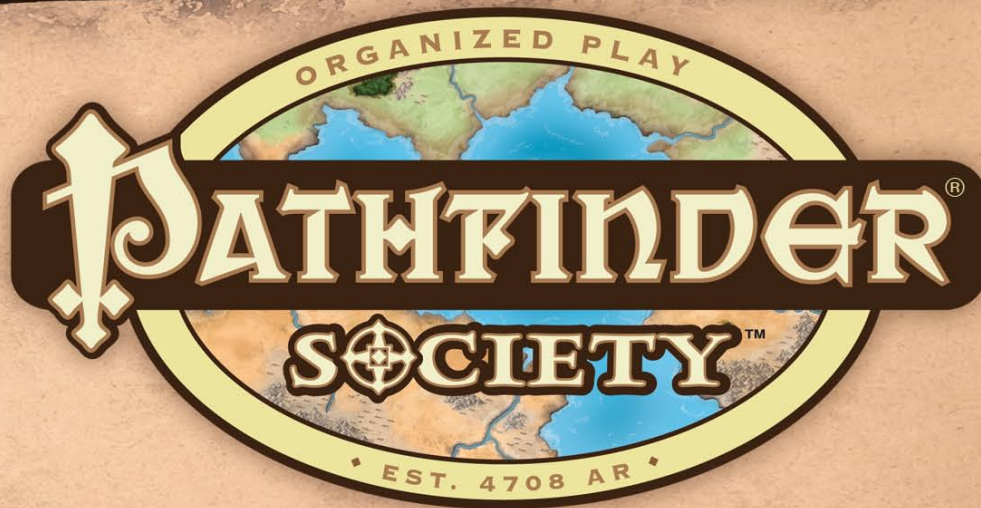


A PATHFINDER SOCIETY SCENARIO



FORTUNE'S BLIGHT™

By Adam Daigle



FORTUNE'S BLIGHT

PATHFINDER SOCIETY SCENARIO 50

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Pathfinder Society Scenario 50: Fortune's Blight is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tiers: 5–6 and 8–9). 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 17 of this product.

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FORTUNE'S BLIGHT

BY ADAM DAIGLE

Sometimes, getting something is not as difficult as keeping it. Sometimes the prize you seek brings nothing but pain and trouble once you have it. In this case, that prize is an ancient, cursed weapon—a magical falchion named *Passion's Edge*.

Originally crafted in Taldor for Breslin LeMonte, the blade was paired with a twin blade meant to be used in unison by another bonded warrior—in this case his wife, a dedicated swordswoman in her own right. Each blade was enchanted to deliver a foul curse to the wielder if ever he or she willingly harmed a companion. As the noble couple passed on, the blades parted ways, passing from wielder to wielder dozens of times since. In the history of *Passion's Edge*, the curse never triggered, until recently.

Eventually a harpy from the Brazen Peaks named Tylaca seized the falchion from a bested warrior, after enchanting his mind and eating his entrails. Feeling an urge from her new weapon, she took flight with a group from her original flock and resettled in the River Kingdoms. There she encountered a trio of green hags, foul crones following the ways of Gyronna, the Angry Hag. Tylaca pledged herself to these debased women, and served as their champion, destroying those who opposed or meddled with the coven. After time in their service, Tylaca became fond of one sister in particular, an especially terrifying hag named Gresaril. The two found beauty in one another's monstrous features, and soon enough they were sharing a bed and spending what the other two sisters considered an inordinate amount of time together. Jealous of the harpy's attention, and convinced they were not getting the same level of protection from their champion, the two other sisters connived a plan to drive the harpy away from their coven and find another champion, one that didn't interfere as much.

Sowing seeds of doubt, the two sisters eventually convinced Gresaril that Tylaca sought to betray them. They told her the harpy didn't really care for her, and pointed out false reasons for their claim, highlighting every tiny action that could be perceived as an insult or sign of her impending plan. At the same time, the two

RIVER KINGDOMS

Though everything needed to run this adventure lies within this scenario, GMs and players interested in fleshing out the adventure further or running it with a greater knowledge of the River Kingdoms should purchase Paizo's *Guide to the River Kingdoms*, available at your local book or game store, or online at paizo.com.

sisters worked their manipulation on Tylaca, telling her Gresaril was bound to the other hags and would always put the coven first. They opened the harpy's mind to distrust, convincing her she was only a bauble for Gresaril to play with. This exploitation continued until one day during a savage argument, Tylaca unsheathed *Passion's Edge* and split her lover's face in twain.

When the hag died two things happened. First, the sword's hidden property activated and struck Tylaca comatose. Second, the hags inadvertently destroyed their own coven, stripping them of magical power. The two living sisters broke the falchion that killed their sister on an altar of Gyronna, hoping to appease their angry patron deity for ending the coven. One fragment was tossed into the River Sellen, while the other two pieces remained with each sister as they parted company—a reminder of their shame and stupidity.

A dozen years ago, a Pathfinder exploring the River Kingdoms discovered the hilt of a broken sword in the mud of the River Sellen. His search for more information led him to an Inner Sea sword expert, Parke Rangston, who still holds the sword fragment today. A small amount about the known history of the weapon made its way into a *Pathfinder Chronicle* soon after, though it didn't garner much immediate attention. Another Pathfinder, upon reading the *Chronicle* a few years later, studied the lore of the lost weapon extensively and eventually even found one of the hag sisters, killing her and claiming the sword's second fragment. Yet another Pathfinder located the third and final fragment of the sword, and even now a group of Pathfinders are headed to the Wilewood to recover it.

SUMMARY

The adventure begins with the PCs standing in a clearing in the Wilewood in the southwestern River Kingdoms near the elf kingdom of Kyonin. Here a green hag named Aelzeldra holds the final piece the Pathfinders are ordered to collect. The PCs can parlay with the hag, eventually gaining the fragment, or they may choose the more violent path and fight the formidable crone.

From there the PCs set off farther upriver to the town of Sevenarches. During the first night they stop and rest on the shore, the ghost of the slain green hag Gresaril emerges from the sword fragment the PCs acquired from Aelzeldra and attacks, all the while lamenting the fact she was slain by her harpy lover.

The next morning the PCs reach Sevenarches and meet a fellow Pathfinder, Parke Rangston, who is schooled in the field of swords—particularly magic swords. While Rangston studies the falchion, the fragments fuse together and form the blade anew. Rangston is then possessed with supernatural rage and vengeance, lashing out at the PCs with the newly reformed *Passion's Edge*. If Rangston is defeated and alive, he tells the PCs that the blade still holds its curse, and now that it has been reformed, the curse on the harpy Tylaca, the last bearer of the falchion, is broken. He warns the PCs that the harpy and her minions will stop at nothing to get the sword back.

Following the sword sage's directions, the PCs make their way to a ruined cathedral serving as the harpy flock's lair. At the ruins, the PCs encounter Tylaca and a trio of harpies that have protected her still body for a decade. Once the PCs overcome this defense, they make their way to the upper reaches of the bell tower, confronting Tylaca in her roost. The harpy proves a formidable enemy for the PCs and fights furiously to regain the sword.

GETTING STARTED

Read the following to get the adventure underway:

Called to Skyreach at the Grand Lodge in Absalom in the early hours of the morning, you sit before Venture-Captain Shevala Iorae, a tall, dark-haired Varisian sorceress known for helping to found the Pathfinder Lodge in Magnimar. She paces her small, scroll-packed office and recounts a story.

"More than a decade ago, a falchion known as *Passion's Edge* cut down warrior after warrior, changing hands whenever its owner was bested. A *Pathfinder Chronicle* from several years ago recently came to my attention with details of the sword and I became more and more curious about

it. Last told, a harpy named Tylaca wielded *Passion's Edge* and swore an oath to a coven of green hags in the River Kingdoms, declaring herself their champion and swearing to protect them.

"One of the hags, it is said, enjoyed the company of the harpy but the other two hated her presence in their coven. In secret, they plotted to rid the coven of her. Their taunts and tricks did not drive her away, but instead, beguiled by jealousy and incited to rage, Tylaca struck down one of the hags and triggered the sword's powerful curse. The harpy fell into a deep coma and was only rescued from death at the hands of the other hags by her loyal harpy minions. The remaining hags then shattered the sword into three pieces, tossing the hilt in the river and taking one piece with them as they separated, their coven forever broken.

"This account comes from a Pathfinder in Daggermark who found the first fragment in the protection of one of the hag sisters, whom he slew to acquire it. He then tracked Aelzeldra, the other hag holding the last fragment, to the Wilewood in the River Kingdoms, but was unable to confront her and take the final fragment before being called away for other duties in Varisia. Go to the hag in the Wilewood and get her fragment. Hags are tricky, though, so be careful—she will likely disguise herself as a young beautiful maiden or a swarthy, handsome man, anything to trick you. Pretend to be fooled by her disguise and try to get her to tell you where the other fragment is—she likely knows more about the history of the sword and I'd prefer if you didn't kill her." She pauses and hands one of you her fragment of the broken sword. "Bring this fragment and the hag's fragment together in Sevenarches. The hilt, retrieved from the Sellen River, rests in Sevenarches with another Pathfinder, a sword sage named Parke Rangston. I've asked him to study the fragments, and he will provide lodging for all of you. Give Rangston a day to examine the pieces and then return to Absalom with them. But beware: the fragments likely still hold an old curse, and whoever holds them may be weakened. You leave this afternoon—any questions?"

How will we find the hag? "I've arranged passage on a ship to Cassomir where you will then board a barge. The pilot is an ally of the Society. Give him these directions assembled by other Pathfinders and you'll find your way to the hag in no time."

What curse do the fragments hold? "The fragment saps you of your normal faculties, making you less able to function. In even the brief time I handled one of the fragments, I felt a steady weakening of my strength and my will. Rangston in Sevenarches has reported the same."

Is there any way to avoid the curse? "No one has found a way around the curse other than shielding the item in lead—but even that only seems to last for a short time."

ACT I: THINGS BEST LEFT BURIED

The morning after the PCs met with Shevala, their month-long trip began on a ship bound for Cassomir at the mouth of the Sellen River, transferring then to a flat-bottomed barge better suited for upriver travel. The barge slowly made its way through the Verduran Forest with stops in trade ports and fishing villages.

After more than a week of travel by boat, the pilot of the barge (a male halfling rogue 5 named Jolson) brought the PCs to a calm spot of the river in the Wilewood where they debarked this morning. The scenario begins as the PCs weave through the tangled forest on a rough footpath and emerge into a clearing with a tiny shrine and a shack leaning against its own weight, seemingly held together by moss and vines.

The Fragments of *Passion's Edge*

Before starting the scenario, determine which PC holds the first fragment. The shard holds traces of the old curse and anyone carrying a piece suffers a –1 penalty on attack rolls, saving throws, and skill checks. This penalty stacks with each fragment carried, so if one PC carries more than one fragment, he takes additional penalties. Shielding the fragment behind a foot or more of lead halts the effects of the curse for 24 hours but it eventually penetrates and curses whoever is holding the container.

A1: At the Hag's Hut (CR 6 or CR 9)

Amid a tightly clustered forest, thick with dense shrubs, tangled trees, and thorny vines, sits a clearing spanning little more than 40 feet at its widest point. Clustered between trees on the western edge of the clearing sits a tiny hut nearly consumed by vines and patches of feathery moss. A gnarled weeping willow droops over the ramshackle shelter obscuring the structure like a curtain. On the southern end of the clearing, a small shrine composed of river rocks and topped with a spherical stone carved to look like a bloodshot eye glares at anyone entering the area. The surrounding forest is an impassable wall of vegetation save the footpath leading north back to the river.

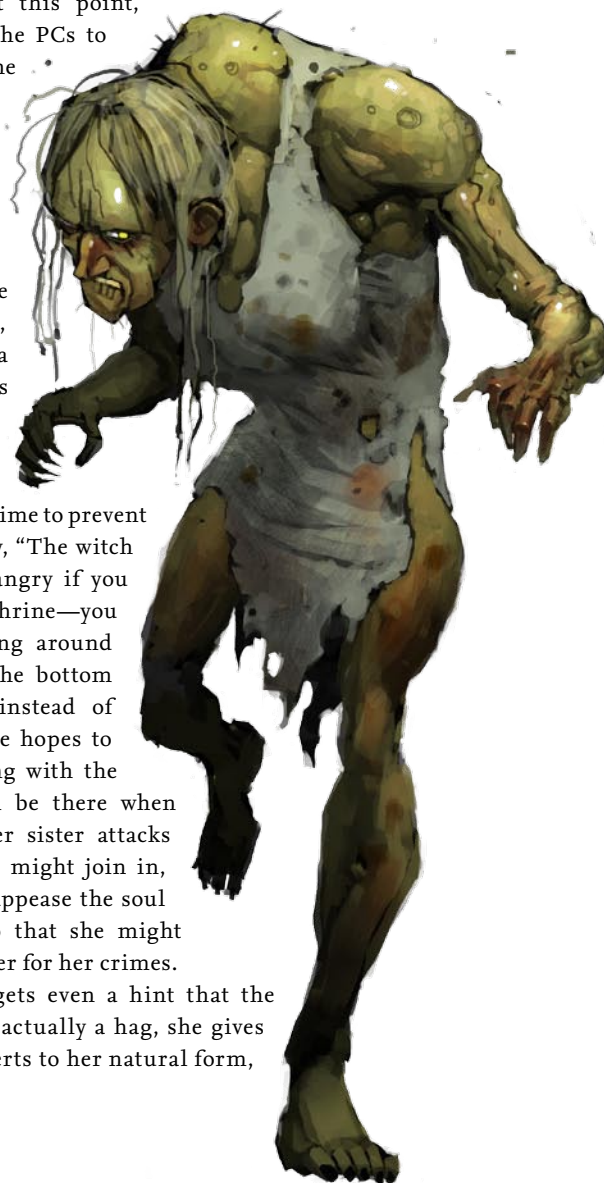
Creatures: Aelzeldra, disguised as a twisted weeping willow tree near her hut, observes the PCs as they approach and search the clearing. When the PCs aren't looking, she changes her form to that of a beautiful maiden, young and blonde, buxom and stunningly gorgeous. She shouts, "Help me, brave adventurers!" to get the PCs attention and then starts her ruse.

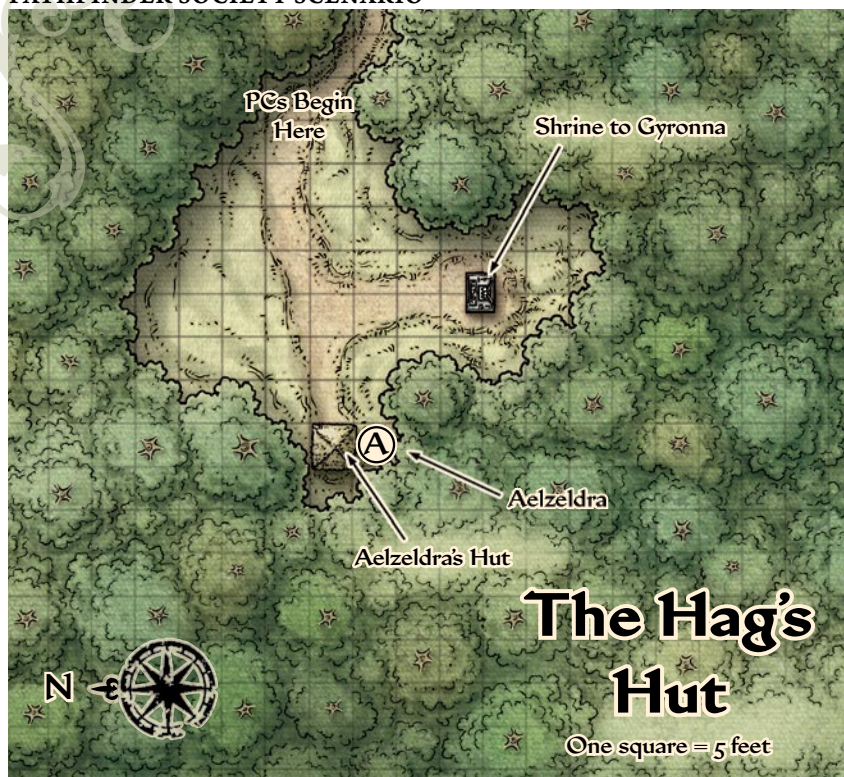
When the PCs approach the maiden, she is lying in the dirt beside the hut, her clothes torn and ragged, her left leg seemingly chained to a thick metal pole driven

deep into the earth—the classic image of the maiden in distress (the pole and chain are real, but she needs only move and the chain will fall off her ankle). Because of recent events, Aelzeldra is rather certain the PCs are Pathfinders and that they're here for the fragment of *Passion's Edge* that she's hidden beneath the shrine to Gyronna. Her eventual goal is to convince the PCs to take it. The fragment is possessed by the ghost of Aelzeldra's sister, slain by her harpy companion all those years ago, and the only thing keeping the ghost's wrath in check are the spells cast on the shrine.

Aelzeldra first tells the PCs that she was kidnapped by a wicked ugly witch and has been a slave to her for months. If the PCs ask about the fragment, she says the witch often carries what looks like a broken shard in her belt. She then tells the PCs that when the witch left this morning she was doing something by the shrine and then walked into the forest without the broken sword on her belt. At this point, the hag wants the PCs to investigate the shrine and find the fragment buried in the dirt in front of it. Should they attack the shrine, damage it, or destroy it, she flies into a rage and throws herself at the PCs, reverting to her hag form. If she has time to prevent it, she might say, "The witch would be very angry if you destroyed her shrine—you might try poking around in the dirt at the bottom of the shrine instead of breaking it." She hopes to be brought along with the PCs so she can be there when the ghost of her sister attacks them—then she might join in, slay them, and appease the soul of her sister so that she might stop haunting her for her crimes.

If Aelzeldra gets even a hint that the PCs know she's actually a hag, she gives up her plot, reverts to her natural form, and attacks.





Tier 5–6 (CR 6)

AELEZDRA

CR 6

 Female green hag cleric of Gyronna 1 (*Pathfinder RPG Bestiary* 167)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 19 (+1 deflection, +3 Dex, +8 natural)

hp 73 (10 HD; 9d10+1d8+20)

Fort +9, **Ref** +9, **Will** +11

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Special Attacks channel negative energy (1d6, DC 13, 6/day), destructive smite (+1, 6/day)

Spell-Like Abilities (CL 9th; concentration +12)

 Constant—*pass without trace*, *tongues*, *water breathing*

 At will—*alter self*, *dancing lights*, *ghost sound* (DC 13), *invisibility*, *pyrotechnics* (DC 15), *tree shape*, *whispering wind*
Domain Spell-Like Abilities (CL 1st; concentration +4)
6/day—touch of chaos

Cleric Spells Prepared (CL 1st; concentration +4)

 1st—*command* (DC 15), *obscuring mist*, *true strike*^D

 o—*bleed*, *detect magic*, *mending*

 D domain spell; **Domains** Chaos, Destruction

TACTICS

During Combat Aelzeldra opens combat by casting *obscuring mist* to limit the visibility of attackers. On the following round, she goes invisible and singles out the weakest target to attack

 with her wicked claws. Her general approach to combat is to confuse and frustrate, using *invisibility* and claw attacks on alternating rounds. Against opponents proving difficult to hit, Aelzeldra takes a round to cast *true strike* before attacking.

Morale When reduced to 20 hit points or fewer, Aelzeldra attempts to flee into the forest.

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 26

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +10, Knowledge (religion) +7, Perception +15, Sense Motive +9, Spellcraft +10, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ mimicry

Combat Gear *potion of cure moderate wounds* (2);

Other Gear *ring of protection* +1, 3,300 gp

SPECIAL ABILITIES

Mimicry (Ex) Aelzeldra can imitate the sounds of almost any animal found near her lair.

Weakness (Su) Aelzeldra's claws sap strength from those she strikes. Each time Aelzeldra hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 17 Fortitude save. Alternatively, Aelzeldra can attempt to inflict even greater weakness by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round she makes claw attacks. The opponent touched must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Tier 8–9 (CR 9)

AELEZDRA

CR 9

 Female green hag cleric of Gyronna 4 (*Pathfinder RPG Bestiary* 167)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 90 ft.; Perception +17

DEFENSE

AC 24, touch 14, flat-footed 21 (+2 armor, +1 deflection, +3 Dex, +8 natural)

hp 96 (13 HD; 9d10+4d8+29)

Fort +11, **Ref** +10, **Will** +14

SR 20

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +16 (1d4+4 plus weakness)

Special Attacks channel negative energy (2d6, DC 15, 6/day), destructive smite (+2, 7/day)

Spell-Like Abilities (CL 9th; concentration +12)

 Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self, dancing lights, ghost sound* (DC 13), *invisibility, pyrotechnics* (DC 15), *tree shape, whispering wind*

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of chaos

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*bull's strength, hold person, shatter^D, silence*

1st—*command* (DC 14), *doom* (DC 14), *obscuring mist, shield of faith, true strike*

o (at will)—*detect magic, bleed, mending*

D Domain spell; Domains Chaos, Destruction

TACTICS

During Combat Aelzeldra opens combat by casting *obscuring mist* to limit the visibility of attackers. On the following round, she goes invisible and singles out the weakest target to attack with her wicked claws. Her general approach to combat is to confuse and frustrate, using *invisibility* and claw attacks on alternating rounds. Against opponents proving difficult to hit, Aelzeldra takes a round to cast *true strike* before attacking.

Morale When reduced to 20 hit points or fewer, Aelzeldra attempts to flee into the forest.

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 18, **Cha** 16

Base Atk +12; **CMB** +16; **CMD** 30

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude, Lunge, Step Up

Skills Bluff +13, Disguise +13, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +17, Sense Motive +12, Spellcraft +13, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ aura, mimicry

Combat Gear *potion of cure moderate wounds* (4); **Other Gear** *ring of protection* +1, *bracers of armor* +2, 5,500 gp

SPECIAL ABILITIES

Mimicry (Ex) Aelzeldra can imitate the sounds of almost any animal found near her lair.

Weakness (Su) Aelzeldra's claws sap strength from those she strikes. Each time Aelzeldra hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 19 Fortitude save. Alternatively, Aelzeldra can attempt to inflict even greater weakness by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round she makes claw attacks. The opponent touched must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Development: If the PCs defeat Aelzeldra, they can easily retrieve the sword fragment buried in the dirt in front of the shrine to Gyronna. Should the PCs allow Aelzeldra to accompany them in her disguise, she attacks that night when the ghost rises from the fragment.

A thin booklet, no more than a dozen tattered pages sewn with browned sinews, sits next to a pile of rags the crone

used as a bed. On its pages in a spidery hand are poems or hymns to Gyronna. Sketched among the text, a host of bloodshot eyes peers back at the reader. Themes of betrayal and spite thread through the vile and overindulgent prose, each stanza ending with praises to the Angry Hag.

Mission Notes: Andoran PCs must sketch the intact shrine to Gyronna and make note of its location. Additionally, they need to find a vague, but specific passage from Aelzeldra's Gyronna hymnal. This requires at least 1 hour of study of the book and then a successful DC 20 Linguistics check. Failure means the PC thinks he found the correct passage.

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

Tier 5–6:

Give each player 767 gp.

Tier 8–9:

Give each player 1,517 gp.

ACT 2: THE GHOST WITHIN (CR 7 OR CR 10)

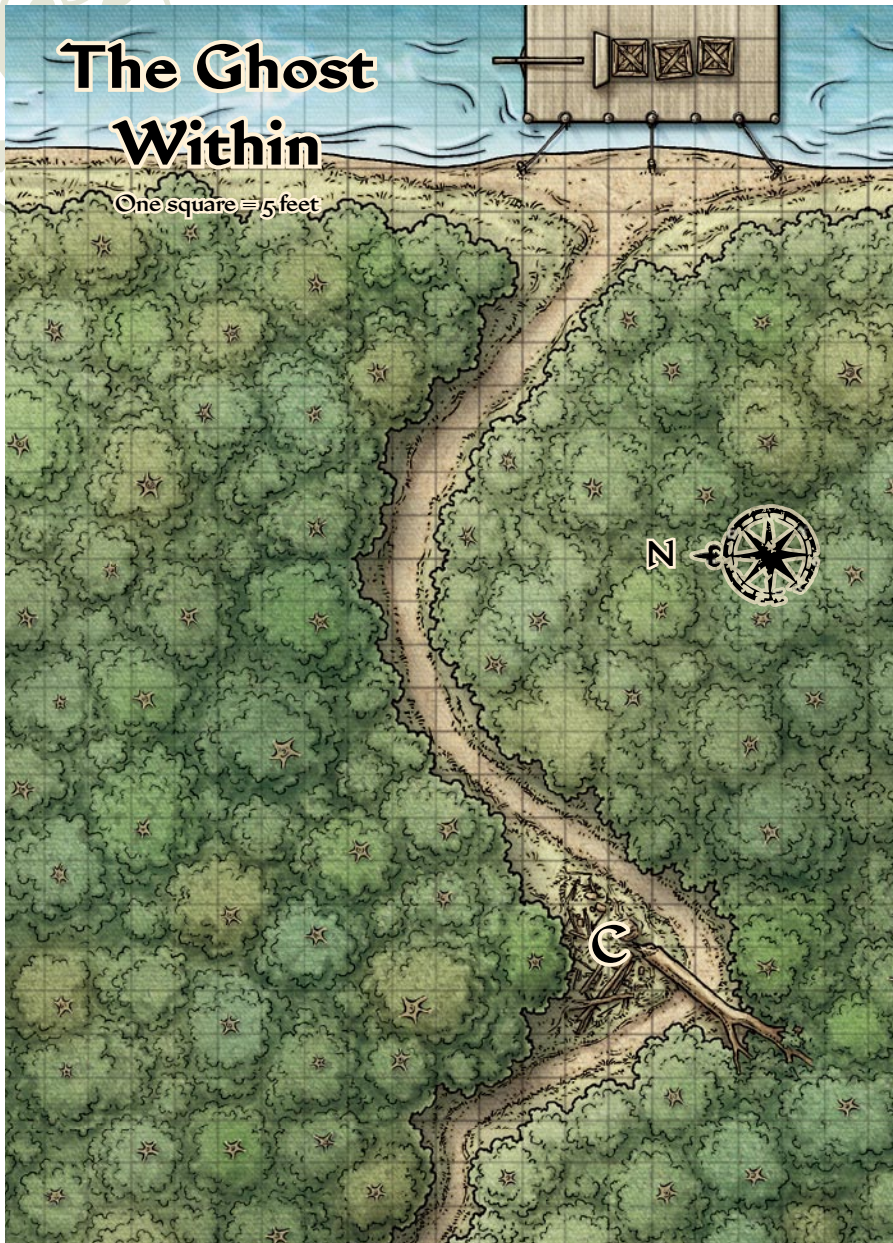
After dealing with the green hag Aelzeldra, the PCs board the barge again and travel farther upriver, headed for the town of Sevenarches. The journey takes a few days, so the barge pilot Jolson stops close to sunset the first day and anchors the boat in a shallow cove next to a wide beach. He tells the PCs that his favorite camping spot is just a short walk into the woods and that his crew will stay behind and keep an eye on the barge (which has no sleeping quarters). Jolson then leads the PCs to the spot marked C on the map. Should the PCs wish to stay behind on the barge instead, Jolson shrugs and walks into the woods, intent on camping in his favorite spot regardless of what the PCs do.

Regardless of the PCs' choice, at midnight that night, the ghost of the green hag Gresaril manifests from the sword fragment and attacks the PCs. If the PCs are camped with Jolson when this happens, he flees into the forest in fear. If the PCs are sleeping on the barge when this happens, the barge crew dives into the river or splashes onto the beach to escape, rushing to wake and warn Jolson, who doesn't arrive until after the combat is over. The barge itself is 30 feet long by 20 feet wide and is anchored in shallow 2-foot-deep water about 5 feet off shore.

When Gresaril manifests, she wails and weeps, babbling about betrayal, saying things like, "Foul vicious temptress Tylaca! You slew me! You betrayed me! I shall slay you all!" Gresaril appears as a translucent mimicry of her horrid and disfigured physical form, but with her head split open from the top of her skull to the top of her nose.

The Ghost Within

One square = 15 feet



Tier 5–6 (CR 7)

GRESARIL'S GHOST

CR 7

Female green hag ghost (*Pathfinder RPG Bestiary* 144, 167)

NE Medium undead (incorporeal)

Init +1; **Senses** Perception +23

DEFENSE

AC 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)

hp 76 (9d8+36)

Fort +9, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort. DC 18 half)

Special Attacks corrupting gaze (30 ft., 2d10 plus 1d4 Cha damage, Fort. DC 18 negates Cha damage)

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

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 14), *invisibility*, *pyrotechnics* (DC 16), *tree shape*, *whispering wind*

TACTICS

During Combat Gresaril begins combat using her corrupting gaze ability on the PC who holds her fragment. In the following rounds, she lashes out at the nearest PC with her corrupting touch.

Morale Enraged and bitter, Gresaril fights until destroyed. Once destroyed, she repossesses the fragment and emerges from it again at midnight in 2d4 days.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +6; **CMD** 21

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +15, Disguise +18, Fly +9, Knowledge (arcana) +14, Perception +23, Sense Motive +12, Stealth +21; **Racial**

Modifiers +8 Perception, +8 Stealth

Languages Aklo, Common, Giant

SQ mimicry

SPECIAL ABILITIES

Corrupting Gaze (Su) Gresaril is disfigured through violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of her incorporeal body through a foe's body as a standard action, Gresaril inflicts 7d6 damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage taken.

Mimicry (Ex) Gresaril can imitate the sounds of almost any animal found near her lair.

Rejuvenation (Su) If destroyed, Gresaril restores herself in 2d4 days. The only way to permanently destroy Gresaril is to put the dying curse to rest by slaying Tylaca and Aelzeldra.

Tier 8–9 (CR 10)

GRESARIL'S GHOST**CR 10**Female green hag ghost druid 3 (*Pathfinder RPG Bestiary* 144, 167)

NE Medium undead (incorporeal)

Init +1; **Senses** Perception +23**DEFENSE****AC** 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)**hp** 104 (12d8+51)**Fort** +12, **Ref** +5, **Will** +10**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** corrupting touch +9 (10d6, Fort. DC 20 half)**Special Attacks** corrupting gaze (30 ft., 2d10 plus 1d4 Cha damage, Fort. DC 20 negates Cha damage), storm burst (1d6+1 nonlethal damage, 4/day)**Spell-Like Abilities** (CL 9th; concentration +13)Constant—*pass without trace*, *tongues*, *water breathing*At will—*alter self*, *dancing lights*, *disguise self* (DC 15), *ghost sound* (DC 14), *invisibility*, *pyrotechnics* (DC 16), *tree shape*, *whispering wind***Druid Spells Prepared** (CL 3rd; concentration +4)2nd—*chill metal*, *fog cloud*^D1st—*entangle* (DC 12), *faerie fire*, *produce flame*, *obscuring mist*^D0—*detect magic*, *flare*, *guidance*, *resistance***D** domain spell; **Domains** Weather**TACTICS****During Combat** Gresaril begins combat using her corrupting gaze ability on the PC who holds her fragment. In the following rounds, she lashes out at the nearest PC with her corrupting touch.**Morale** Enraged and bitter, Gresaril fights until destroyed. Once destroyed, she repossesses the fragment and emerges from it again at midnight in 2d4 days.**STATISTICS****Str** —, **Dex** 12, **Con** —, **Int** 15, **Wis** 13, **Cha** 18**Base Atk** +8; **CMB** +8; **CMD** 23**Feats** Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude, Weapon Focus (touch)**Skills** Bluff +15, Disguise +12, Fly +17, Knowledge (arcana) +14, Knowledge (nature) +16, Perception +23, Sense Motive +12, Stealth +21; **Racial Modifiers** +8 Perception, +8 Stealth**Languages** Aklo, Common, Giant**SQ** mimicry, nature bond (Weather domain), nature sense, trackless step, wild empathy +7, woodland stride

Development: Once defeated by the PCs, Gresaril possesses the sword fragment once more and will return to attack the PCs in at midnight in 2d4 days. The only way the PCs can prevent her from returning is to slay Tylaca and Aelzeldra. The remainder of the night is uneventful and Jolson wakes the PCs at dawn to set out again on the barge for Sevenarches.

ACT 3: TOGETHER WE FALL
(CR 6 OR CR 9)

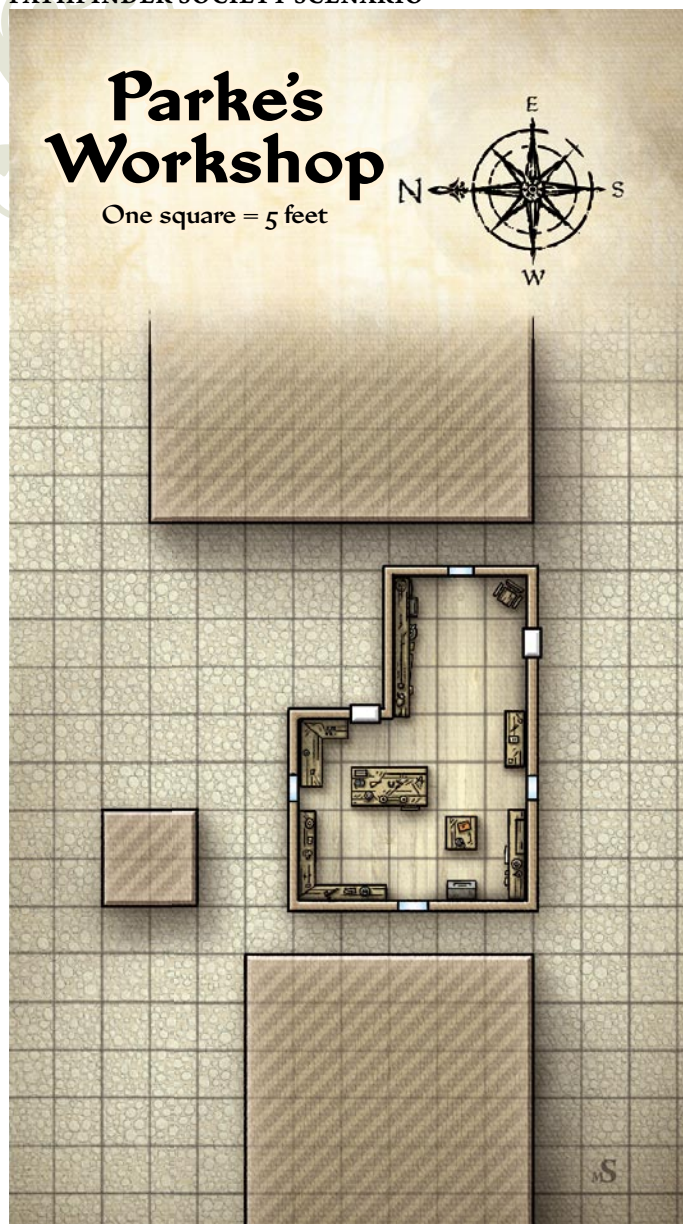
River traffic increases along the Sellen River as the PCs approach Sevenarches on Jolson's barge. Once in Sevenarches, the halfling pilot maneuvers the barge to a dock alongside a wide, muddy bank. Here merchants dock and unload goods. With the town itself a mile west of the river, they load their goods and passengers onto wagons for the journey.

Jolson directs the PCs to a teamster who can drive them to Sevenarches and wishes them well on their mission. In the town, the PCs are free to do as they please—they have directions to Parke Rangston's shop and should have no trouble finding the place.

A small building, nestled between two similar structures, houses the workshop of Parke Rangston. Inside, it contains rows of bookshelves, alchemical contraptions, and arcane materials. Laid on tables throughout the lab are a dozen swords, all of different lengths and styles. Long strips of paper smudged with soot and charcoal display intricate engravings on a handful of the blades, while other swords sit submerged in small troughs of unknown liquids.

Parke Rangston carries himself with the poise of an experienced soldier despite his scholarly environment. The man's physique tells of study beyond books in his chosen field of swordplay. He greets the PCs and offers them refreshments before getting down to business. He then guides them over to a table where the final fragment, an ornate hilt with a shard of steel sticking from the top, sits on a table littered with sheets of notes. He knows much of the backstory of the sword: the blade is of ancient Taldan make, was once carried by a hero named Breslin LeMonte, and was paired with a matching blade used by his wife. Rangston says that since the sword fragment came into his possession, several harpies from a nearby abandoned cathedral have been harassing him—breaking into his shop in the night, attacking his weapon caravans, and even once outright assaulting him in the streets of Sevenarches. Knowing what he does about the history of the sword, Rangston is sure that one of the harpies is Tylaca, but doesn't know anything about needing to kill Tylaca to free the ghost in the sword fragment the PCs acquired from Aelzeldra.

After the PCs give Parke the two fragments of the sword, he lays all three side-by-side, running his finger down the broken blade, mouthing the words to the runes etched on its pitted face. From his notes, he discerns a theme of loyalty and retribution, but is unable to derive an exact translation. Parke allows the PCs to inspect the shattered weapon as well, even offering up long strips of



paper and charcoal if any wish to make a rubbing. After the PCs have a chance to study the fragments as much as they wish, begin the combat encounter with Parke sounding out the translation using his notes. Describe his actions and read the following aloud.

At the end of a strange sentence in an ancient tongue, the fragments vibrate rapidly, creating an odd hum. The table rumbles with the vibrations of the fragments as they pull together and fuse as one. Parke's body jerks violently and his eyes roll back in his head as his hand springs to the hilt of the now-mended blade.

Creatures: Parke Rangston, overcome and possessed by the cursed blade, attacks the PCs. *Passion's Edge* functions as a +2 *falchion* now that it has been made whole again.

Though dangerous and dominated, Parke is still a famous Pathfinder, and it's in the PC's best interests to subdue Parke rather than murder him.

Tier 5–6 (CR 6)

PARKE RANGSTON

CR 6

Male human fighter 7

N Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 21, **touch** 14, **flat-footed** 18 (+7 armor, +1 deflection, +3 Dex)

hp 52 (7d10+14)

Fort +7, **Ref** +6, **Will** +4; +2 vs. fear

OFFENSE

Speed 30 ft.; can move at normal speed in heavy armor

Melee *Passion's Edge* (+2 *falchion*) +14/+9 (2d4+8/18-20)

TACTICS

During Combat Parke, despite his compulsion, still relies on his extensive training. He enters combat against the PCs using power attack unless his opponents prove difficult to hit. Favoring a powerful weapon, Parke attempts to sunder the weapons of his opponents, and single out and neutralize spellcasters.

Morale Compelled to strike down all living creatures around him, Parke attacks until charmed, rendered unconscious, or slain.

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 24 (+2 vs. sunder)

Feats Cleave, Great Cleave, Improved Initiative, Improved Sunder, Lunge, Power Attack, Step Up, Weapon Focus (*falchion*), Weapon Specialization (*falchion*)

Skills Acrobatics +4, Diplomacy +6, Knowledge (history) +6, Perception +5, Survival +6

Languages Common

SQ armor training +2, bravery +2, weapon training (heavy blades +1)

Combat Gear *potion of lesser restoration* (4), *potion of cure serious wounds* (2); **Other Gear** +1 *breastplate*, *ring of protection* +1, *cloak of resistance* +1, +2 *falchion*

Tier 8–9 (CR 9)

PARKE RANGSTON

CR 9

Male human fighter 10

N Medium humanoid (human)

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

DEFENSE

AC 22, **touch** 14, **flat-footed** 19 (+8 armor, +1 deflection, +3 Dex)

hp 85 (10d10+30)

Fort +11, **Ref** +8, **Will** +6; +3 vs. fear

OFFENSE

Speed 30 ft.; can move at normal speed in heavy armor

Melee *Passion's Edge* (+2 *falchion*) +18/+13 (2d4+9/15-20)

TACTICS

During Combat Parke, despite his compulsion, still relies on his extensive training. He enters combat against the PCs using power attack unless his opponents prove difficult to hit. Favoring a powerful weapon, Parke attempts to sunder the weapons of his opponents, and single out and neutralize spellcasters.

Morale Compelled to strike down all living creatures around him, Parke attacks until charmed, rendered unconscious, or slain.

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +13; **CMD** 27 (+4 vs. sunder)

Feats Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Critical (falchion), Improved Initiative, Improved Sunder, Lunge, Power Attack, Step Up, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +7, Diplomacy +9, Knowledge (history) +7, Perception +7, Survival +6

Languages Common

SQ armor training +2, bravery +3, weapon training (heavy blades +2, light blades +1)

Combat Gear *potion of lesser restoration* (4), *potion of cure serious wounds* (6); **Other Gear** +2 breastplate, ring of protection +1, cloak of resistance +2, +2 falchion

Development: If Rangston is not slain by the PCs, he humbly expresses apologies and regret over his actions. He tells the PCs that while the blade possessed him, a horrid-looking spirit who told him Tylaca and Aelzeldra must die for the curse to be lifted came to him in a vision. As noted above, Rangston knows that Tylaca and her harpies are in a nearby ruined cathedral. If the PCs insist that Tylaca is none of their concern and that their mission is at an end, Rangston reminds them of their duty as Pathfinders first—returning a cursed sword to Absalom isn't much for the *Chronicles*—but when the same sword could be returned with a tale of how the curse was lifted, why, Rangston explains, that's almost a guarantee that the PCs will finally see their names beside a *Pathfinder Chronicle* entry. Should the PCs still refuse, Rangston sighs and says, "As the venture-captain of this region, I order you to slay Tylaca."

Rangston tells the PCs that the cathedral is on a low rise a mile or so north of Sevenarches and its ruins can easily be seen for miles around.

Treasure: Rangston provides the PCs the reward amount below in gold pieces as an apology for his actions. If the PCs refuse, he insists, telling them they may need the money to buy equipment and magic items in Sevenarches to face Tylaca. If the PCs instead kill Rangston and take his gear, award them the same amount from the Rewards section below as normal.

Mission Notes: Cheliox faction PCs will want to find a way to check Rangston's abdomen for the brand, as well

as secretly pass him the note from Zarta Dralneen—both actions have some difficulties attached. Rangston will need to be unconscious for the Cheliox PC to make the confirmation without the Pathfinder knowing it, and no non-Cheliox faction PCs can see a Cheliox faction PC deliver the note. Taldor faction PCs have two missions in Rangston's presence—they need to find a certain sword in his shop without Rangston seeing them look and make a rubbing of it. This requires a successful DC 25 Perception check and the search takes 10 minutes. Additionally, Taldor faction PCs need to confirm that the sword Rangston believes is *Passion's Edge* was indeed wielded by Breslin LeMonte—it was and Taldor faction PCs need only ask. While in Sevenarches, Qadira faction PCs should visit with the prominent merchants in town and take note of what's being sold at Auldwell's and Sellenmark Supply. Additionally, Qadira faction PCs need to make good relations with the owners of both stores—this requires two successful DC 20 Diplomacy checks and both can only be attempted once. First impressions are everything.

Rewards: If the PCs defeat Rangston (dead or alive), reward each tier thusly:

Tier 5–6:

Give each player 1,285 gp

Tier 8–9:

Give each player 2,035 gp.

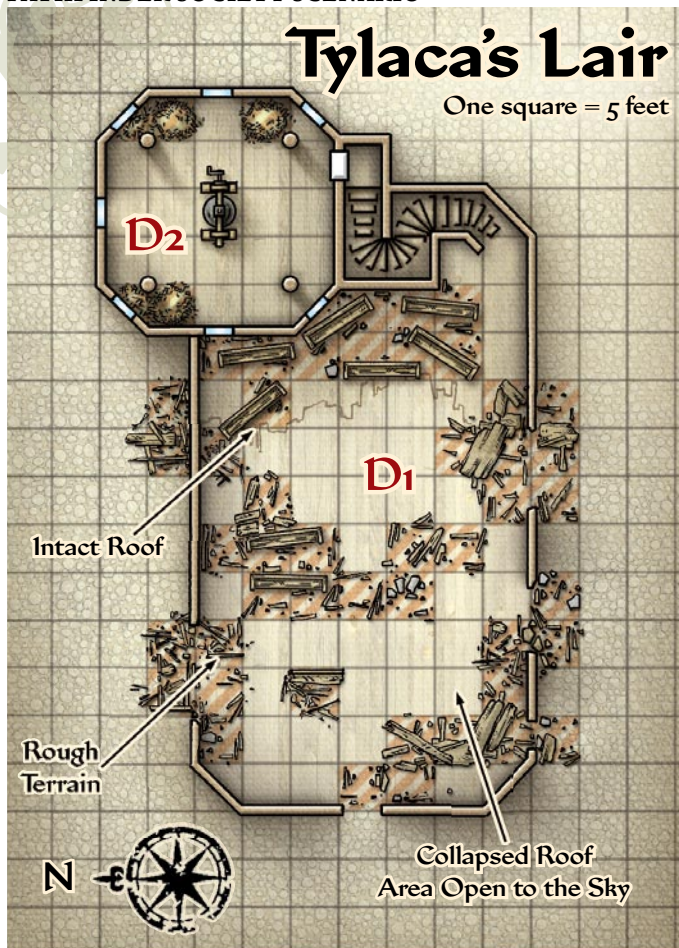
ACT 4: THE RUINED CATHEDRAL

In a slight forest clearing atop a low rise choked with saplings and winding vines, the ruins of an abandoned cathedral stand. The gray-stoned building lacks walls throughout most of the western side of the structure, and a bell tower stands 30 feet above the ground, seemingly intact aside from a few cracks and a blanket of twisting vines crawling up its face. A musky smell surrounds the area, mingled with rot and decay.

This cathedral once stood as a place of worship for Aroden. Even before his death, this chapel was a tiny outpost in the wilderness, visited only by a small congregation. After Aroden's death, the place fell to ruin and the forest began to consume it. More than half of the cathedral's roof has crumbled into area **D1** and this scattered debris renders much of the area difficult terrain (see map).

D1: Harpy's Roost (CR 7 or CR 10)

Creatures: Three harpies roost in here area **D1**—Otona, Rhyss, and Siasan. The last of Tylaca's once-formidable



flight in the Brazen Peaks, these three are her most loyal and have watched over her comatose body in this cathedral for a decade. If the PCs approach the cathedral by stealth, give the harpies a chance to spot them. Should the creatures see the PCs approach, they hide behind rubble or in the stairwell and ambush them once they reach the ruin. If the harpies do not see the PCs approaching, they are lazily perched atop or seated on the many ruined pews here. All of these harpies have dark brown feathers.

Tier 5–6 (CR 7)

OTONA, RHYSS, AND SIASAN (3 HARPIES) CR 7

Harpy (*Pathfinder RPG Bestiary* 172)

hp 38 each

Tier 8–9 (CR 10)

OTONA CR 7

Female harpy fighter 3 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)

hp 67 (10d10+13)

Fort +8, **Ref** +10, **Will** +7; +1 vs fear

OFFENSE

Speed 20 ft., fly 80 ft. (average); can move at normal speed in medium armor

Melee 2 talons +13 (1d6+3)

Ranged +1 composite longbow +15/+10 (1d8+4/x3)

Special Attacks captivating song (DC 17)

TACTICS

During Combat Otona begins combat with her captivating song ability, and then fires at the PCs with her longbow from the top of the crumbling cathedral and avoids attacking any PCs enchanted by her song.

Morale Otona fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 12, **Int** 9, **Wis** 12, **Cha** 15

Base Atk +10; **CMB** +13; **CMD** 28

Feats Dodge, Flyby Attack, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Bluff)

Skills Bluff +7, Fly +14, Intimidate +10, Perception +11, Perform (sing) +5

Languages Common

SQ armor training +1, bravery +1

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 studded leather, +1 composite longbow

RHYSS

CR 7

Female harpy ranger 3 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +4 (+6 in forests); **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)

hp 67 (10d10+13)

Fort +6, **Ref** +12, **Will** +7

OFFENSE

Speed 20 ft., fly 80 ft.

Melee 2 talons +13 (1d6+3)

Ranged +1 composite longbow +16/+11 (1d8+4/x3)

Special Attacks captivating song (DC 17), favored enemy (humanoid [elf]) +2

TACTICS

During Combat Rhyss fires at the PCs with her bow and then moves each round, keeping her attackers on their toes. After the two other harpies use their captivating song, Rhyss attempts to enchant any not affected. If any elves are in the group, Rhyss focuses all of her attacks on that PC, ignoring the others.

Morale Rhyss fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 12, **Int** 9, **Wis** 12, **Cha** 15

Base Atk +10; **CMB** +13; **CMD** 28

Feats Dodge, Endurance, Flyby Attack, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (longbow)

Skills Bluff +6, Fly +14, Intimidate +7, Perception +14 (+16 in forests),

Perform (sing) +4, Stealth +13 (+15 in forests), Survival +9 (+11 in forests)

Languages Common

SQ favored terrain (forest), track, wild empathy

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +1 studded leather, +1 composite longbow

SIASAN

CR 7

Female harpy sorcerer 3 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 12 (+1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 61 (10 HD; 7d10+3d6+13)

Fort +6, **Ref** +10, **Will** +9

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +8 (1d6)

Ranged javelin +12/+7 (1d6)

Special Attacks captivating song (DC 20)

Bloodline Spell-Like Abilities (CL 3rd; concentration +8)

8/day—laughing touch (DC 16, 8/day)

Sorcerer Spells Known (CL 3rd; concentration +8)

1st (7/day)—*charm person* (DC 18), *entangle* (DC 16), *mage armor*, *magic missile*

0 (at will)—*acid splash*, *bleed*, *detect magic*, *ray of frost*, *read magic*

Bloodline Fey

TACTICS

Before Combat If aware of the PCs approach, Siasan casts *mage armor*. This spell is not figured into Siasan's stats.

During Combat Siasan begins combat by casting *entangle*, trying to catch as many of the PCs as possible. She uses *magic missile* against trapped opponents, and saves her *javelin of lightning* if the PCs group up or get too near.

Morale Siasan fights to the death.

STATISTICS

Str 10, **Dex** 19, **Con** 12, **Int** 9, **Wis** 12, **Cha** 21

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

Feats Combat Casting, Dodge, Eschew Materials, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Bluff)

Skills Bluff +9, Fly +14, Intimidate +9, Knowledge (arcana) +4, Perception +7, Perform (sing) +7, Spellcraft +10

Languages Common

SQ bloodline arcana (+2 DC compulsion spells), woodland stride

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** *javelin of lightning*, *ring of protection* +1

Development: The trio of harpies fight to defend Tylaca and their roost, but once the trio is defeated, the PCs can freely access the stairs inside the ruined cathedral.

Rewards: If the PCs defeat harpy trio, reward each tier thusly:

Tier 5–6:

Give each player 5 gp.

Tier 8–9:

Give each player 1,010 gp.

D2: Belfry (CR 8 or CR 11)

The bell tower stands 30 feet high and its belfry is open to sky. An enormous iron bell hangs attached to a great moveable frame of stout wooden beams, controlled by a winch on the side. Three large nests composed of straw, shredded fabric, and furs rest near beams holding up a cracked dome.

The small flock of harpies makes this bell tower their home, choosing to nest in the open air. On the top floor of the tower, movement is a bit cramped and the squares where the nests sit act as difficult terrain. The roof long ago rotted away and so the belfry is open to the elements. There are six window-like openings in the walls surrounding the bell—each is empty and open to the elements.

Creatures: While the PCs fought the other harpies below (assuming they did), Tylaca readied herself for combat. When the PCs arrive, if she heard them downstairs, she's fully dressed in her armor and ready to fight. If one of the PCs wields *Passion's Edge*, she screeches and attacks that PC until he's unconscious, taking the next action to drop her falchion and recover her old sword. If no one brought the magic sword, Tylaca thinks only that the PCs are intruders and defends her roost. Tylaca looks different that the brown-feathered harpies in area D1—her feathers are brightly colored, much like a parrot.

Tier 5–6 (CR 8)

TYLACA

CR 8

Female harpy fighter 4 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 24, touch 16, flat-footed 19 (+7 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 75 (11d10+15)

Fort +9, **Ref** +10, **Will** +6; +1 vs. fear

OFFENSE

Speed 20 ft.; fly 80 ft. (average); can move at normal speed in medium armor

Melee 2 talons +14 (1d6+3) or

+1 *falchion* +16/+11/+6 (2d4+6/15-20)

Special Attacks captivating song (DC 19)

TACTICS

During Combat Tylaca makes use of the close quarters, trying to maximize her attacks by taking 5-foot steps and making full attacks. She attempts to maneuver so she only faces one opponent at a time; otherwise, Tylaca spreads out her attacks to any adjacent foes.

Morale Tylaca fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 12, **Int** 7, **Wis** 10, **Cha** 20

Base Atk +11; **CMB** +14; **CMD** 30

Feats Dodge, Flyby Attack, Great Fortitude, Improved Critical (falchion), Improved Initiative, Power Attack, Skill Focus (Bluff), Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Bluff +9, Fly +12, Intimidate +13, Perception +6, Perform (sing) +7

Languages Common

SQ armor training +1, bravery +1

Gear +1 *breastplate*, +1 *falchion*, *ring of protection* +1

Tier 8–9 (CR 11)

TYLACA

CR 11

Female harpy fighter 7 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 28, touch 16, flat-footed 23 (+11 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 97 (14d10+21)

Fort +11, **Ref** +12, **Will** +8; +2 vs. fear

OFFENSE

Speed 20 ft.; fly 80 ft. (average); can move at normal speed in heavy armor

Melee 2 talons +17 (1d6+3) or

+1 *falchion* +20/+15/+10 (2d4+7/15-20)

Special Attacks captivating song (DC 20)

TACTICS

During Combat Tylaca makes use of the close quarters, trying to maximize her attacks by taking 5-foot steps and making full attacks. She attempts to maneuver so she only faces one opponent at a time; otherwise, Tylaca spreads out her attacks to any adjacent foes.

Morale Tylaca fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 12, **Int** 7, **Wis** 10, **Cha** 20

Base Atk +14; **CMB** +17; **CMD** 33

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (falchion), Improved Initiative, Power Attack, Skill Focus (Bluff), Step Up, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Bluff +9, Fly +11, Intimidate +15, Perception +7, Perform (sing) +7

Languages Common

SQ armor training +2, bravery +2, weapon training (heavy blades +1)

Combat Gear *potion of invisibility*; **Other Gear** +2 *full plate*, +1 *falchion*, *ring of protection* +1

Development: So long as Aelzeldra is dead, when Tylaca is slain anyone holding the sword notices two things: his weakness lifts and the curse-applied penalties vanish as a mist floods from the blade and then quickly dissipates—the slain hag passes to the Great Beyond now that the targets of her rage are dead.

Mission Notes: Osirion faction PCs will be interested in collecting a sample of Tylaca's blood as well as a perfect sample of her feathers. The first is a simple matter of placing her blood in an appropriate container for travel—the second requires a successful DC 25 Knowledge (nature) check to know which of her feathers is a perfect sample. Failure means the PC thinks he has the right sample but finds out later he got the wrong one.

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

Tier 5–6:

Give each player 477 gp.

Tier 8–9:

Give each player 777 gp.

CONCLUSION

A simple retrieval mission turned into a sticky web of relationships spiced heavily with curses. Now holding the fabled sword, the PCs return to Absalom, delivering the weapon to Venture-Captain Shevala Iorae. If the PCs slew Parke Rangston, Shevala admonishes them for their recklessness and warns that other Pathfinders might not be so excited to work with them in the future.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who sketch and record the location of the shrine to Gyronna earn 1 Prestige Award. PCs from the Andoran faction who also find the vague passage from the booklet of hymns to Gyronna earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who discover the brand marking Parke Rangston as an Andoran spy without Rangston knowing about it earn 1 Prestige Award. PCs from the Cheliox faction who also secretly deliver the designated note to him without non-Cheliox faction PCs seeing it earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who bring back feathers from Tylaca's colorful plumage earn 1 Prestige Award. PCs from the Osirion faction who also collect a sample of Tylaca's blood earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who make note of the items sold at Auldwell's and Sellenmark Supply earn 1 Prestige Award. PCs from the Qadira faction who also improve the attitude of both shop keeps toward them earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who make a rubbing of the sword fragments earn 1 Prestige Award. PCs from the Taldor faction who also learn more history of the blade, especially that Breslin LeMonte once carried it, earn 1 bonus Prestige Award.

Andoran Faction Handout

Defender of Freedom,

Our agents have long known of the worship of a minor deity called Gyronna in the River Kingdoms. Little is known of her and her religion seems to have no scripture. She is known as the Angry Hag and her dogma turns friend against friend, and her clergy demand tolls from frightened travelers, giving the evil eye to those who refuse.

I hear your current mission brings you to the River Kingdoms, and more importantly, to a green hag keeping a shrine to this wicked deity. Sketch the shrine for me and take note of its location, returning to me any details you gather. Should you discover anything that you might consider to be the holy writings of Gyronna, find any passages within that reference Gyronna's preference for the treatment of prisoners. While you could bring the book back and get someone here to do it, I need you to find the passage in question and tell me immediately upon your return what you have learned.

Capt. Colson Maldris

Freedom Guide Your Path,

Captain Colson Maldris



Cheliox Faction Handout

Exquisite Flesh Morsel,

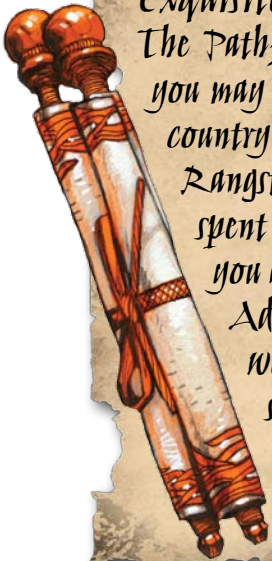
The Pathfinder swordsmage Parke Rangston is a treacherous Andoran spy! I understand you may spend some time in his handsome company while in Sevenarches. Do me and your country a favor and find some way to confirm that the man you meet is indeed the Parke Rangston—he should have a star branded onto his abdomen—a loving memory of his time spent with me the last time he was caught inside our borders. Parke cannot know that you are looking for the scar—otherwise he'll know who you are and what you represent.

Additionally, I have some... memorable words for the devil included in the enclosed sealed letter. Give it to him and do not let your stupid companions see you do it.

The Whip Awaits,

Zarta Draldeen

Paracountess Zarta Draldeen

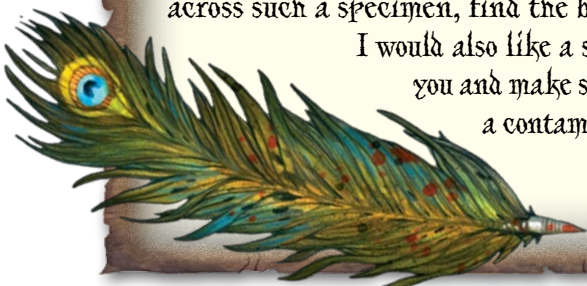


Osirion Faction Handout

Loyal Servant of the Ruby Prince,

Legends of the blade you seek say a harpy with colorful plumage once wielded it. I believe the harpy in question could be related to some of the flocks inhabiting the Brazen Peaks. If you come across such a specimen, find the best example of its plumage and bring me back a sample.

I would also like a sample of the colorful harpy's blood. Be sure to bring some back with you and make sure it's sealed in a container appropriate for travel—I have no need for a contaminated sample.



In Service to Knowledge,

Amenophus

Amenophus, The Sapphire Sage



Qadiran Faction Handout

Agent of True Commerce,

Hearing of your mission to Sevenarches, I perused the ledgers and decided now is the time to expand our trade into the River Kingdoms with a greater push. While in the settlement of Sevenarches, make note of all goods sold by Auldwell's and Sellenmark Supply, as well as any other significant merchants. Sevenarches serves as a vital stop for travelers on the Sellen River, and having our goods in that location will help our people break into the economies of the River Kingdoms.

Shop around and gain favor with these two significant merchants so they may aid in bringing more gold into our coffers. Make yourself known and make a good first impression—be courteous and professional and put on your best diplomatic face. Report to me your results on your return.

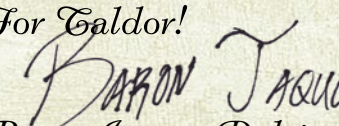
Sincerely,
Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Glorious Agent of the Empire!

One of our empire's greatest unsung heroes, Breslin LeMonte, risks slipping from history's memory. I believe the sword you seek once belonged to him, and modern day House LeMonte—suffering from some rather embarrassing public criticisms about their loyalty and affinity for livestock—could use a relic like this to return to glory. When you meet the swordsage Parke Rangston, confirm that he is absolutely sure the sword is LeMonte's Passion's Edge. I will deal with the Society to return it to its rightful owners in Taldor.

Since you're going to be in Rangston's shop, he has a great collection of dozens of some of the most famous blades on Golarion. I wish to have a replica of one of those swords made in Oppara, but I need the exact etchings and runes from the blade. Rangston is not one to have someone fumbling around with his blades, so when he's not looking, search the shop and find a red-hilted sword with blackened steel and six symbols on the blade. Make a rubbing of this blade for me.

For Taldor!

 Baron Jacquo Dalsine



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SCENARIO 50: FORTUNE'S BLIGHT

This Chronicle Certifies That _____

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

Has Completed This Scenario. _____

Items Found During This Scenario

TIER

All

- ☐ You killed a fellow Pathfinder named Parke Rangston in Sevenarches. As a result, you have a permanent -1 penalty on all Charisma-based checks when dealing with other Pathfinders.

TIER

5-6

Cloak of resistance +1 (1,000 gp)
+2 falchion (8,375 gp)
Potion of cure moderate wounds (300 gp)
Potion of cure serious wounds (750 gp)
Potion of lesser restoration (300 gp)
Ring of protection +1 (2,000 gp)

TIER

8-9

Bracers of armor +2 (4,000 gp)
+2 breastplate (4,350 gp)
Cloak of resistance +2 (4,000 gp)
+2 full plate (4,650 gp)
Javelin of lightning (Limit 1; 1,500 gp)
Potion of invisibility (300 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

TIER

5-6

2,534

TIER

8-9

5,339

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 #