

A PATHFINDER SOCIETY SCENARIO



AMONG THE DEAD™

By Joshua J. Frost



AMONG THE DEAD

PATHFINDER SOCIETY SCENARIO 49

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Pathfinder Society Scenario 49: Among the Dead is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). 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 23 of this product.

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AMONG THE DEAD

BY JOSHUA J. FROST

Fel Bustrani's Zyphus-blessed plan to uncover the ancient *Zyphus Stone* and turn all of Oppara's citizens into slobbering, horrid zombies failed. In a twist of irony, adventurous Pathfinders struck down Bustrani not long after he betrayed and murdered the Pathfinder who aided him in the acquisition of the *Zyphus Stone* in the first place. All of this came to pass inside the House of the Immortal Son, Oppara's most famous opera house and a frequent gathering spot of Oppara's wealthiest citizens. Pathfinders in Oppara are now held in even higher regard than before—especially by the upper class citizens—as many of them either had relatives who survived the incident at the House of the Immortal Son or actually survived it themselves.

Bustrani's ragtag bunch of cultists did not fair so well. Most of them were either killed when the Pathfinders foiled their plan or were captured and quickly put to death by the Opparan constabulary. A few dozen managed to escape, however, and skulked back to their hideout beneath a burned-out church of Sarenrae in the rotting, tumbledown camp on the south bank of the Mighty Porthmos River known as the Grandbridge Vagabond Camp. There Bustrani's lot fumed and argued about how they might seek revenge on the meddlesome Pathfinders, or how they might steal the *Zyphus Stone* back from Absalom and use it to finally fulfill the will of their deity of accidents, graveyards, and tragedy.

Unfortunately for the cultists, a powerful cleric of Zyphus, a mysterious figure from the wilderness of Taldor's World's Edge Mountains, had other plans for them. Enraged by Bustrani's failure, he spent nearly a year thinking about how he might exact revenge—not on the Pathfinders who foiled Bustrani's plan (that happy accident led to a slew of accidental souls for Zyphus), but instead on the pitiful failures in Oppara calling themselves the faithful of the Grim Harvestman. The mysterious cleric's plan for revenge was cunning, even for a cleric of the god of tragedy, and he sent one of his servants, a unique Zyphus-created wight called Baillaset, to deal with the cult.

Baillaset appeared in the Zyphus hideout in a nimbus of blood-red smoke and declared the cultists damned for all time if they didn't fulfill one final order: to choke the hideout with dozens of traps to catch and kill all but

AMONG THE LIVING

#49: *Among the Dead* is the sequel to #7: *Among the Living*, one of the first Pathfinder Society scenarios ever released. Though players do not have to play through *Among the Living* to participate in *Among the Dead*, these two scenarios can be played back-to-back as a fun mini-arc in Taldor's bustling capital city of Oppara. Additionally, those who wish to learn more about Taldor and its capital, Oppara, can purchase *Taldor: Echoes of Glory*, a Pathfinder Companion product that goes into much greater detail about the empire and its capital city than this adventure. *Taldor: Echoes of Glory* is available at your local game store or online at paizo.com.

one cultist. The final cultist would replace Fel Bustrani, rebuild the Opparan cult, and again attempt the downfall of the city by Zyphus's will. The cultists didn't wait to ask questions—they began to build.

The newest addition to the ranks of the Zyphus cult is a fallen consul of the empire named Magistros Sebastus Hustavan. Hustavan fell so far out of favor of the empire in the aftermath of the cult's assault on the Immortal Son (and his rescue by Pathfinders), that he eventually enlisted in the remnants of the Zyphus cult's faithful just to survive. When Baillaset arrived and set the cultists loose on one another, Hustavan turned to the Pathfinders for help. Little do the cultists know that as they trap and murder one another, Pathfinders approach the hideout intent on destroying the cult for good.

SUMMARY

The PCs are sent to Oppara by Venture-Captain Drandle Dreng to find and exterminate the recently located hideout of the same band of cultists who murdered Pathfinder Bodrigan Wuthers more than a year ago and attempted to unleash a zombie plague on the citizens of Oppara. Venture-Captain Dreng makes it clear this is a revenge mission—a lesson to all that the Pathfinder Society will not stand idle while their members are tricked and slain.

TOO MANY TRAPS?

This scenario contains a lot of traps—both tripped and active. While the traps are tier-appropriate, it's possible that a party without any means of adequately finding and disabling traps may find this scenario to be harder than it should be. If the first few traps unnecessarily punish such a group, feel free to skip some of the later traps or instead add them to the ranks of traps already tripped by the cultists. Additionally, the presence of so many traps should instill a great deal of paranoia in the players, possibly resulting in the classic "tap each square with a 10-foot-pole" trapfinding routine. Paranoia is exactly what this scenario is trying to instill—however, don't let that paranoia get ahead of your ability to run this scenario within the time limit.

The PCs arrive at the entrance to the hideout, a burned-out temple to Sarenrae in the massive vagabond camp on the south bank of the Porthmos River, and find their contact, the frighteningly thin Magistros Sebastus Hustavan, under attack by a pack of wild dogs. Saved once more by Pathfinders, Hustavan tells the PCs about the arrival of Baillaset, the cultists trapping every corner of the hideout and murdering one another with them, and his escape and cry for help. He has not been down into the hideout for more than a week and does not know what the PCs will find. He volunteers to aid the PCs by going in with them—a request he doesn't intend to let the PCs say no to.

Armed with the fallen consul's information, the PCs enter the hideout and progress down through three underground levels, each themed to one of Zyphus's areas of concern. The first level is an abandoned Sarenite crypt filled with traps and a hideous remnant of the *Zyphus Stone*—a decayed zombie. The second level contains the former living quarters of the cult, along with two rooms used to test new recruits and a gallery of Zyphus's greatest accidents. The final level contains the fewest traps, but the most corpses. Here the PCs find the wight called Baillaset. Should the PCs destroy him, they bring the era of Zyphus in Oppara to a close, but discover that the Grim Harvestman's time in Taldor is likely not finished.

GETTING STARTED

Read the following to get the adventure underway:

It has been nearly 5 days since late evening messengers pulled you awake from your tasks and ordered you to appear before Venture-Captain Drangle Dreng by midnight. Dreng, ever presenting the appearance of the doddering, decrepit old man, met you in the Great Hall of Skyreach, the main fortress of the Grand Lodge in Absalom. Dressed only in tattered night clothes complete with a faded yellow sleeping

cap, the youthful excitement in Dreng's eyes belied his elderly appearance.

"We've found them!" he declared, the moment you arrived in the Great Hall. "Those pitiful bastards who murdered Pathfinder Bodrigan Wuthers in Oppara those many months ago—you know, the Zyphus-worshipping fools who tried to turn Oppara into a zombie-filled nightmare? After all this time, we finally tracked their remnants to a burned-out temple in the vagabond camp across the river from the capital. You will set out for there at once—there is a ship waiting—and meet a man named Sebastus Hustavan outside the burned-out temple. Once a man of great importance, he seems to have fallen on hard times—fallen so far as to join those Zyphus fiends. But he's redeemed himself by telling us their location! Find Hustavan—it can't be hard, there's only one burned-out temple to Sarenrae in the vagabond camp—learn all you can about the cult's hideout, and then cleanse it of their presence. Cultists across Golarion must know they may not use the Society to fulfill their horrid glories—so too will they know that the Society will not stand by and watch its members murdered!"

Dreng cleared his throat then, his posture losing the sudden youthful fire and passion, his shoulders hunching once more, his face pinched and tired. "Of course, while you are there," he rasped, "do your duty as Pathfinders and seek anything they may have that the Society would need in the vaults."

So, after a hurried early morning rush to gather supplies in Absalom, several days in the blustery Inner Sea, and another spent weaving through the bureaucracy of the Taldan customs rituals, you find yourself walking through a chilly, early morning rain storm and approaching what the vagabond locals say is the location of the burned-out temple to Sarenrae.

Give the PCs time to gather anything they may need prior to leaving Absalom. In addition, they may have questions for Venture-Captain Dreng. He's willing to answer as many as necessary. Below are some likely questions and their answers.

Who is Zyphus? "Zyphus is a minor god, the deity of accidents, tragedy, and graveyards. His faithful call him the Grim Harvestman, or sometimes Father Grim. He delights in stealing souls bound for Pharsma's Graveyard—specifically, he steals souls that die in tragic accidents, so his faithful try to make those happen as often as possible."

What did the cult do in Oppara last year? "Their leader, a man named Fel Bustrani, tricked one of our young rising stars in the Society, a pupil of Venture-Captain Eliza Petulengro named Bodrigan Wuthers, into believing he was working on a dig of significant importance for the Society. Instead, he was digging up an

ancient artifact dedicated to Zyphus that now rests in the vaults below. It has the ability to turn corpses into Zyphus zombies, creatures able to infect living humanoids and turn them into yet more zombies. Were it not for the presence of brave Pathfinders, I fear the city of Oppara would now be crawling with undead. Though Bustrani was slain and his cult scattered or captured, they were not destroyed completely.”

Who is Sebastus Hustavan? or Why does the name Sebastus Hustavan sound familiar? “Hustavan was once a consul of the empire and carried the title Magistros. He was present in the House of the Immortal Son when the Society saved Oppara from the cultists. He’s fallen on hard times since—hard enough that he joined the cultists out of desperation. His recent messages to our lodge in Oppara indicate that something in the cult has changed and he wants out, so he’s given us their location in exchange for us keeping him safe and bringing him back to Absalom, where he will likely spend his days scrubbing floors in Skyreach.”

Halls of the Grim Harvestman

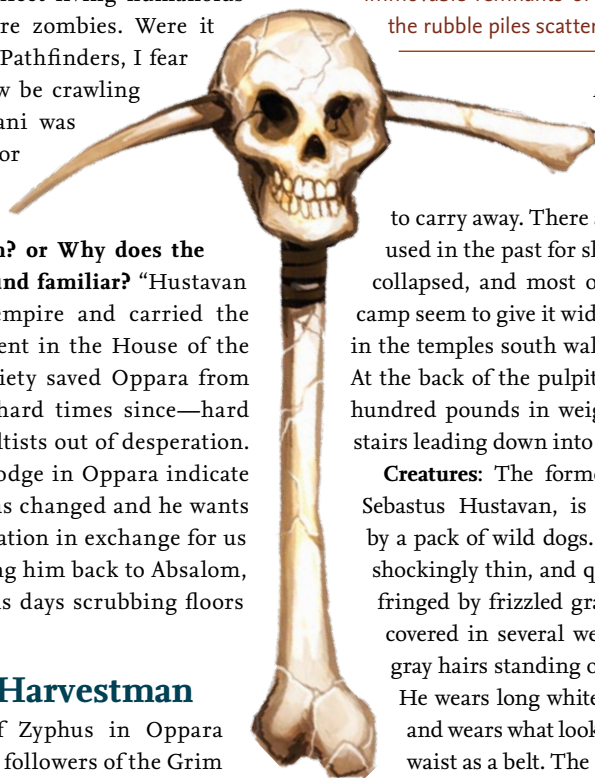
The hideout of the cult of Zyphus in Oppara follows the typical style of the followers of the Grim Harvestman. It is a celebration of his portfolio and an earthbound representation of his will on Golarion. The hideout was built beneath the burned ruin of a temple of Sarenrae (destroyed during the Great Purge of 4528 AR). The cult expanded the catacombs beneath the temple into a home and training ground for the faithful. The first level below ground is nothing more than an abandoned catacomb—though guarded by one of the first zombies created using the *Zyphus Stone*. A secret door there leads down to the testing areas and living quarters on the second level, while tunnels in the second level lead further down to the worship areas on the third level.

The catacombs and living areas are cold and damp, and the walls, floors, and ceilings are all carved from the bedrock, though the living areas have doors, chipped plaster and masonry for walls, and torch sconces at regular intervals. Unless otherwise noted, the ceilings are 10 feet high throughout the complex.

A1: Ruins of the Dawnflower (CR 1 or CR 3 or CR 6)

Rain patters down in sheets over the scorched skeleton of a once majestic temple. Walls of thick, blackened masonry stand tall and abandoned, with gaping wounds revealing where stained

glass windows once caught the morning sun. The roof has collapsed and most of its remnants are long gone. Only large, immovable remnants of the crumbling masonry remain in the rubble piles scattered throughout the ruin.



All that remains inside this ruin are rocks and chunks of wood either too worn down and ruined to be of use or too heavy to carry away. There are signs that this place has been used in the past for shelter, but it has since completely collapsed, and most of the residents of the vagabond camp seem to give it wide berth. Two sets of ruined stairs in the temples south wall lead up to a once proud pulpit. At the back of the pulpit, an enormous stone lid, several hundred pounds in weight, has been pulled off a set of stairs leading down into darkness.

Creatures: The former consul of Oppara, Magistros Sebastus Hustavan, is here, currently being menaced by a pack of wild dogs. Hustavan is well over 6 feet tall, shockingly thin, and quite old. His head is balding and fringed by frizzled gray hair. His chin and cheeks are covered in several weeks’ worth of beard growth, the gray hairs standing out against his pale, leathery skin. He wears long white robes, muddy, torn, and ragged, and wears what looks to be a blue sash tied around his waist as a belt. The dogs are mangy, dirty things that wander the fringes of the vagabond camp in search of food or easy prey. When the PCs arrive, Hustavan stands on the pulpit at the spot marked X on the map. He’s wielding a long piece of wet, rotting wood and is just barely keeping the dogs at bay. Once the PCs enter the temple ruins, the dogs abandon Hustavan to his perch and attack.

SEBASTUS HUSTAVAN

CR 1

Male human aristocrat 3

LN Medium humanoid (human)

Init +0; Senses Perception +3

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 armor)

hp 13 (3d8)

Fort +1, Ref +1, Will +4

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20),

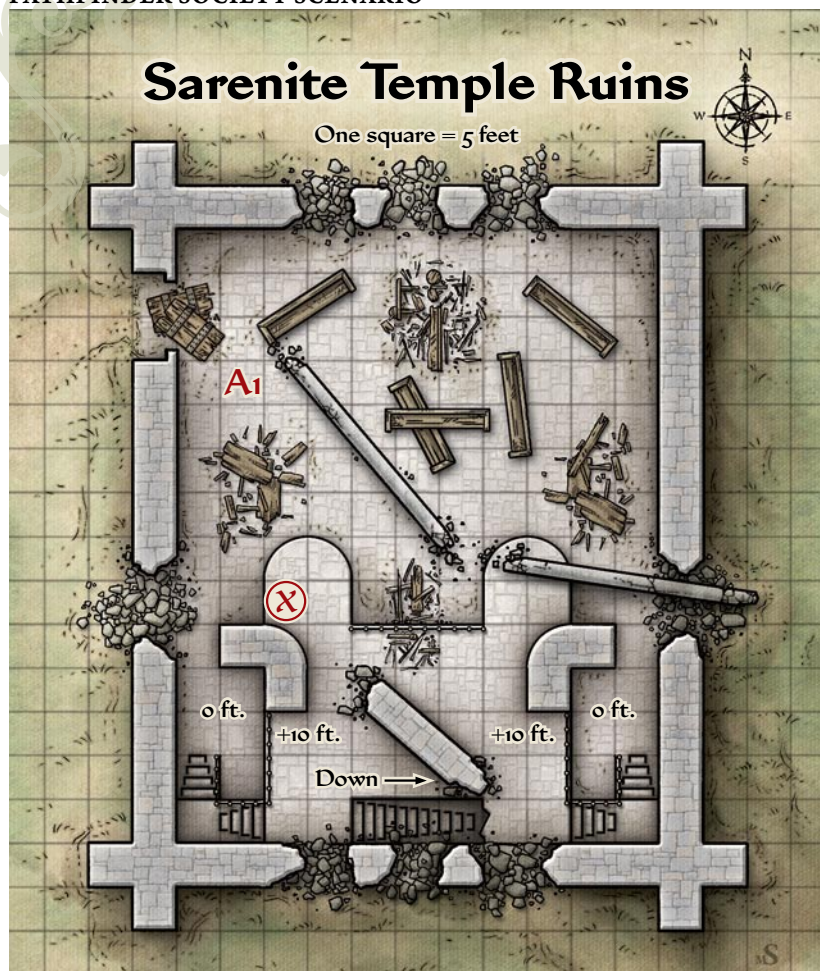
Ranged dagger +2 (1d4–1/19–20)

TACTICS

Before Combat Sullen and depressed, Hustavan likely mopes and complains a great deal.

During Combat Hustavan flees for safety, crying for the PCs to help him (see Development below).

Morale If Hustavan takes even 1 hit point of damage, he falls to his knees and begs for his life.



STATISTICS

Str 9, Dex 10, Con 11, Int 12, Wis 8, Cha 15

Base Atk +2; CMB +1; CMD 11

Feats Deceitful, Iron Will, Persuasive

Skills Bluff +10, Diplomacy +10, Disguise +10, Intimidate +10, Knowledge (local) +7, Knowledge (nobility) +7, Knowledge (religion) +5, Perception +3, Sense Motive +3

Languages Common, Dwarven

Gear dagger, padded armor

Tier 1–2 (CR 1)

Dogs (3)

CR 1/3

hp 6 (Pathfinder RPG Bestiary 87)

Tier 3–4 (CR 3)

Riding Dogs (2)

CR 1

hp 13 (Pathfinder RPG Bestiary 87)

Tier 6–7 (CR 6)

Dire Wolves (3)

CR 3

hp 37 (Pathfinder RPG Bestiary 278)

Development: Once the PCs kill or drive off the dogs, Hustavan drops to his knees and begins sobbing. If the PCs encountered him in the *Among the Living*, Hustavan is a broken shell of his once proud, arrogant self. He can tell the PCs everything from the introduction with the exception of the existence of the mysterious cleric of Zyphus who sent the wight. Hustavan, like most of the cultists, believes the wight was sent by Zyphus himself. Hustavan doesn't know that Baillaset is a wight, however—he describes the creature only as “a ragged dead thing with skin like blood and eyes like fire!” Because Hustavan hasn't entered the hideout for a week, he doesn't know the current state of affairs. He knows only that the cultists were building traps and killing one another when he fled, and that no one has come to the surface since. The fallen consul wants to accompany the PCs down into the hideout as a guide and refuses to take no for an answer. Secretly, he knows there are many in the vagabond camp that hold him ill will since his days as a consul in Oppara, and he thinks he'll be much safer with the PCs below. The only way for the PCs to prevent Hustavan from going below is to physically restrain him. Hustavan only knows the layout of the hideout—he doesn't know anything about the traps or current whereabouts of the denizens below.

Should Hustavan accompany the PCs, he serves only as comic relief. He shouldn't be the target of any attacks (though he might find himself mangled in a trap) and his tactics section dictates what a coward he is, so the GM should feel free to use Hustavan to lighten the mood during what could possibly be a paranoia-filled dungeon romp. Hustavan is meek, broken, and depressed, and he latches on to the biggest or strongest of the PCs, promising great riches for that PC should he survive his journey through the hideout. During combat, Hustavan will move to somewhere safe and periodically call out things like “A well-timed blow, m'lord! Not as well timed as my downfall, but good enough!” or “Ooh, sorry about that trap there! I should've known that Croaker would build something like that! Sorry m'lord!” or “Please don't let these hell spawn kill me! I was important once! I was somebody! HELP!”

Mission Notes: Several factions have interests in Hustavan. Andoran faction PCs will need to convince him that his years of service to Taldor served only evil purposes. To do this, an Andoran faction PC will need to use Diplomacy—Hustavan is indifferent to the idea that he did evil for Taldor and will need to be made friendly before he accepts the idea. Chelixa faction PCs will need

to secretly deliver Zarta's bribe and message without any other non-Cheliax faction PCs overhearing the conversation or seeing the bribe change hands. Qadira faction PCs need to slip the Pasha's note into Hustavan's pocket without him seeing it done—this requires an opposed Sleight of Hand check versus Hustavan's Perception check, unless Hustavan is asleep or unconscious. Finally, Taldor faction PCs have a secret message to deliver verbally to Hustavan and must do so without being heard by any non-Taldor faction PCs.

Additionally, Qadira faction PCs need to reconsecrate the Sarenite temple by sprinkling the flask of holy water around the ruined structure and saying a prayer to Sarenrae.

A2: Crypt Entryway (CR 1 or CR 3 or CR 6)

At the bottom of the stairs that lead down from the surface is a small room. Two female statues stand in the middle of the room; their arms were broken off and are missing, and their facial features were long ago scraped away.

A small amount of light reaches this room from above, casting the entire room in shadowy illumination. Three tunnels lead away from here—a wide tunnel to the north and two smaller passages to the west and east. The tunnels are pitch black (see area A3). A DC 20 Perception check here finds a small symbol etched into the base of the western statue. An additional DC 15 Knowledge (religion) check identifies the mark as the symbol of Zyphus.

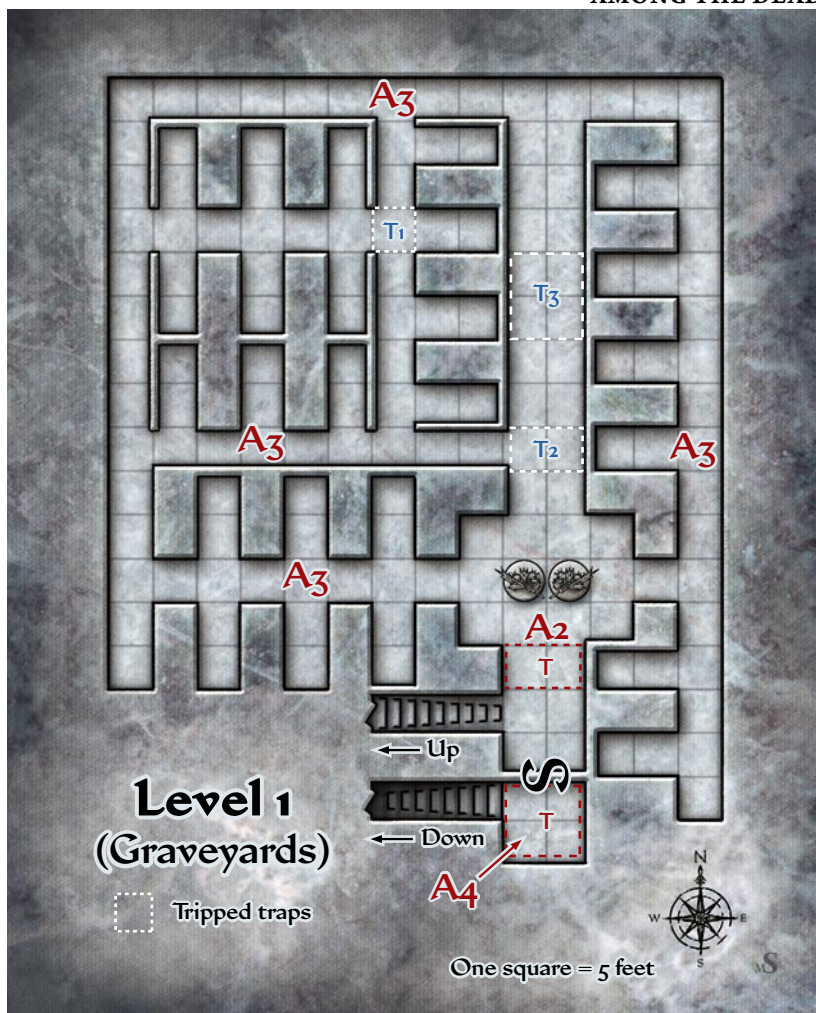
Traps: An arrow trap was set in front of the statues. The first PC to step into the marked squares hears a click when the trap triggers.

Tier 1–2 (CR 1)

ARROW TRAP	CR 1
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger touch; Reset none	
Effect Atk +15 ranged (1d8+1/x3)	

Tier 3–4 (CR 3)

ACID ARROW TRAP	CR 3
Type magic; Perception DC 27; Disable Device DC 27	
EFFECTS	



Trigger proximity (alarm); **Reset** none
Effect spell effect (acid arrow, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

Tier 6–7 (CR 6)

WYVERN ARROW TRAP	CR 6
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger location; Reset none	
Effect Atk +15 ranged (1d6 plus wyvern poison/x3)	

WYVERN POISON
Type poison, injury; Save Fortitude DC 17
Frequency 1/round for 6 rounds
Effect 1d4 Con damage; Cure 2 saves

A3: Crypt (CR 2 or CR 4 or CR 7)

The crypts are all relatively intact, though the bodies were long ago stripped of any valuables. Dozens and dozens of delicately wrapped skeletons are stacked in the alcoves throughout. The crypts are devoid of any light.

Creatures: The last Zyphus cultist who set traps here also left behind a surprise—the first zombie created using the *Zyphus Stone*, who was once the guardian of the cult's baptismal font (see area **A16**).

Tripped Traps: **T1** is a tripped swinging axe trap. The corpse of a human male dressed in rags hangs from an enormous axe attached to a mechanism in the ceiling. A DC 10 Heal check reveals that he's been dead for at least a week. At his feet lies a bloody club. **T2** is a tripped rock fall trap. A small pile of rocky rubble lies here, all of which collapsed from the ceiling above. Two sets of pale, cold feet stick out from the debris, and a coagulated rivulet of blood oozes forth from beneath it. Should the PCs dig the bodies out, it takes 2d10 minutes to move the debris enough to uncover the corpses (see *Treasure* below). **T3** is a tripped acid-filled spiked pit trap. The pit is 10 feet deep and lined with etched and crumbling metal spikes. A single body lays at the bottom, melted into an unrecognizable mess. The acid that once filled the pit drained slowly into the surrounding rock. Should a PC climb down into the pit, any exposed skin that touches the pit's walls, floor, or spikes will burn as though it had touched a naked flame, though these burns cause more annoying than actual damage. Prolonged exposure to the acid causes 1d4 acid damage every 10 minutes.

Tier 1–2 (CR 2)

OGRE ZYPHUS ZOMBIE	CR 2
NE Large undead	
Init –2; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 10, touch 7, flat-footed 10 (–2 Dex, +3 natural, –1 size)	
hp 33 (6d8+6)	
Fort +2, Ref +0, Will +5	
DR 5/slashing; Immune undead traits	
OFFENSE	
Speed 40 ft.	
Melee slam +10 (1d8+9)	
Space 10 ft.; Reach 10 ft.	
TACTICS	
Before Combat The zombie stands in the northeast hallway of the crypt. Once he hears the PCs, he moves down the 10-foot-wide hallway toward A2 , but stops at the pit (T3). Having already stepped into the pit once, he knows not to try to cross it.	
During Combat Should the PCs spot the zombie and ignore him, he wanders north and comes at the PCs from another angle (he will not cross T3). He attacks the first PC he sees and mindlessly bludgeons her until she's unconscious before shifting to the next nearest PC.	
Morale The zombie fights until destroyed.	
STATISTICS	
Str 23, Dex 6, Con —, Int —, Wis 10, Cha 10	

Base Atk +4; **CMB** +9; **CMD** 17

Feats Toughness

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Zyphus Rot (Su) When a Zyphus zombie kills a living creature and feeds on it, the zombie passes on a magical disease called Zyphus rot that causes the victim to quickly animate and rise as a zombie in 1d4 minutes. Once risen, the new zombie no longer carries Zyphus rot and can't pass it to another living creature. A corpse can be "cured" of Zyphus rot by receiving a cure disease spell prior to reanimation. A Zyphus zombie cannot be cured of the disease unless the artifact that caused it is destroyed. Any creature with more than 10 HD is immune to the effects of Zyphus rot. Zyphus rot only affects corporeal creatures (other than undead) that have a skeletal system.

Tier 3–4 (CR 4)

ADVANCED WINTER WOLF ZYPHUS ZOMBIE	CR 4
NE Large undead (cold)	
Init +2; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 Dex, +3 natural, –1 size)	
hp 44 (8d8+8)	
Fort +2, Ref +4, Will +6	
DR 5/slashing; Immune cold, undead traits	
Weaknesses vulnerability to fire	
OFFENSE	
Speed 30 ft.	
Melee bite +14 (1d8+12) or slam +14 (1d8+12)	
Space 10 ft.; Reach 5 ft.	
TACTICS	
Before Combat The zombie stands in the northeast hallway of the crypt. Once he hears the PCs, he moves down the 10-foot-wide hallway toward A2 , but stops at the pit (T3). Having already stepped into the pit once, he knows not to try to cross it.	
During Combat Should the PCs spot the zombie and ignore him, he wanders north and comes at the PCs from another angle (he will not cross T3). He attacks the first PC he sees and mindlessly bludgeons her until she's unconscious before shifting to the next nearest PC.	
Morale The zombie fights until destroyed.	
STATISTICS	
Str 26, Dex 15, Con —, Int —, Wis 10, Cha 10	
Base Atk +6; CMB +13; CMD 26 (30 vs. trip)	
Feats Toughness	
SPECIAL ABILITIES	
Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.	

Zyphus Rot (Su) See Tier 1–2.

Tier 6–7 (CR 7)

FIRE GIANT ZYPHUS ZOMBIE

CR 7

NE Large undead (fire)

Init –2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 7, flat-footed 18 (+8 armor, –2 Dex, +3 natural, –1 size)

hp 93 (17d8+17)

Fort +5, **Ref** +5, **Will** +10

DR 5/slashing; **Immune** fire, undead traits

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee slam +23 (1d8+16)

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

TACTICS

Before Combat The zombie stands in the northeast hallway of the crypt. Once he hears the PCs, he moves down the 10-foot-wide hallway toward **A2**, but stops at the pit (**T3**). Having already stepped into the pit once, he knows not to try to cross it.

During Combat Should the PCs spot the zombie and ignore him, he wanders north and comes at the PCs from another angle (he will not cross **T3**). He attacks the first PC he sees and mindlessly bludgeons her until she's unconscious before shifting to the next nearest PC.

Morale The zombie fights until destroyed.

STATISTICS

Str 33, **Dex** 7, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +22; **CMD** 30

Feats Toughness

Gear half-plate

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Zyphus Rot (Su) See Tier 1–2.

Development: A secret door is located in the south wall near the stairs that lead back up to the surface. This door is a moving stone wall; a DC 15 Perception check is required to spot and open it. The secret door leads to area **A4**.

Treasure: For Tier 1–2, a DC 10 Perception check finds a *scroll of lesser restoration* on one of the bodies buried under the rock fall. For Tier 3–4, the check finds the scroll and a *ring of climbing*. For Tier 6–7, the check finds the scroll, the ring, and a *cloak of resistance +2*.

Mission Notes: Cheliox faction PCs need to make a DC 20 Heal check to bring back a perfect sample of the Zyphus zombie's brain—they can attempt this twice before the

brain is ruined. Osirion faction PCs must locate the corpse of Vizier Mularhamma. This requires two checks: a DC 15 Knowledge (history) check to identify the funereal dressings of someone buried during the vizier's time and a DC 15 Perception check to then find the body clothed in those dressings.

Rewards: If the PCs find the treasure on the corpses beneath the rock fall, reward each tier thusly:

Tier 1–2:

Give each player 13 gp.

Tier 3–4:

Give each player 221 gp.

Tier 6–7:

Give each player 654 gp.

A4: Secret Stairwell (CR 1 or CR 3 or CR 6)

This stairwell is the secret entrance to the deeper levels of the Zyphus cult's hideout. Should anyone find the secret entrance, the cultists long ago set the trap here to deal with them (which is why the trap is still here).

Traps: The entire landing at the top of the secret stairs is a simple pit trap.

Tier 1–2 (CR 1)

PIT TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Tier 3–4 (CR 3)

CAMOUFLAGED PIT TRAP

CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Tier 6–7 (CR 6)

CAMOUFLAGED SPIKED PIT TRAP

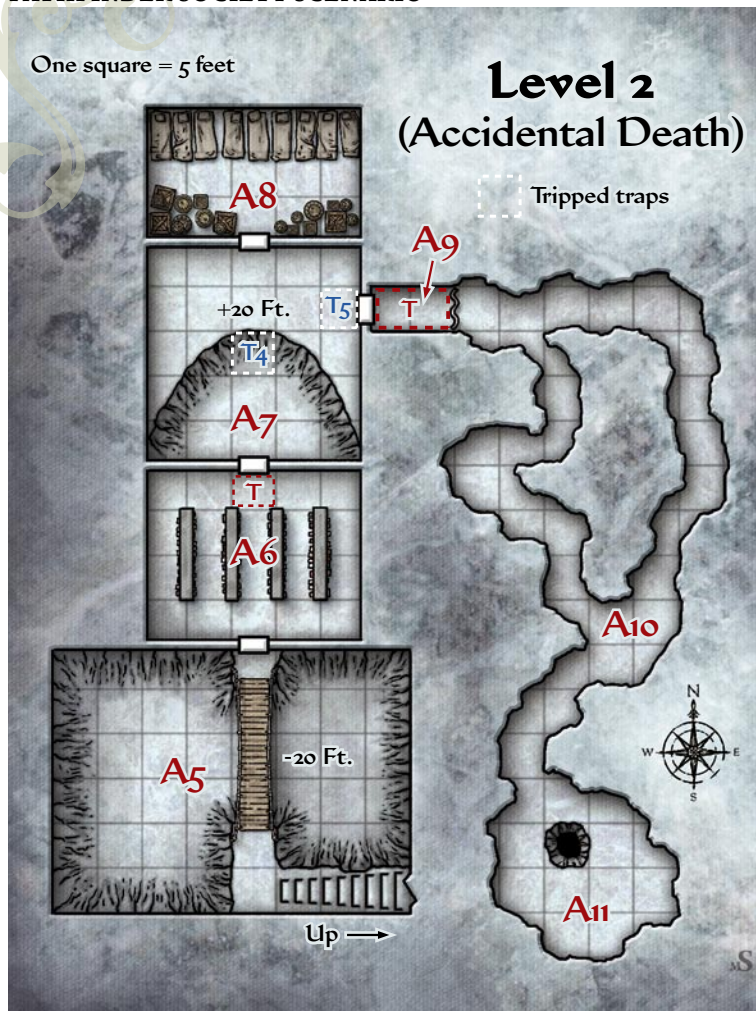
CR 6

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)



A5: The First Zyphus Test (CR 2 or CR 4 or CR 7)

A five-foot-wide, rickety rope bridge stretches fifteen feet from a small landing at the bottom of a set of stairs on the south side of the room across a twenty-foot-deep pit to another small landing on the north side of the room. The north landing has a solid wood door leading north, and the south landing has a set of stairs leading up to the west.

This room represents the first test for new Zyphus recruits. For the lower tier, a new recruit must simply cross the rope bridge and escape the room without succumbing to the bat swarm. In the higher tiers, a new recruit must cheat death by crossing the rope bridge before the poltergeist triggers the bridge collapse and either crushes the new recruit's skull with a rock or hurls him to his death against one of the walls. If Hustavan is with the PCs, he knows about this room (having once passed the test), but he believes the poltergeists (for the higher tiers) are actually Zyphus himself. If the PCs ask Hustavan how they normally get through this room, he

says, "Once you figure it out, you just get through here as quickly as possible. Lots of cultists die here even after they're part of the cult."

Creatures: In Tier 1–2, the PCs must contend with a bat swarm. In the higher tiers, there are one or more poltergeists here that use their telekinesis ability with annoying results.

Traps: In the higher tiers, the bridge is rigged to collapse—something the poltergeist knows how to trip.

Tier 1–2 (CR 2)

BAT SWARMS (2)

CR 2

hp 13 (*Pathfinder RPG Bestiary* 30)

TACTICS

During Combat As long as the PCs are in the room, the bats attack as many PCs as possible.

Morale The bat swarms fights until dispersed.

Tier 3–4 (CR 4)

POLTERGEIST

CR 2

Tome of Horrors Revised 294

LE Medium undead (incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +9

Aura unnatural aura 30 ft.

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection)

hp 19 (3d8+6)

Fort +1, **Ref** +2, **Will** +4

Defensive Abilities incorporeal; **Immune** undead traits

OFFENSE

Speed 10 ft., fly 20 ft. (good)

Melee see text

Special Attacks fear (see text, DC 12), telekinesis (CMB +7 [combat maneuver]; +3, 1d6 [violent thrust])

TACTICS

During Combat The poltergeist spends most of the combat flying above the bridge throwing 25-pound rocks at the PCs (1d6 damage). Once all or most of all of the PCs are on the bridge, he swoops down and triggers the bridge's collapse, sending the PCs tumbling into the pit (see bridge collapse trap below). Any PCs not in the pit are then targeted with telekinesis (combat maneuver) as the poltergeist attempts to push them in. Once all of the PCs are in the pit, he resumes throwing rocks at them. To mitigate the difficulty of this encounter, the poltergeist's only accessible rocks heavy enough to do damage to the PCs are in a single pile near the three corpses in the pit. The poltergeist has to swoop down to pick one up and the PCs should get a DC 11 Perception check to spot him picking up a rock.

Morale The poltergeist fights until destroyed.

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 12

Feats Alertness, Toughness

Skills Perception +9

SQ natural invisibility

SPECIAL ABILITIES

Fear (Su) A creature hit by a thrown object must succeed on a DC 12 Will save or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for the remainder of the encounter. The save DC is Charisma-based.

Telekinesis (Su) A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet a distance of 60 feet (no range increment). This ability functions as the *telekinesis* spell (caster level 6th) with the following exceptions: the poltergeist does not have to concentrate to use or maintain this ability, the poltergeist can hurl only one object or creature per round, and the poltergeist uses its Charisma modifier to modify its base attack bonus. A creature targeted by this ability can make a DC 12 Will save to avoid being hurled by the poltergeist. The save DC is Charisma-based.

Natural Invisibility (Su) This ability is constant, allowing a poltergeist to remain invisible even when attacking. This ability is inherent, cannot be dispelled or negated, and is not subject to the *invisibility purge* spell.

Unnatural Aura (Su) Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

BRIDGE COLLAPSE TRAP

CR 2

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger special (see poltergeist stat block); **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets on the bridge)

Tier 6–7 (CR 7)

POLTERGEISTS (3)

CR 2

hp 19 each (see Tier 3–4)

BRIDGE COLLAPSE TRAP

CR 5

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger special (see poltergeist stat block); **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex save avoids; multiple targets (all targets on the bridge)

Development: There are three dead cultists in the pit—2 human males and a female half-elf. A DC 10 Heal check on the males indicates they were both killed by massive internal injuries, probably from falling. A DC 15 Heal check on the female half-elf reveals dozens of tiny bites all across

her body and suggests that she likely died from some kind of poison. A DC 15 Survival check reveals that while the humans likely died in this room, the half-elf died elsewhere and was dumped here. None of the cultists possessed anything of value.

A6: Gallery of Accidents (CR 2 or CR 4 or CR 7)

Four evenly-spaced canvas walls run parallel to each other in a row stretching from north to south through the middle of this room. On both sides of each wall hang dozens of paintings, drawings, and sketches of a variety of violence-themed scenes. A solid wooden door is in the middle of the south wall and a heavier, oaken door is in the middle of the north wall.

This gallery is where Fel Bustrani kept his collection of tragedy- and accident-themed art. The works each depict some horrible event—the tragic death of a child hit by a wagon, a building collapse killing dozens of workers, and so on. The largest painting, on the far left canvas wall, depicts the interior of a large, elegantly appointed opera house where rotting undead creatures feed on the living. If any of the PCs played through *Among the Living*, they instantly recognize the opera house as the House of the Immortal Son. Otherwise, give the PCs a DC 15 Knowledge (local) check to make that discovery.

Traps: A mechanical fire trap was set in the ceiling here just above the north door to area A7. Stepping into the square in front of the door triggers the trap and it explodes toward the south side of the room in a 15-foot cone, setting the gallery on fire. The part of the gallery in the area of effect burns immediately; the fire then spreads 1 square in a random direction each round afterward. The fire burns until the entire room is engulfed, and once the entire room has been on fire for 10 minutes, the fire exhausts its fuel and dies out. For 1 hour after the fire, the temperature in the room is a sweltering 120 degrees. For 10 minutes after the fire, areas A5, A6, and A7 have the oxygen equivalency of a high altitude environment and area A6 is cloaked in smoke as the *obscuring mist* spell. The oaken door in the north wall has been heavily treated with fire-resistant residue and does not burn during the fire.

Tier 1–2 (CR 2)

MECHANICAL FIRE TRAP

CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect explosion of fire (3d6 fire damage, DC 20 Reflex save for

half damage); multiple targets (all targets in a 15-ft. cone); sets the gallery on fire (see traps above)

Tier 3–4 (CR 4)

MECHANICAL FIRE TRAP CR 4

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect explosion of fire (6d6 fire damage, DC 25 Reflex save for half damage); multiple targets (all targets in a 15-ft.-cone); sets the gallery on fire (see traps above)

Tier 6–7 (CR 7)

MECHANICAL FIRE TRAP CR 7

Type mechanical; Perception DC 29; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect explosion of fire (6d6 fire damage, DC 29 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone); sets the gallery on fire (see traps above)

Treasure: Ten of the paintings here are valuable (in addition to the target of the Taldor mission). A DC 15 Appraise check identifies all 10 of them. Each painting is worth 100 gp. Each time a square burns beyond the initial blast cone of the mechanical fire trap, one of the paintings is lost to the fire.

Mission Notes: Taldor faction PCs need to recover the painting of Panmagistros Taticus Petros the Spear-Bearer of Zimar fully intact and undamaged. The difficulty here is that the painting is on the second canvas wall from the east and is hung directly in the path of the mechanical fire trap. Should the trap be activated, the painting goes up in flames.

Rewards: If the PCs recover all the valuable paintings, reward each tier thusly:

All Tiers:

Give each player 83 gp*.

*For each valuable painting not recovered, remove 8 gp and 3 sp from this total.

A7: The Second Zyphus Test

A half-moon-shaped cliff splits this room in half. The lower side, along the south wall, is twenty feet below the higher side along the north wall. The cliff is rather smooth, seemingly absent of handholds or any easy way to climb it. A solid, oaken door leads out of the room to the south, and two simple wooden doors lead out to the north and east. The room smells vaguely like cooked meat.

This room represents the second test for new Zyphus recruits, a test of their persistence. The rock wall is incredibly difficult to climb (DC 25 Climb check) and most recruits spend hours trying to scale the 20-foot-cliff, if only to avoid having to quit and walk back out through area A5. A DC 20 Perception check, however, finds a hidden set of handholds tucked back into a natural crease that runs up the rock wall in the middle. Once located, the PCs need only make a DC 10 Climb check to ascend the wall.

Tripped Traps: T4 was a nasty trap, firing spikes from inside the hidden handholds in the natural crease. There are a dozen or so spikes embedded in the heavy oak door and the south wall as well as a dozen spikes imbedded in the corpse of a human female lying against the base of the cliff. T5 is a tripped boiling oil trap and is the source of the room's smell. Two deformed and burned bodies lie against the eastern door in a puddle of congealed oil. None of the bodies possess anything of value.

A8: Coffin Barracks (CR 3 or CR 5 or CR 6)

A row of nine open coffins stretches from east to west across the north wall of this room. Each coffin is made from a dark wood, painted black, and polished to a mirror finish. The inside of each coffin is lined with green fabric and holds a ratty blanket and musty pillow. Boxes, crates, and barrels line the south wall on either side of the simple wooden door there.

This barracks is the morbid sleeping quarters for the most respected members of the cult—most of whom are now dead. The boxes, crates, and barrels contain a variety of food supplies, such as flour, sugar, dried meat, grains, and so on. The entire room smells sickly sweet, vaguely like a mixture of rotting vegetables and fresh taffy.

Tripped Traps: The source of this room's smell is a handful of poisonous traps that have all now been tripped—though they are still potentially dangerous. Most of the coffins recently contained poison fog traps, were lined with poisonous substances, or contained poisoned needles. The barrels are all coated in a thin layer of the same poison used in the traps in the coffins. The furthest coffin on the east side of the room has the body of a male elf in it. A DC 15 Heal check reveals he was killed by poisoning. The body of a male human lies crumpled in front of the barrels on the southeast side of the room—a DC 15 Heal check reveals he also died by poisoning. Because the traps were set with contact poisons, anyone who touches the boxes, crates, or barrels

or climbs inside a coffin is exposed to the poison. The poisons vary by tier—see below.

Tier 1–2 (CR 3)

MALYASS ROOT PASTE

Type poison, contact; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1d2 Dex damage; **Cure** 1 save

Tier 3–4 (CR 5)

TERINAV ROOT

Type poison, contact; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1d3 Dex damage; **Cure** 1 save

Tier 6–7 (CR 6)

DRAGON BILE

Type poison, contact; **Save** Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 1d3 Str damage

Treasure: A DC 10 Perception check finds several items of value on the body of the elf. For Tier 1–2, the PCs find a +1 *short sword* and a *scroll of lesser restoration*. For Tier 3–4, the PCs find the scroll, the sword, and a *gray bag of tricks*. For Tier 6–7, the PCs find the scroll, the bag, and the sword, which is a +2 *short sword*.

Rewards: If the PCs find the treasure on the elf, reward each tier thusly:

Tier 1–2:

Give each player 205 gp.

Tier 3–4:

Give each player 488 gp.

Tier 6–7:

Give each player 988 gp.

A9: Curtained Antechamber (CR 3 or CR 5 or CR 8)

This area is just part of the larger tunnel complex beyond. The tunnels are 5 feet wide and 10 feet tall. This area is separated from the larger tunnel complex by a heavy black canvas that was nailed into the ceiling and drapes across the tunnel 10 feet from the door in the west wall.

Traps: The black canvas was put up to hide the rock fall trap beyond. The trap was originally set up with a faulty design (DC 15 Knowledge [dungeoneering]), but after dozens of failed activations, the trap is now

precariously set and ready to go off at any moment, even though it's not likely to do a lot of damage if activated. Triggering the rock trap or making any loud noises here immediately warns the cultists in area A10 of the PCs' approach.

Tier 1–2 (CR 3)

ROCK FALL TRAP

CR 3

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** none

Effect Atk +10 (2d6); multiple targets in a 10-ft.-by-5-ft. area

Tier 3–4 (CR 5)

ROCK FALL TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 (4d6); multiple targets in a 10-ft.-by-5-ft. area

Tier 6–7 (CR 8)

ROCK FALL TRAP

CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** none

Effect Atk +20 (4d6); multiple targets in a 10-ft.-by-5-ft. area

A10: Tunnels (CR 1 or CR 3 or CR 6)

These tunnels were carved out by hand and braced with thick planks of wood. The carved ceilings stretch to 10 feet in height and around five feet in width. The walls and floor are damp, and the sound of dripping water can be heard throughout.

The first cultists who dug out the complex beneath the Sarenite crypts unknowingly dug quite close to an aquifer near the surface, and as a result these tunnels are damp. Water constantly drips from the ceiling, and a thin trickle of water runs along the side of the tunnels, emptying down the sinkhole in area A11. The water here has no impact on combat.

Creatures: A group of cultists who teamed up to kill everyone else first have found themselves trapped here. They know the trap in A9 could go off at any time, so they avoid that area, and they know the wight is below and don't want to face him either. If the PCs made a lot of noise in area A9 or set off the rock trap, the cultists are ready and waiting for them—though they think the PCs are other surviving cultists. Unknown to the cultists—though they are beginning to suspect—they were all cursed as part of

the wight's arrival to make actions for each other and the PCs more difficult (see below).

Tier 1–2 (CR 1)

FORTUNE-SPURNED ZYPHUS CULTISTS (3) CR 1/3

Advanced Bestiary 121

Male or Female human fortune-spurned warrior 1

NE Medium humanoid (human)

Init +1; **Senses** Perception –2

Aura aura of misfortune (10 ft.)

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 9 (1d10+4)

Fort +1, **Ref** –1, **Will** –3

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20)

TACTICS

Before Combat The cultists rest in the light of a single torch in the northeast corner of the tunnels. If they know the PCs are coming, they move back out of sight and wait to ambush the PCs either in the northeast corner or in the south where the two tunnels reconnect.

During Combat The cultists are not strategic fighters—they pick the nearest target, get close, and attack furiously.

Morale With no other options left to them, the cultists fight to the death.

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8

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

Feats Toughness, Weapon Focus (short sword)

Skills Climb –1, Intimidate +1, Knowledge (religion) –1, Perception –2; **Racial Modifiers** A fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

Languages Common

SQ cursed, diminished criticals, twist of fate, unlucky strike (DC 9)

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, heavy wooden shield, short sword

SPECIAL ABILITIES

Aura of Misfortune (Su) Every creature within 10 feet of a fortune-spurned creature gains the diminished criticals and unlucky strike special qualities of the fortune-spurned template as long as it remains within range. Furthermore, each such creature takes a –4 penalty on all of its checks and saving throws.

Calamitous Mishap (Su) As a free action once per encounter, a fortune-spurned creature can cause some calamity to befall itself and another creature within 5 feet of it. The mishap selected must be a possible result of normal circumstances, but it can be the worst possible result. For instance, lightning could strike both the fortune-spurned creature

and its foe on a cloudy day, or it could strike a tree, causing a heavy limb to fall on both targets, but lightning could not strike out of a clear sky. Alternatively, ropes holding up some scaffolding might break, the lock on a portcullis might slip, or the floor of a ruined keep might give way. In some cases, the fortune-spurned creature might be unable to cause any calamity given its surroundings. A calamity cannot affect anyone other than the fortune-spurned creature and a single adjacent creature of its choice. Nearly any natural misfortune may be chosen, but it must be one that is as dangerous to the fortune-spurned creature as it is to the other creature. Both targets must be affected equally—that is, both must make the same saving throw and suffer the same result. Thus, if the fortune-spurned creature is immune or resistant to electricity, it could not choose to have lightning strike both it and its foe unless the foe is equally resistance to electricity.

Cursed (Ex) A fortune-spurned creature takes a –2 luck penalty on all opposed checks and saves, and a –1 luck penalty on all attack rolls. These penalties are already figured into the creature's stats.

Diminished Criticals (Ex) A fortune-spurned creature must roll twice to confirm a critical hit.

Twist of Fate (Su) The first time in any given day that a fortune-spurned creature rolls a natural 20 on a saving throw, it fails the save. This twist of fate happens only once per day.

Unlucky Strike (Su) When a fortune-spurned creature attacks with a weapon and rolls a natural 1, it drops the weapon unless it can make a successful Reflex save (DC 9). If it attacks with a natural weapon and rolls a natural 1, it provokes an attack of opportunity from its target, even if that creature would not otherwise be entitled to make one.

Tier 3–4 (CR 3)

FORTUNE-SPURNED ZYPHUS CULTISTS (3) CR 1/2

Advanced Bestiary 121

Male or Female human fortune-spurned warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception –1

Aura aura of misfortune (10 ft.)

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 16 (2d10+5)

Fort +2, **Ref** –1, **Will** –3

OFFENSE

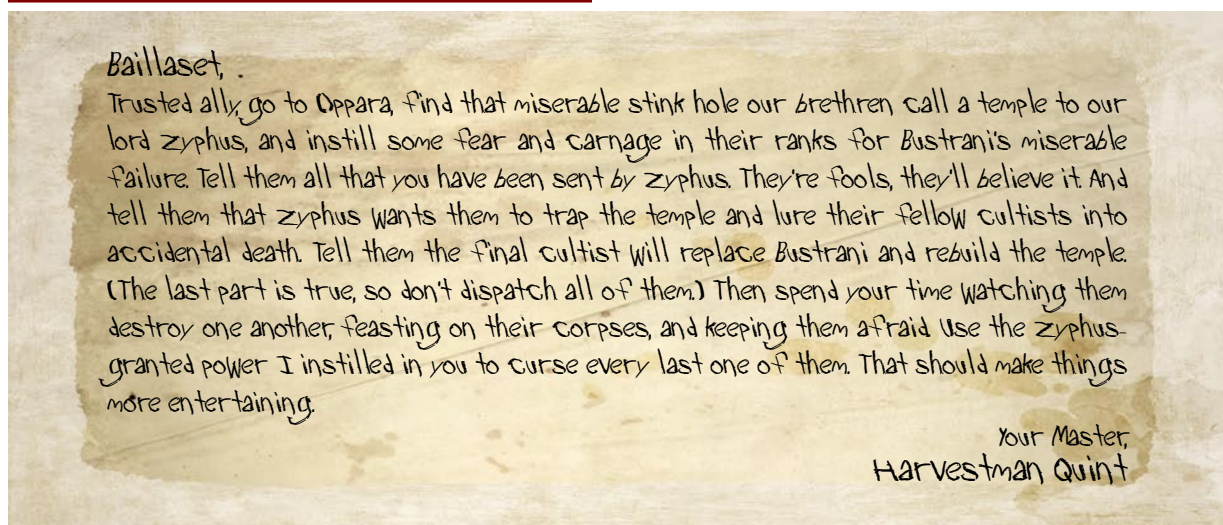
Speed 30 ft.

Melee mwk short sword +3 (1d6+1/19–20)

TACTICS

Before Combat The cultists rest in the light of a single torch in the northeast corner of the tunnels. If they know the PCs are coming, they move back out of sight and wait to ambush the PCs either in the northeast corner or in the south where the

PLAYER HANDOUT #1



two tunnels reconnect.

During Combat The cultists are not strategic fighters—they pick the nearest target, get close, and attack furiously.

Morale With no other options left to them, the cultists fight to the death.

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Toughness, Weapon Focus (short sword)

Skills Climb +0, Intimidate +2, Knowledge (religion) +0,

Perception –1; **Racial Modifiers** A fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

Languages Common

SQ cursed, diminished criticals, twist of fate, unlucky strike (DC 10)

Combat Gear *potion of cure moderate wounds*; **Other Gear** chain shirt, heavy wooden shield, masterwork short sword

Tier 6–7 (CR 6)

FORTUNE-SPURNED ZYPHUS CULTISTS (3) CR 3

Advanced Bestiary 121

Male or Female human fortune-spurned warrior 5

NE Medium humanoid (human)

Init +5; **Senses** Perception +2

Aura aura of misfortune (10 ft.)

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

hp 37 (5d10+10)

Fort +3, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+2/19–20)

TACTICS

Before Combat The cultists rest in the light of a single torch in the northeast corner of the tunnels. If they know the PCs are

coming, they move back out of sight and wait to ambush the PCs either in the northeast corner or in the south where the two tunnels reconnect.

During Combat The cultists are not strategic fighters—they pick the nearest target, get close, and attack furiously.

Morale With no other options left to them, the cultists fight to the death.

STATISTICS

Str 14, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 8

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

Feats Improved Initiative, Iron Will, Toughness, Weapon Focus (short sword)

Skills Climb +5, Intimidate +5, Knowledge (religion) +3, Perception +2; **Racial Modifiers** A fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

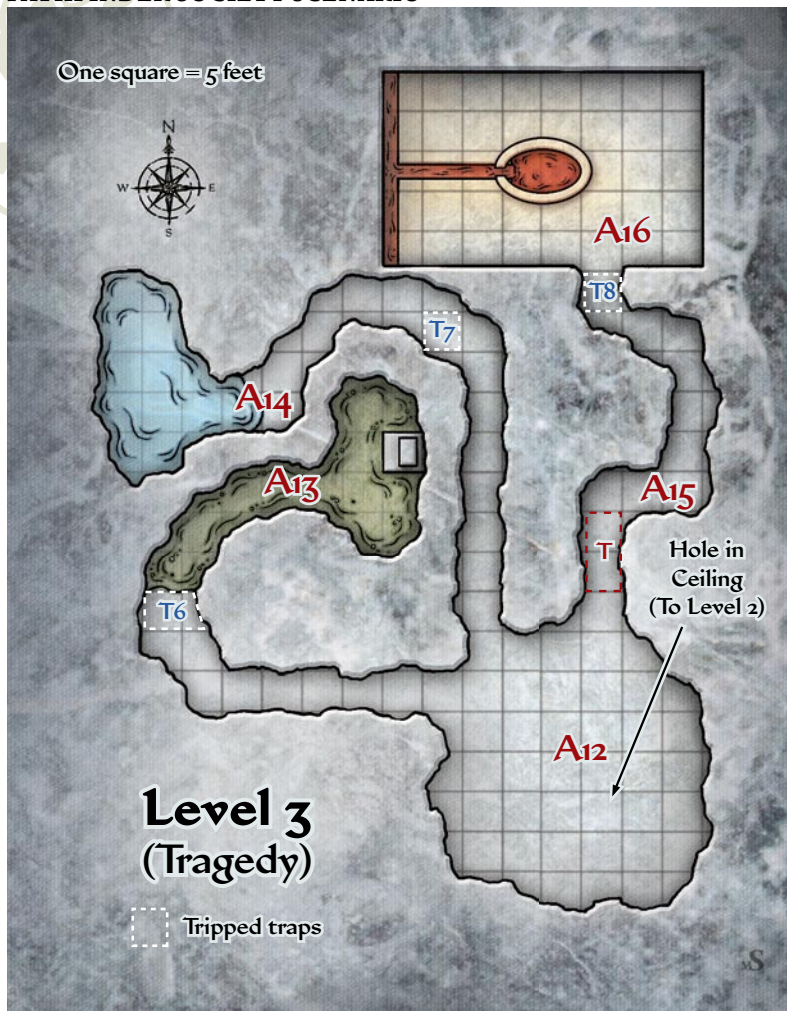
Languages Common

SQ cursed, diminished criticals, twist of fate, unlucky strike (DC 11)

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, heavy wooden shield, masterwork short sword

Development: One of the cultists carries a note in his pocket (see **Player Handout #1**). Baillaset decided that cultist was most likely to be the one who survived all of the traps, so he let him in on the details. Because of the letter, the cultist convinced his two friends to trap and kill the others and then attack the wight—instead he planned to kill his friends and fill the promised role recently vacated by Fel Bustrani. A DC 15 Heal check reveals that the men were starving and likely hadn't eaten in a few days.

Treasure: The same cultist who carried **Player Handout #1** also carried a pouch full of coins. For Tier 1–2, the pouch contains 100 pp. For Tier 3–4, it contains 170 pp. For Tier 6–7, it contains 6,000 gp worth of platinum trade bars.



Rewards: If the PCs defeat the cultists, reward each tier as follows:

Tier 1–2:

Give each player 208 gp.

Tier 3–4:

Give each player 463 gp.

Tier 6–7:

Give each player 1,467 gp.

A11: Open Pit

A tunnel from the north ends here; a small stream of water flows from it to the center of this chamber, where it plunges through an shadowy sinkhole. Glowing green algae coats the chamber's walls and ceilings, painting the entire room in an eerie light.

There are no traps here and nothing to challenge the PCs beyond climbing down the sinkhole. It's likely the PCs are incredibly paranoid by this point—and they should be. But this room contains no challenges other than a simple climb down the knotted rope (DC 10 Climb check) to area **A12**.

A12: Below the Pit

The rope through the sinkhole from **A11** descends 20 feet before entering a 10-foot-high chamber. This room is empty and dark, but a DC 15 Perception check hears voices coming from one of the three dark tunnels that exit the room to the north and west. The waterfall from **A11** drops into a small, shallow pool here and then trickles out the tunnels that lead to **A13** and **A14**.

A13: Acid Bath

The tunnel leading into this chamber makes a sharp ninety-degree turn to the north before opening into a twenty-foot-high, thirty-five-foot-long cavern filled with a shallow lake that glitters in the faint greenish light from algae on the ceiling.

This used to be the main room for worship for the cultists—they knelt in the cold, 2-foot-deep water before a polished-granite altar at the east side of the room (not visible from the beginning of the lake). Soon after the wight appeared, one of the cultists ran to his coffin bed in **A8** and retrieved a minor artifact he'd held on to for a while. He came here and activated it, turning the entire lake to acid and killing every cultist who stopped there to pray to Zyphus before starting the trap race. A DC 15 Perception check reveals a handful of half-melted skeletons in the “water” that seem to be still be in the process of dissolving.

Should the PCs manage to make it to the altar, they see that it has the symbol of Zyphus carved on the front and is covered in rotting organs and other offerings to the Grim Harvestman. A small brazier atop the altar gives off a strong musky odor as it burns—the PCs can smell this as soon as they head down the tunnel to **A13**. Anyone who wishes to avoid stepping into the acid pool can make Climb checks to climb along the walls and reach the altar. The north wall is smooth and slippery and quite difficult to climb (Climb check DC 25) but the south wall is jagged and unfinished and relatively easy to traverse (Climb DC 15).

Hazard: The area marked **T6** is where the cultist set off the trap. A DC 25 Perception check finds a small metal rod on the ground there. A further DC 30 Spellcraft check reveals that the rod was likely some sort of one-shot minor artifact—though its purpose is impossible to discern (but easy to guess). The lake is now entirely filled with acid to a depth of 2 feet. Anyone touching the water takes 1d6 acid damage per round of exposure. Anyone who fully submerges in the 2-foot-deep lake takes 10d6 acid damage per round of exposure. The nature of

this acid means it does not give off noxious fumes like a normal pool of acid would. Should any PCs have empty acid flasks, they can fill them here for free—note the addition under purchases on their chronicle sheet. PCs may not fill just any container—only empty acid flasks.

Mission Notes: Andoran faction PCs must destroy the altar here. The altar is constructed of masonry, has a break DC of 35, Hardness 8, and 90 hit points. Osirion faction PCs either need to assist the Andoran faction PCs in destroying the altar, insure they destroy, or destroy it themselves.

A14: Still Waters

This room once served as the bath house for the cult. Two sputtering torches still burn here, casting most of the room in shadowy illumination. At some point recently, a cultist magically froze the lake, killing several cultists who were bathing here. The room has since started to melt and most of the pool is slush—the corpses are frigid and wet. The tunnel and frozen bath house have 20-foot-tall ceilings.

Tripped Traps: T7 was a simple snare trap—it caught the cultist who froze the lake in A14. He still hangs from the snare 10 feet up, his head distorted and purple from the weight of all of the blood in his body. A small pool of blood mars the chamber's floor beneath him.

A15: Walls of Blood (CR 1 or CR 3 or CR 6)

This tunnels winds from A12 to A16. At several points throughout splashes of blood can easily be seen either as drag marks on the floor (a DC 15 Survival check reveals they all head north) or splatters on the wall.

Traps: A swinging axe trap was set here by the cultists in A16 (in the higher tiers, the trap contains multiple axes). Should the PCs activate this trap, its noise automatically warns the wight Baillaset in A16 that the PCs are approaching.

Tripped Traps: T8 was once an automatically resetting swinging scythe trap, as evidenced by the headless corpse beneath it. A second corpse is pinned to the east wall of the tunnel—the trap struck him, killed him, and then jammed on his body and broke.

Tier 1–2 (CR 1)

SWINGING AXE TRAP	CR 1
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger location; Reset manual	
Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)	

Tier 3–4 (CR 3)

SWINGING AXES TRAP	CR 3
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger location; Reset manual	
Effect Atk +15/+10 melee (1d8+1/x3 each); multiple targets (all targets in a 10-ft. line)	

Tier 6–7 (CR 6)

SWINGING AXES TRAP	CR 6
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger location; Reset manual	
Effect Atk +15/+15/+10 melee (1d8+1/x3 each); multiple targets (all targets in a 10-ft. line)	

A16: Baptismal Font (CR 3 or CR 5 or CR 8)

A stone trench about three feet high runs the length of the west wall. Hanging above it are several human men, their chests flayed open, their blood dripping and pooling in the trench below. A thin stone tube then runs from the middle of the gory container, funneling blood down toward a large basin in the center of the room. Judging from the blood splashed around the outside of the basin, something recently crawled out of it.

This room used to be the place where Fel Bustrani baptized his new followers into the Zyphus faith—he used water to do so. Baillaset has instead converted the font to hold blood and bathes it occasionally while he waits for the cultists to finish killing each other. The four cultists currently hanging above the trench were killed the day before, so the blood is starting to thicken in the gory containers.

Creatures: Baillaset, a unique Zyphus-created wight, waits here while the cultists go about hunting and trapping one another.

Tier 1–2 (CR 3)

BAILLASET	CR 3
Fortune-spurned unique wight (<i>Advanced Bestiary</i> 121, <i>Pathfinder RPG Bestiary</i> 276)	
LE Medium undead	
Init +1; Senses darkvision 60 ft.; Perception +9	
Aura aura of misfortune (10 ft.)	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)	
hp 26 (4d8+8)	

Fort +1, **Ref** +0, **Will** +2

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +3 (1d4+1 plus Con drain)

Special Attacks fortune-spurned curse, Constitution drain (1 point of Con damage, DC 14)

TACTICS

Before Combat If Baillaset is unaware of the PCs' approach, he's hanging corpses over the bloody trench by the west wall. If he's aware the PCs are coming, he waits in the square just west of the entrance to this room, ready to ambush the first PC through the door.

During Combat Baillaset gets in close and stays there, preferring

to take out one target at a time, fully aware of the effect of his aura of misfortune.

Morale Baillaset fights until destroyed—when destroyed, he evaporates in a bloody red mist.

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +7, Knowledge (religion) +5, Perception +9, Stealth +14; **Racial Modifiers** +8 Stealth; a fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

Languages Common

SQ create spawn, cursed, diminished criticals, twist of fate, unlucky strike (DC 14)

SPECIAL ABILITIES

Aura of Misfortune (Su) Every creature within 10 feet of a fortune-spurned creature gains the diminished criticals and unlucky strike special qualities of the fortune-spurned template as long as it remains within range. Furthermore, each such creature takes a –4 penalty on all checks and saving throws.

Calamitous Mishap (Su) As a free action once per encounter, a fortune-spurned creature can cause some calamity to befall itself and another creature within 5 feet of it. The mishap selected must be a possible result of normal circumstances, but it can be the worst possible result. For instance, lightning could strike both the fortune-spurned creature and its foe on a cloudy day, or it could strike a tree, causing a heavy limb to fall on both targets, but lightning could not strike out of a clear sky. Alternatively, ropes holding up some scaffolding might break, the lock on a portcullis might slip, or the floor of a ruined keep might give way. In some cases, the fortune-spurned creature might be unable to cause any calamity given its surroundings. A calamity cannot affect more than the fortune-spurned creature and a single adjacent creature of its choice. Nearly any natural misfortune may be chosen, but it must be one that is as dangerous to the fortune-spurned creature as it is to the other creature. Both targets must be affected equally—that is, both must make the same saving throw and suffer the same result. Thus, if the fortune-spurned creature is immune or resistance to electricity it could not choose to have lightning strike both it and its foe unless the foe is equally resistance to electricity.

Cursed (Ex) A fortune-spurned creature takes a –2 luck penalty on all opposed checks and saves, and a –1 luck penalty on all attack rolls. These penalties are figured into the creature's stats.

Diminished Criticals (Ex) A fortune-spurned creature must roll twice to confirm a critical hit.

Fortune-Spurned Curse (Su) Once per month, Baillaset can curse up to 25 humanoids, permanently giving them his fortune-spurned template. Baillaset has already used this ability this month cursing the Zyphus cultists.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast



on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Twist of Fate (Su) The first time in any given day that a fortune-spurned creature rolls a natural 20 on a saving throw, it fails the save. This twist of fate happens only once per day.

Unlucky Strike (Su) When a fortune-spurned creature attacks with a weapon and rolls a natural 1, it drops the weapon unless it can make a successful Reflex save (DC 14). If it attacks with a natural weapon and rolls a natural 1, it provokes an attack of opportunity from its target, even if that creature would not otherwise be entitled to make one.

Tier 3–4 (CR 5)

BAILLASET CR 5

Fortune-spurned unique brute wight (*Advanced Bestiary* 121, *Pathfinder RPG Bestiary* 276)

LE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

Aura aura of misfortune (10 ft.)

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)

hp 42 (4d8+24)

Fort +5, **Ref** +1, **Will** +4

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+7 plus Con drain)

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

Special Attacks fortune-spurned curse, Constitution drain (1 point of Con damage, DC 18)

TACTICS

Before Combat If Baillaset is unaware of the PCs' approach, he's hanging corpses over the bloody trench by the west wall. If he's aware that the PCs are coming, he waits in the 10-foot square just west of the entrance to this room, ready to ambush the first PC through the door.

During Combat Baillaset gets in close and stays there, preferring to take out one target at a time, fully aware of the effect of his aura of misfortune.

Morale Baillaset fights until destroyed—when destroyed, he evaporates in a bloody red mist.

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 23

Base Atk +3; **CMB** +9; **CMD** 21

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Knowledge (arcane) +7, Knowledge (religion) +7, Perception +11, Stealth +11; **Racial Modifiers** +8 Stealth; a fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

Languages Common

SQ create spawn, cursed, diminished criticals, twist of fate, unlucky strike (DC 18)

Tier 6–7 (CR 8)

BAILLASET CR 8

Fortune-spurned unique brute wight barbarian 3 (*Advanced Bestiary* 121, *Pathfinder RPG Bestiary* 276)

LE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

Aura aura of misfortune (10 ft.)

DEFENSE

AC 18, touch 9, flat-footed 16 (+2 Dex, +9 natural, –2 rage, –1 size)

hp 100 (7 HD; 4d8+3d12+63)

Fort +10, **Ref** +2, **Will** +7

Defensive Abilities uncanny dodge, undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 45 ft.

Melee slam +13 (1d6+10 plus Con drain)

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

Special Attacks fortune-spurned curse, Constitution drain (1 point of Con damage, DC 20), rage (14 rounds per day), rage powers (swift foot)

TACTICS

Before Combat If Baillaset is unaware of the PCs' approach, he's hanging corpses over the bloody trench by the west wall. If he's aware that the PCs are coming, he waits in the 10-foot square just west of the entrance to this room, ready to ambush the first PC through the door.

During Combat Baillaset rages as soon as combat begins, then gets in close and stays there, preferring to take out one target at a time, fully aware of the effect of his aura of misfortune.

Morale Baillaset fights until destroyed—when destroyed, he evaporates in a bloody red mist.

Base Statistics When not raging, Baillaset's statistics are: **AC** 20, touch 11, flat-footed 18; **hp** 86; **Fort** +8, **Will** +5; **Melee** slam +11 (1d6+7 plus Con drain); **Special Attacks** Constitution drain (1 point of Con damage, DC 18); **Str** 20, **Cha** 23; **CMB** 12, **CMD** 24; **Climb** +13; **SQ** unlucky strike (DC 19)

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 27

Base Atk +6; **CMB** +14; **CMD** 26

Feats Blind-Fight, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Climb +15, Intimidate +14, Knowledge (arcane) +10, Knowledge (religion) +10, Perception +14, Stealth +14; **Racial Modifiers** +8 Stealth; a fortune-spurned creature takes a –2 penalty on all skill checks—this penalty stacks with the one it takes on opposed checks

Languages Common

SQ create spawn, cursed, diminished criticals, trap sense +1, twist of fate, unlucky strike (DC 21)

CONCLUSION

Defeating Baillaset and the remainder of Oppara's Zyphus cultists does what the Society hoped it would—it rids Oppara of a cult that tricked and murdered an esteemed Pathfinder, and it sends a message to other cults not to trifle with the Society. It has one added effect: it infuriates the cleric who trained Fel Bustrani and sent Baillaset and gives this mysterious cleric a new enemy upon which to exact revenge.

Should the PCs fail to defeat Baillaset and the Zyphus cultists, the effects are minimal. If the PCs killed the three remaining cultists in area **A10** but failed to kill Baillaset, the cult is all but destroyed anyway and the mysterious cleric who sent the wight still has reasons to be angry with the Pathfinder Society. If the PCs fail the mission and fail to kill or capture the cultists in **A10**, then one of them eventually becomes the last cultist who inherits Fel Bustrani's orders: destroy Oppara.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who can convince Hustavan that his years in service to Taldor served only evil purposes earn 1 Prestige Award. PCs from the Andoran faction who destroy the altar in area **A13** earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who secretly convince Hustavan to take the bribe earn 1 Prestige Award. PCs from the Cheliox faction who bring back a perfect sample of the Zyphus zombie's brain in area **A3** earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who find the corpse of Vizier Mularhamma in area **A3** and return it to Amenopheus earn 1 Prestige Award. PCs from the Osirion faction who make absolutely certain that the Andoran faction PCs destroy the altar in **A13** (or destroy it themselves) earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who re-consecrate the ruined temple of Sarenrae (area **A1**) earn 1 Prestige Award. PCs from the Qadira faction who also manage to slip the note from Pasha Muhlia Al-Jakri into Hustavan's pocket without Hustavan knowing earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who deliver the spoken message from Baron Dalsine to Hustavan without members of the other factions hearing it earn 1 Prestige Award. PCs from the Taldor faction who also recover the famous painting of Panmagistros Taticus Petros the Spear-Bearer of Zimar fully intact and undamaged from area **A6** earn 1 bonus Prestige Award.

Andoran Faction Handout

Hero of Freedom,

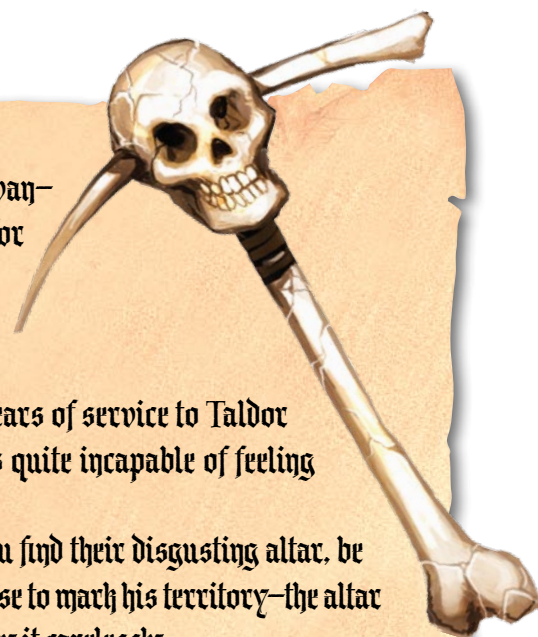
So it seems you are to meet the villainous Magistros Sebastus Hustavan—oh how far the mighty have fallen. That villain was responsible for slavery, death, tyranny, and theft across the Inner Sea when he worked as a consul for that dog Stavian III. His fall from grace is a fair punishment, but I must know that he knows his works led to countless deaths among free peoples. Convince the wretch that his years of service to Taldor served only evil purposes—it'll likely be difficult given that he seems quite incapable of feeling anything but greed and hate.

While cleansing the Zyphus cult's hideout clean of their filth, if you find their disgusting altar, be sure to destroy it. Look for the pick and skull symbol Zyphus's vermin use to mark his territory—the altar itself is likely to be clothed in blood, entrails, and disease—do not destroy it carelessly.

For the Free People of Andoran,

Capt. Colson Maldris

Captain Colson Maldris



Cheliox Faction Handout

Tender Flesh Puppet,

I long to see you back within the walls of my estate—the servants tell me they miss your screams. That filthy wretch Sebastus Hustavan has fallen far indeed—I hear that the Society is offering him some menial labor work within the halls of the Society in exchange for his information about the Zypheus cult. What an exquisite opportunity! Enclosed find a small pouch with a single emerald inside—deliver this to Hustavan and whisper to him that he will get more if he keeps his eyes and ears open inside the Society's halls and reports everything he learns to my agents. I will contact him again once he's safe in Absalom. Do not let any of your compatriots see you do this—it must be a secret.

Additionally, it seems we missed an opportunity to learn more about the Zypheus-created zombies the cult used in their assault on that pitiful Taldan opera house. Should the cult still be keeping a zombie or two standing around, take a perfect sample of the creature's brain matter and return it to me.



Whatever It Takes,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Noble Servant of the Ruby Prince,

Your mission to Oppara provides us with an opportunity to solve an ancient mystery of the pharaoh's court: the disappearance of the great Vizier Muiarhamma. Muiarhamma was the vizier to several puppet pharaohs during Qadira's time ruling our lands, and he fled Sothis to escape an assassination attempt. After years of research, I believe he was fleeing assassination at the hands of his own Osirion people and that he might have ended up living out his days as a faithful servant of Qadira's own patron diety—Sarenrae. I have reason to suspect he might have served in the very same temple to which you are headed. Find his corpse and return it to me. I have no clues to offer you—use your wits.

Since you are delving into a vile den of Zypheus, you are likely to find an altar there. Given what I know about Andoran, should any of your compatriots come from that land, they will likely wish to destroy the altar. Make sure they do and help them do it. Should you manage to enter the cultist's lair without a hero of Andoran, destroy the altar yourself.



In Honor of Our Ancestors,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

A desecrated temple of holy Sarenrae infested with Zyphus vermin? Heresy! See to it that every Zyphus fool is slain in Sarenrae's name and then reconsecrate the temple. I've included a flask of Dawnflower-blessed holy water—sprinkle it about the temple and say a prayer to our Lady. Be mindful that our religion is outlawed in hated Taldor—don't let the entire city see you reconsecrate the Dawnflower's holy place.

Enclosed you will also find a note with my seal on it. See to it that you manage to slip that note into Hustavan's pocket without him seeing you. He must find it later and not know where it came from.

Sincerely,

Pasha Muhlia Al-Jakri




Taldor Faction Handout

Hero of the Glorious Empire!

Once you lay eyes on the former consul, Magistros Sebastus Hustavan, you will see how our great emperor deals with failure. Hustavan is a fool—but a well-connected fool. When none of your companions can hear you, get close to the old man and whisper, “The Baron sends his regards. He wants you to know that your sister is safe.” Once delivered, watch him carefully! On your return I would know his reaction to these words—I can hardly wait to hear it.

I also have a personal mission for you to attend to. I have reason to suspect that Fel Bustrani, the dead former cult leader of the rabble you're to exterminate, stole one of my paintings from an art auction in Oppara. It's a famous painting, depicting Taldor's heroic Panmagistros Taticus Petros the Spear-Bearer of Zimar. You'll recognize the painting as it depicts a Taldan man holding a spear—shouldn't be too hard for you to find, no? Bring the painting back to me on your return, and I will shower you in rewards.

With Sincerest Gratitude,

Baron Jacquo Dalsine



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SCENARIO 49: AMONG THE LIVING

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Scroll of lesser restoration (150 gp)

TIER

3-4

Bag of tricks (gray) (3,400 gp)
Potion of cure moderate wounds (300 gp)
Ring of climbing (2,500 gp)

TIER

6-7

+2 short sword (8,310 gp)
Cloak of resistance +2 (4,000 gp)
Large half-plate (1,200 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

1-2

509

TIER

3-4

1,255

TIER

6-7

3,192

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 #