concept, it can neither leave this realm nor exist in any other plane, realm, or reality. Any creature slain by a primordial demon does not die in the material plane. Instead, the individual falls unconscious and is forced from the dream realm (see above).

**Psychic Implosion (Su)** As a full-round action, a primordial demon can constrict his tendrils to psychically rend the mind of a grappled victim. The attack deals 8d6 points of psychic damage, though the victim may attempt a DC 21 Will save for half damage. The save DC is Charisma-based.

At Will—*phantasmal killer* (DC 18), *modify memory* (DC 18), *nightmare* (DC 19)  
1/day—*weird* (DC 23)

**TACTICS**

Same as Tier 7–8.

**STATISTICS**

**Str** 26, **Dex** 13, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +19; **CMB** +29; **CMD** 44

**Feats** Bleeding Critical, Blind-Fight, Blinding Critical, Critical Focus, Improved Critical (tendrils), Improved Initiative, Lightning Reflexes, Multiattack, Sickening Critical, Weapon Focus (tendrils)

**Skills** Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (planes) +21, Knowledge (religion) +18, Perception +23, Sense Motive +23, Sleight of Hand +17, Spellcraft +21, Stealth +12

**Languages** Abyssal, Celestial, Draconic; tongues, telepathy 100 ft.

**SQ** dream form

**SPECIAL ABILITIES**

**Dream Form (Su)** A primordial demon has no physical form and only exists within the subconscious realm of dreams. Because it exists only as thought and concept, it can neither leave this realm nor exist in any other plane, realm, or reality. Likewise, the only way for a mortal to confront the creature is to travel to its realm. Methods include meditation, suffering head injury that renders one unconscious, dreaming, and spells that permit planar travel (such as *planeshift*). Any creature slain by a primordial demon does not die in the Material Plane. Instead, the individual falls unconscious and is forced from the dream realm (see above).

**Psychic Implosion (Su)** As a full-round action, a primordial demon can constrict his tendrils to psychically rend the mind of a grappled victim. The attack deals 12d6 points of damage, though the victim may attempt a DC 23 Will save for half damage. The save DC is Charisma-based.

## TIER 10–11 (CR 14)

**ADVANCED PRIMORDIAL DEMON****CR 14**

**CE** Huge outsider (chaotic, demon, devil, extraplanar, incorporeal)

**Init** +5; Senses darkvision 60 ft.; Perception +23

**DEFENSE**

**AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, –2 size)

**hp** 199 (19d10+95)

**Fort** +11, **Ref** +14, **Will** +15

**Defensive Abilities** incorporeal; **Immune** electricity, poison;

**Resist** acid 10, cold 10, fire 10; **SR** 22

**OFFENSE**

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 4 tendrils +26 (2d6+8/19–20)

**Space** 15 ft.; **Reach** 15 ft.; 30 ft. with tendrils

**Special Attacks** psychic implosion (DC 23, 12d6 psychic damage)

**Spell-Like Abilities** (CL 13th; concentration +17)

**Developments:** After the brutal dream realm encounter, allow the PCs time to recover. Cayden’s clerics are happy to provide healing for free, and offer to clear a place for them to rest for the night. Xersus in particular suffers serious psychic scaring, and Osprey feels compelled to get him back to the Grand Lodge as soon as possible. He also needs to inform the Decemvirate of the gravity of the situation.

If the PCs manage to kill the primordial demon, Brother Dunnamast is ejected from his dream realm, the hold over him broken, and it takes a few hours before he recovers enough to talk. Osprey, however, learned a great deal of information in the 10 rounds he had to interrogate Brother Dunnamast and can speak for him if the PCs are in a hurry. Should the PCs fail to kill the demon, Brother Dunnamast succumbs to the ancient terror and dies—the PCs would then rely on Osprey to reveal the location of the entrance to Baldimar’s



chambers beneath Cayden's Hall: the strange flagstone beneath the bench in the garden (area **CH4**). Osprey also reveals that he believes the appearance of a primordial demon is proof that Baldimar's hidden archives exist, and likely hold something of great value—something demons value higher than the risk of assaulting a major temple in Absalom.

Should the PCs be able to talk to Brother Dunnamast, he recounts meeting a pretty lass while out drinking, but very little after that. She seemed particularly curious about his faith, and he jovially invited her to partake in the eternal celebration. After several drinks she became giddy and seductively lured him into the privacy of the storage rooms, where she kissed him and he blacked out. When he awoke, he was the dream realm where the primordial demon lay in waiting—he can't remember how long he'd been there.

**Treasure:** Before the PCs leave, Xersus warns them of what they might be up against, and for added protection gives them a *gem of brightness* and three cleric scrolls: *dismissal*, *magic circle against evil*, and *restoration*. For Tier 10–11, add two additional cleric scrolls: *atonement* and *dispel evil*.

**Rewards:** If the PCs receive Xersus's gift, reward each tier thusly:

**Tier 7–8:**

Give each player 1,231 gp.

**Tier 10–11:**

Give each player 1,419 gp.

## ACT 3: THE DEMONS BELOW

At this point, the PCs will likely head to area **CH4** to find the entrance to Baldimar's chambers beneath Cayden's Hall. The succubus Ephierone assumed her dominated clerics in the fest hall would be enough to keep any Pathfinders who were snooping around from finding the secret entrance to the lower chambers beneath the bench in the garden and left no one to observe the entrance itself. To access area **BH1**, a PC simply needs to slide the bench over and make a successful DC 16 Strength check to lift the flag stone beneath it, revealing a wide but steep set of stairs that descends into darkness.

The High Priestess Saphira is present when the PCs enter the garden and she informs them that she's done a quick head count of her clerics and found that at least four of them are missing. None of her other clerics or anyone who works in the fest hall have seen the missing clerics in at least 2 days, and she implores the PCs to keep an eye out for them as they search the secret chambers below. Saphira had no knowledge that such an entrance (or even

the chambers below) existed, and she requests a full report of what's beneath her temple when the PCs return.

All of the areas beneath Cayden's Hall are completely dark and have 20-foot-high ceilings unless otherwise mentioned in the room's description. The floors are made of stone tiles and the walls and ceilings are constructed of bright red brick masonry (the exception is the cavern area **BH6**).

### BH1. The Winding Stair

The steep stairway has no light and individuals requiring a light source to see need to provide one. A DC 20 Perception check detects a faint, strange smell, and an additional DC 20 Knowledge (the planes) check reveals the smell to be that of brimstone. Halfway down, the stairs are suddenly slick with blood, and unless the PCs use Perception to actively search as they descend, the first one to hit the 180-degree curve in the stairs must make a DC 12 Acrobatics check to avoid slipping on the blood and falling prone. Anyone inspecting the pool of blood closer (DC 10 Perception check) finds four human fingers. At the bottom of the curve lies a body dressed in the brown robes of one of Cayden Cailean's priests—he's missing all four fingers of his left hand. A DC 15 Heal skill check identifies the cause of death as a crushed windpipe. The priest was tortured by demons (they removed his fingers one at a time) for refusing to aid them by reading aloud prayers needed to undo the spells cast by Baldimar to protect the archives. Another priest gave the demons what they wanted after witnessing the torture.

### BH2. The Archive Foyer (CR 8)

The stairwell ends at a small, curved foyer facing a broad set of heavy, iron double doors that block further passage. Shallow alcoves flank the doors on either side. Each boasts a statue of Cayden Cailean, one holding a massive flagon, the other hoisting a large sack. The latter is badly chipped and one of its arms lies on the floor, broken off at the shoulder. Across both doors is a message scrawled in blood. The doors open inward, and though they are closed now, they show signs of having been damaged when they were forced open.

**Traps:** To slow pursuers, the demons warded the door with a potent trap that lashes out with negative energy, damaging its target and applying a nasty bleed effect.

#### ABYSSAL BLEED TRAP

CR 8

Type magic; Search DC 29; Disable Device DC 29

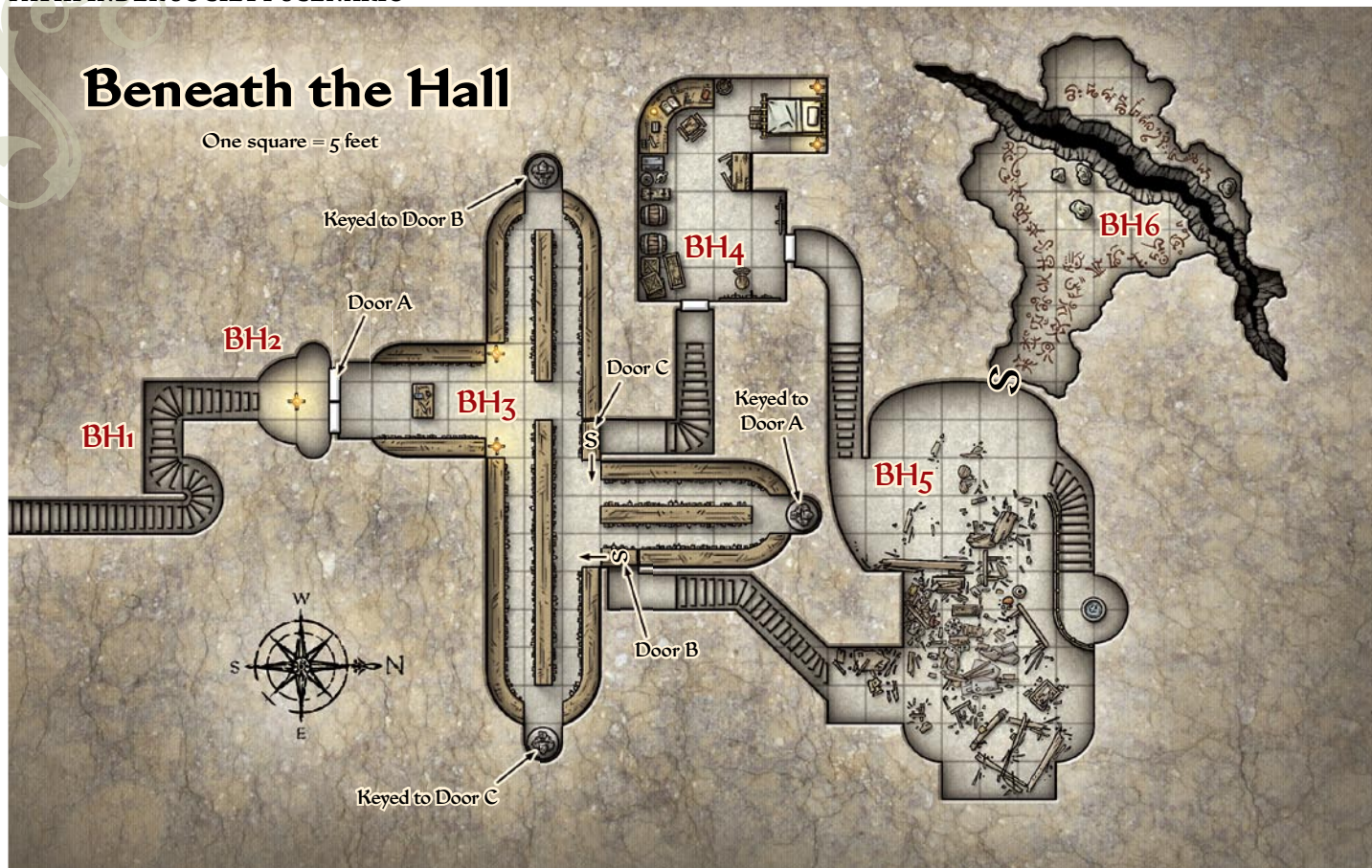
#### EFFECTS

Trigger touch; Reset none

Effect Atk +10 melee touch (8d6 negative energy damage plus bleed [2d6])

# Beneath the Hall

One square = 5 feet



## BH3: The Archives (CR 9 or CR 12)

The archives are a series of wide, interconnecting hallways with high, arched ceilings. Long, stone-topped reading islands run down the center of the halls, dividing them. Dust and cobwebs cover everything, easily marking the recent passage of several large creatures. Tall shelves line the walls, filled with assorted tomes and grimoires. Some of these bear recent damage: shelves smashed and singed, and books lying in scattered piles, torn, tattered, and burnt. Ten feet from the door marked **A** sits a large desk covered in an assortment of dusty tomes.

The archives consist of an 80-foot-long central passage, with shorter passages bisecting along the north and south walls. The west, east, and southern most passages end in small alcoves, each centered on a statue of Cayden Cailean. The statues hide secret latches (DC 20 Perception) that unlock and open doors elsewhere in the archives. The west statue is keyed to door **B**, the north statue is keyed to door **A**, and the east statue is keyed to door **C**.

**Creatures:** The succubus Ephierone already put the ritual in motion to release her demon lover Graz'ith Ur Maurgith from the magical restraints long ago put in place by Baldimar (see area **BH6**). She now waits here in the archives with her shadow demon minion—he keeps an eye on the door to **BH2** and she wanders the archives

waiting for the ritual to complete, flipping through books that interest her, and tossing aside or destroying ones that don't. When the PCs enter, there is a 50% chance Ephierone is reading a book near the statue keyed to door **A** and an equal chance that she's flipping through books near the statue keyed to door **B**.

## Tier 7–8 (CR 9)

### EPHIERONE

CR 7

Succubus

hp 84 (*Pathfinder RPG Bestiary* 68)

### TACTICS

**During Combat** Ephierone lets her shadow demon minion do the brunt of the heavy fighting while she uses her various charm and dominate abilities to either turn the PCs against one another or send them running back up the stairs in area **BH1**. If forced into melee, she attempts to summon a babau using her summon ability and then fights as best as she can with her claws.

**Morale** If reduced to less than 20 hit points, Ephierone uses *ethereal jaunt* to escape. If she manages to escape, she returns when the PCs encounter Graz'ith Ur Maurgith in **BH6**, though she will not have regained any of her hit points by that encounter unless it takes place more than 24 hours later (in which case she recovers 8 hit points per day).



**SHADOW DEMON****CR 7****hp** 59 (*Pathfinder RPG Bestiary* 67)**TACTICS**

**Before Combat** The shadow demon has melded into the shadows near door **C**, opposite the door to area **BH2**. This way, he sees the PCs if they come through that door.

**During Combat** The shadow demon begins combat by attempting to summon another shadow demon, then drops *deeper darkness* on the squares surrounding the PCs, hits any obvious healers with *fear*, and wades into melee with the PCs. Should the PCs ever surround him, he uses *telekinesis* to push them back.

**Morale** The shadow demon fights to the death.

**Tier 10–11 (CR 12)****EPHIERONE****CR 7**

Succubus

**hp** 84 (*Pathfinder RPG Bestiary* 68)**TACTICS**

As Tier 7–8.

**ADVANCED SHADOW DEMON****CR 11***Pathfinder RPG Bestiary* 67

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

**Init** +10; **Senses** darkvision 60 ft.; Perception +29**DEFENSE****AC** 21, touch 21, flat-footed 14 (+4 deflection, +6 Dex, +1 dodge)**hp** 147 (14d10+70)**Fort** +9, **Ref** +17, **Will** +13

**Defensive Abilities** incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 22

**OFFENSE****Speed** fly 40 ft. (perfect)**Melee** 2 claws +14 (2d6 plus 2d6 cold), 1 bite +14 (2d8 plus 2d6 cold)**Special Attacks** pounce, shadow blend, sprint**Spell-Like Abilities** (CL 14th; concentration +21)

At Will—*deeper darkness*, *fear* (DC 21), *greater teleport* (self only), *telekinesis* (DC 22)

3/day—*shadow conjuration* (DC 21), *shadow evocation* (DC 22)

1/day—*magic jar* (DC 22), *summon* (level 3, 1 shadow demon 50%)

**TACTICS**

As Tier 7–8.

**STATISTICS****Str** —, **Dex** 22, **Con** 21, **Int** 14, **Wis** 18, **Cha** 25**Base Atk** +14; **CMB** +14; **CMD** 35

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Stand Still

**Skills** Acrobatics +20, Bluff +24, Fly +28, Knowledge (local) +16, Knowledge (planes) +19, Perception +29, Sense Motive +21, Stealth +23; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Common; telepathy 100 ft.**SPECIAL ABILITIES**

**Sprint (Ex)** Once per minute, a shadow demon increases its fly speed to 240 feet for 1 round.

**Shadow Blend (Su)** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

**Sunlight Powerlessness (Ex)** A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.

**Development:** Defeating Ephierone and her shadow demon leaves the PCs free to search the archives. They contain numerous writings compiled by Baldimar and his colleagues, as well as his expert contacts. Most of the records concern demonic studies, though some focus on other outsiders.

**Treasure:** A DC 15 Perception check while searching the desk finds two *scrolls of lesser restoration* in the top drawer.

**Mission Notes:** Cheliox faction PCs can attempt a DC 15 Perception check to uncover a set of manuscripts documenting Trud's interaction with select Chelish officials. This search takes 1d10+5 minutes. Osirion faction PCs can attempt a DC 15 Perception check to find the 12-volume series entitled "On the Manufacture and Enchantment of the Mysterious Golem" written by an ancestor of the Ruby Prince himself. Each volume weighs 1 pound and it takes 1d10+12 minutes to locate all of them.

**Rewards:** If the PCs find the hidden scrolls, reward each tier thusly:

**Tier 7–8:**

Give each player 25 gp.

**Tier 10–11:**

Give each player 25 gp.

**BH4: Baldimar's Quarters**

Several sealed casks line the south wall, pressed against a work desk fitted along the room's curved corner. Within a wide alcove at the far end of the chamber rests a bed with moldering sheets and a hope chest at its foot. Near the bed balances a crooked wardrobe adjacent to simple brown robes dangling from pegs. On another wall hangs a map of the area around Lake Encarthan. Pinned along its perimeter hang dozens of faded papers, diagrams, and notes.

This chamber served as Baldimar Trud's quarters during periods of extended research. All of the room's cloth items are moldered and frail, and fall apart when handled. The casks hold naught but badly-soured vinegar. The hope chest holds blankets, while the wardrobe contains more cleric's robes. The notes are faded beyond value or recognition. The desk drawer is locked, but easily opens with a DC 15 Disable Device skill check. It contains more papers, quills, and dried bottles of inks.

## BH5: The Demon Laboratory (CR 9)

The remnants of a large laboratory lie in splintered ruin, a bizarre sculpture of strange cogs, split beams, smashed furniture, and dunes of broken glass. Everything is splattered with chemical stains and compounds, and a toxic reek fills the air.

The lab is considered difficult terrain. A PC moving through the room at faster than half speed must succeed on a DC 10 Acrobatics check for every 10 feet of movement to avoid tripping and landing on broken glass. PCs who trip fall prone and suffer 1d6 piercing damage and are exposed to an additional dose of the room's toxic vapors (see Hazards). A DC 25 Perception check of the lab uncovers a secret panel in the floor beneath some rubble. Within is Baldimar's locked journal (DC 20 Disable Device) and a small latch that opens the secret door to area BH6. Additionally, a DC 25 Perception check finds the secret door, but doesn't reveal how it opens unless the PCs discover the secret panel.

**Hazards:** The entire room is filled with a potent mixture of toxic vapors that function as burnt othor fumes (see below). For every minute the PCs are in the room, they are exposed to an additional dose of the toxic vapors. If any PC should fall while traversing the room, he takes damage (see above) and is exposed to an additional dose.

### BURNT OTHOR FUMES

**Type** poison, inhaled; **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** 1 Con drain; **Secondary Effect** 1d3 Con damage;

**Cure** 2 consecutive saves

### SPECIAL

Because the toxic vapors are so thick and coat nearly every surface in the lab, cutting oneself on any surface in the room causes an additional exposure to the poison.

**Mission Notes:** Taldor faction PCs able to search through the journal find a small sealed envelope with a letter from Baldimar's father questioning his calling to the priesthood and his fake last name and revocation of his family heritage.

## BH6: The Binding Chamber (CR 8 or CR 11)

This chamber is an ancient cavern Baldimar found while he was having the archives and lab built beneath Cayden's Hall. The chamber's ceiling soars to nearly 100 feet in height and is split southwest-to-northeast by a thin crevasse that plummets into much larger, much deeper caverns below. Anyone who falls into the crevasse can make a DC 10 Reflex save to grab hold or otherwise falls 100 feet and takes 10d6 falling damage. The entire chamber is surrounded by red glyphs, faintly glowing in the darkness. A DC 15 Knowledge (the planes) check reveals these glyphs to be powerful wards designed to keep a demon restrained—it also reveals that several of the wards appear to have failed. Finally, though the wards have failed, the room is still protected by a powerful magical energy that functions as *dimensional anchor*, preventing anyone from teleporting into or out of the room.

**Creatures:** Two clerics of Cayden Cailean, identifiable by their plain brown robes, lie dead near the southeast side of the crevasse. A third cleric, bearing obvious wounds (he currently has 2 hit points remaining; use the stats on page 7), sits nearby, softly crying. A demon (varies by tier) rages about the room, trying to figure out how to open the secret door to get out. This demon is Graz'ith Ur Maurgith, and he has just been freed from his prison—a freedom that cost the lives of at least three clerics and may soon cause the death of a fourth.

## Tier 7–8 (CR 8)

### GRAZ'ITH UR MAURGITH

CR 8

Nabasu

**hp** 103 (*Pathfinder RPG Bestiary* 64)

### TACTICS

**Before Combat** Graz'ith has just been freed from his prison, but is unable to find the way out of the room (he was still bound when Ephierone left).

**During Combat** Graz'ith stays aloft as much as possible, using *silence* and *telekinesis* to shut down casters and *deeper darkness* on himself to further confuse the PCs. His summon ability will not work in this chamber, so he relies on *mass hold person* and his own claws and bite to dispatch the PCs.

**Morale** This close to freedom, Graz'ith Ur Maurgith flees if reduced to less than 20 hit points. He attempts to flee into BH5, where he'll teleport out of the chamber, effectively ending the encounter. If any of the PCs tell Graz'ith that Ephierone is dead, he does not flee and instead fights to the death.

## Tier 10–11 (CR 11)

### GRAZ'ITH UR MAURGITH

CR 11

Hezrou

hp 145 (*Pathfinder RPG Bestiary* 62)

#### TACTICS

**Before Combat** As Tier 7–8.

**During Combat** Graz'ith charges into the midst of the PCs trying to affect all of them with his stench aura. His summon ability will not work in this chamber, so he relies on his natural attacks, grappling, and his nausea special ability to fight the PCs.

**Morale** As Tier 7–8.

**Development:** The surviving cleric of Cayden Cailean, a young acolyte named Dahar, thanks the PCs profusely for rescuing him—even if they explain that they weren't here to rescue him.

**Treasure:** Ephierone brought Graz'ith's most prized weapon, which lies in a dark case wrapped in silks on the far west side of the chamber. For Tier 7–8 it's a *+1 wounding longsword* and for Tier 10–11 it's a *nine lives stealer*. Additionally, the succubus brought coin for her lover so he could remain on the material plane and buy himself an army to exact revenge on the church of Cayden Cailean. For Tier 7–8, there's a chest with 5,500 gp worth of coins within. For Tier 10–11, it's several chests all filled with Absalom trade bars and worth 18,000 gp.

**Mission Notes:** Cheliox faction PCs can take some time (it takes about an hour) to copy every single ward in the binding chamber—it requires a successful DC 15 Wisdom check to copy them down correctly. Osirion faction PCs who successfully make a DC 15 Perception check while searching Graz'ith discover that he is wearing the scarab necklace they seek. Should the demon flee, he flees with the necklace.

**Rewards:** If the PCs recover Graz'ith's prized weapon and stash of coins, reward each tier thusly:

#### Tier 7–8:

Give each player 2,443 gp.

#### Tier 10–11:

Give each player 4,921 gp.

## CONCLUSION

Once the PCs clear the archives of demons, they may perform whatever further investigations they desire. They may want to send for Osprey and Xersus to inspect and recover the information they seek. Osprey thanks them for their aid, but asks them not to repeat the nature of their mission to anyone, at least until facts can be sorted out and the Decemvirate has time to further assess things. Of course, any rescued clerics are overjoyed, and report the PCs' heroic deeds to Saphira. In response, she grants them the title of Honored Guests of the Hall and need never pay for anything beneath her roof.

## FACTION MISSIONS

**Andoran Faction:** Andoran faction PCs who successfully intimidate the Taldan bard Arnaud Deschamp into leaving Absalom for good earn 1 Prestige Award. Andoran faction PCs who successfully prevent any harm from being inflicted on at least one charmed cleric earn 1 bonus Prestige Award.

**Cheliox Faction:** Cheliox faction PCs who locate and either conceal or destroy Baldimar's documents concerning Chelish advisors earn 1 Prestige Award. Cheliox faction PCs who manage to perfectly copy every ward in the binding chamber earn 1 bonus Prestige Award.

**Osirion Faction:** Osirion faction PCs who recover the 12-volume series entitled "On the Manufacture and Enchantment of the Mysterious Golem" earn 1 Prestige Award. Osirion faction PCs who also recover the scarab necklace from Graz'ith earn 1 bonus Prestige Award.

**Qadira Faction:** Qadira faction PCs who convince Saphira to provide them with a formal writ that guarantees them two bidding seats in any auctions held to auction off items recovered in the archive earn 1 Prestige Award. Qadira faction PCs who manage to haggle her into promising a discount or provide a closed bid prior to the date of the auction earn 1 bonus Prestige Award.

**Taldor Faction:** Taldor faction PCs who get Saphira to accept a formal apology on behalf of Count Tristoff earn 1 bonus Prestige Award. Taldor faction PCs who uncover Baldimar's lost notes and lay claim to his possessions by proving he was a Taldan noble earn 1 bonus Prestige Award.



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## Andoran Faction Handout

Hero of Freedom,

My informants briefed me on your task, and your time at Cayden's Hall can aid our nation greatly. Arnaud Deschamp claims to have the ear of the Emperor of Taldor himself. He's been performing at Cayden's Hall for weeks and is in Absalom after having been run out of Almas by the local constabulary for theft, fraud, and some indiscretions with a merchant's daughters. Convey to him without violence that his actions in Almas will not go unpunished and Eagle Knights are on their way to collect him from the hall. Hopefully he'll return to Oppara and Absalom will be rid of his filth. Additionally, where there are demons, there are charms. Should you find anyone to be under the influence of demonic possession and acting against their nature, do your best to keep your compatriots from killing him. You need not save them all, but at least save one—we could use the favor of the church of Cayden Cailean.

*Capt. Colson Maldris*

Many Thanks,

Captain Colson Maldris



## Cheliox Faction Handout

Exquisite Flesh Morsel,

Overheard pillow talk indicates that you are seeking the fabled archives of that wretched demonologist Baldimar Trud. Like many exceptionally boring Pathfinders, Trud was a prolific note taker, so I suspect he documented everything. Find any documentation concerning his involvement with our agents before any of your non-Chelish allies—they are all lies and should be destroyed before they can be used against us. Furthermore, should these persistent rumors of Baldimar having trapped a demon be true, bring me a drawing of the wards used to contain the creature so that I might explore the possibility of dealing with some of Cheliox's humanoid "demons" in much the same way.

*Zarta Draldeen*

Paracountess Zarta Draldeen



## Osirion Faction Handout

Scion of the Ruby Prince,

One of my esteemed colleagues specializes in tracking stolen relics from the tombs of our ancient pharaohs. My friend tracked several artifacts to Absalom, though his trail went cold in Cayden's Hall and he failed to recover them. It's possible that the relics he was unable to find may now reside in these alleged secret archives. Your latest mission for the Society gives us a potential opportunity for their recovery. The first item is actually a 12-volume series entitled "On the Manufacture and Enchantment of the Mysterious Golem" written by an ancestor of the Ruby Prince himself, while the second is a rather plain scarab necklace that bears the mark of the Ruby Prince's noble line. Should you find them, bring both of them to me so that my colleague can put this rare failure behind him.



In Service to the Ancestors,

*Amenophus*  
Amenophus, The Sapphire Sage

## Qadiran Faction Handout

Servant of the Satrap,

*I see that you are investigating the possibility of a forgotten archive that may contain unique manuscripts of indeterminable value. Please speak with the owner of these archives to secure us auction rights should any of these items go up for bidding. Let this individual know that we are also willing to pay a substantial amount for the right to first bid on some items prior to auction. Either option is acceptable provided the owner is willing to put it to writing in a legally binding contract with at least one witness.*

Sincerely,

Pasha Muhlia Al-Jakri *Muhlia Al-Jakri*

## Taldor Faction Handout

Glorious Agent,

I require your assistance with two personal matters. My spies report that you are investigating the secret life of Baldimar Trud. I suspect that his real name was Baldimar Doystevan, the third son of Alcritus Doystevan, a famed and wealthy progenitor of many of today's senators. Find proof of Baldimar's noble birth and use this information to claim his lost property for his family.



Of equal importance, I request you present High Priestess Saphira with a formal written apology on behalf my good friend Count Cristoff. I believe they had issues over soured business dealings involving several shipments of wine. He'd greatly like to make financial amends and renegotiate a new contract with her.

For Taldor!

*Baron Jacquo*  
Baron Jacquo Dalsine



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# SCENARIO 40: HALL OF DRUNKEN HEROES

This Chronicle Certifies That

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

Has Completed This Scenario.

## Items Found During This Scenario

TIER  
7-8

**Honored Guests of the Hall:** Should you rescue a cleric from the grasp of the demons plaguing Cayden's Hall, High Priestess Saphira declares you to be an honored guest and from this day forth all drinks beneath her roof are free for you. Additionally, all clerics of Cayden Cailean in Absalom give you a +1 circumstance bonus when asking them for information pertaining to any Knowledge skill check.

Cayden Cailean's silver tankard (50 gp)

Cloak of resistance +1 (1,000 gp)

Gem of brightness (13,000 gp)

+1 wounding longsword (18,315 gp)

Potion of cure moderate wounds (300 gp)

Scroll of dismissal (700 gp)

Scroll of lesser restoration (150 gp)

Scroll of magic circle against evil (375 gp)

Scroll of restoration (700 gp)

TIER  
10-11

Nine lives stealer (23,057 gp)

Scroll of atonement (1,125 gp)

Scroll of dispel evil (1,125 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

Scenario Chronicle #

TIER	7-8	4,398
TIER	10-11	7,703
TIER		

MAX GOLD

## EXPERIENCE

Starting XP

+1 XP

Final XP Total

## Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

## GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #