



SEVERING TIES

By Ron Lundeen



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PATHFINDER SOCIETY SCENARIO #4-07

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Pathfinder Society Scenario #4-07: Severing Ties is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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SEVERING TIES

BY RON LUNDEEN



The Aspis Consortium has tainted its relationship with the cult of Lissala, Thassilonian goddess of runes, fate, and duty. The Lissalan cult helped the Aspis Consortium create a back door into the Pathfinder Society's private demiplane—the museum demiplane inside the hard-won *Hao Jin Tapestry*—in exchange for a share of the plunder. The Pathfinder Society recently discovered the Aspis Consortium's presence in the *Hao Jin Tapestry* and expelled the Consortium from the relic for good. When the Consortium lost its access to the *Hao Jin Tapestry*, it defaulted on its obligations to the Lissalan cult, inspiring bitterness among the cultists and putting a serious strain on the two factions' relationship.

The Aspis Consortium has recently established a presence in the distant pirate city of Riddleport with two goals in mind: to sap wealth from the City of Cyphers and to improve the strained relations with the Lissalan cult. Spearheading the latter initiative is an Aspis Consortium Silver agent named Vidrin Jenk. Jenk has several resources at his disposal, including a stream of income from debts owed to the Consortium by the three public temples in Riddleport. Jenk intends to placate the Lissalan cult by sending gifts culled from these temples. In addition to providing a small financial return to the Lissalans, Jenk feels that these gifts demonstrate the Aspis Consortium's longstanding relationship with religious groups, and such a display may assuage some of the bad feelings between the cult and the Consortium.

Jenk has only two problems with his plan. First, he is overwhelmed by the day-to-day matters of establishing the Aspis Consortium's presence in Riddleport, and he can't personally spare the time to collect the gifts. The temples tend to be argumentative about making interest payments and are not particularly good at keeping diligent repayment records (as might be expected from chaotic-aligned churches). For this critical task, Jenk has requested a team of bronze agent specialists from Magnimar led by the mysterious Thestil Shadowtongue. Second, Jenk isn't certain where exactly in the city the Lissalan cult has established its safe house, although he has already requested this information from his superiors and expects a response soon.

WHERE ON GOLARION?

Severing Ties takes place in the pirate city of Riddleport, one of Varisia's three most powerful city-states. Aside from being a haven for those criminals and ruffians who find living elsewhere to be undesirable or impossible, Riddleport is swiftly becoming a bustling trade city in its own right. For more information on Riddleport, check out *Pathfinder Adventure Path #13: Shadow in the Sky* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*, available in bookstores or game stores everywhere, and online at paizo.com.



Venture-Captain Sheila Heidmarch of Magnimar knows that Vidrin Jenk is responsible for salvaging the relationship between the Aspis Consortium and the cult of Lissala. She has also learned that Jenk requested a specialist team from Magnimar. Venture-Captain Heidmarch intends to break the failing relationship for good, and plans on doing so by sending Pathfinder Society agents to Riddleport disguised as Jenk's requisitioned specialists. Once there, Heidmarch's spies must discover the whereabouts of the Lissalan cult, infiltrate the cult's safe house, and thoroughly discredit the Aspis Consortium.

SUMMARY

Venture-Captain Sheila Heidmarch sends the PCs to Riddleport in the guise of Aspis Consortium agents.

GM MATERIALS

Severing Ties makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Magic*. The adventure assumes the GM has access to these sourcebooks, and only creatures with non-simple templates applied are reprinted herein. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

Once there, the PCs meet with silver agent Vidrin Jenk at the Barracuda Cartage office. Jenk instructs the PCs to collect overdue loan payments from each of Riddleport's three prominent temples. These payments come in the form of treasures characteristic of each temple.

The PCs may visit the three temples in any order. At the Publican House (the tavern-temple of Cayden Cailean), the PCs must acquire a magical mug of ale. The PCs can win the magical mug by participating in a competition or demanding the mug from the priests. At the House of the Silken Veil (the brothel-temple of Calistria), the PCs must recover a magical dagger. The madam of the House of the Silken Veil has no intention of giving this dagger to the Aspis Consortium, so she attempts to distract and deceive the PCs. At the Fish Bowl (the temple of Besmara), the PCs discover a brutal sacrifice gone wrong. The PCs must defeat several vicious sea creatures to rescue the sacrificial victims and recover the Besmarans' magical hat.

While the PCs travel around Riddleport recovering the treasures from the temples, Jenk learns the location of the Lissalan cult's safe house. When the PCs return to Jenk, he shows them a letter from his superior, a gold agent known as the Spider. The letter provides the location of the Lissalan safe house beneath the Wharf District. Jenk directs the PCs to deliver the treasures to the Lissalan cult at the safe house on behalf of the Aspis Consortium.

The PCs gain entrance to the cult's hidden safe house via a secret passage near Zincher's Arena. Once within the headquarters, the PCs investigate opportunities for sabotage, and may run afoul of the safe house's inhabitants. The three best options for sabotage are to release one or two basilisks upon the unwary cultists at their chapel, widen a leak into the carbauxine deposits beneath the Gas Forges (flooding the safe house with poisonous gas), or destroy water pipes that would flood the safe house with fetid water from Riddleport Harbor, but PC creativity is encouraged. The safe house's relentless protector, a stone golem guardian, confronts saboteur PCs. Once their sabotage is complete, the PCs

must leave evidence of their (false) association with the Aspis Consortium and return to Magnimar.

GETTING STARTED

Read aloud the following to get the adventure underway.

The crisp chill of the Arcadian Ocean can be clearly felt as it sweeps across the fetid waters of Riddleport Harbor and onto the city streets, and the briny air inspires recent memories. Only a few days ago, back in Magnimar, Venture-Captain Sheila Heidmarch detailed the covert mission from behind the oaken desk in her office. "Lissala is the Thassilonian goddess of runes, fate, and obedience," she explained. "Her followers are wicked and secretive, but they can be bought for the right price. The Aspis Consortium offered that price. In exchange for creating a back door into the *Hao Jin Tapestry*—a museum demiplane that we Pathfinders thought was entirely our own—the Aspis Consortium promised a river of wealth to the secretive cult. The Pathfinder Society ejected the Aspis Consortium from the *Hao Jin Tapestry* and the Consortium defaulted on its contract with the cult of Lissala. As you might expect from followers of a goddess of duty, the Lissalans are irate at the Aspis Consortium for defaulting. Tensions between the two groups are at their breaking point, and I need you to finish the job.

"Vidrin Jenk is a silver agent in the Aspis Consortium, newly arrived in Riddleport and anxious to prove his worth to the organization. The Aspis Consortium recently purchased the Barracuda Cartage company, and Jenk operates out of the offices there. Jenk plans to patch up relations with the cult of Lissala, which is well hidden somewhere in Riddleport. To help him, Jenk requisitioned a group of Aspis Consortium specialists—all bronze agents led by a mysterious troubleshooter named Thestil Shadowtongue."

At this point, Venture-Captain Heidmarch slid several bronze badges across the desk, some flecked with blood. "Those specialists aren't going to make it to Riddleport. You are. I want you to pretend to be the Aspis Consortium agents Jenk requested. Do as he asks, but only to keep suspicion off of you until you find out where the cult of Lissala is hiding. Once you know that, I need you to do two things. First, sabotage the Lissalan safe house as completely as possible. Second, throw the blame for the sabotage onto the Aspis Consortium.

"How you complete these tasks I leave to your discretion, but I want you to keep murder to a minimum. One of the Lissalan cultists is feeding us information, and I don't want to risk you killing this valuable source. Furthermore, we want the Lissalans to remain alive so they can turn their full ire against the Aspis Consortium. Once you've accomplished these two mission objectives, return here."

Heidmarch smiles broadly. "Welcome to the Aspis Consortium. Any questions before you leave for Riddleport?"



Venture-Captain Heidmarch has enough bronze badges for each of the PCs. The badges depict the serpent-on-shield emblem of the Aspis Consortium. One of the badges is more ornate than the others, and Heidmarch explains that this badge belonged to the group's leader, an enigmatic agent named Thestil Shadowtongue. Heidmarch insists that one of the PCs take Thestil Shadowtongue's badge.

Before cutting to the opening scene in Riddleport, allow the PCs to ask retroactive questions of Venture-Captain Heidmarch. The following are answers to some of the most likely questions.

Can we kill Vidrin Jenk (or other Aspis Consortium members)? "No. Your task is to cast blame on the Aspis Consortium, not eradicate it. If the Consortium suffers several suspicious deaths at the same time the Lissalan safe house is sabotaged, it will implicate a third party. I can't have that. Play nice and don't blow your cover."

What is Jenk's task? "It involves Riddleport's temples, but beyond that rumor I have no suppositions. Thestil Shadowtongue has a reputation for being an all-around troubleshooter concerned with anonymity. Since Jenk requisitioned a team with diverse skills—just like the group of you—you should be prepared for anything."

Which one of us should be Thestil Shadowtongue? or What does Thestil Shadowtongue look like? "That's the best part of this: Jenk doesn't know anything about Thestil Shadowtongue other than by reputation. Thestil is known to be a loyal Aspis Consortium agent, but goes

to great lengths to remain mysterious and anonymous. Almost no one knows what race Thestil is, or even whether Thestil is a man or a woman. I recommend that your best liar claim to be Thestil Shadowtongue, and that he or she emphasizes Thestil's 'enigmatic spy' reputation."

Can you tell us about your informant in the Lissalan cult? "We know very little. The informant is a cleric, is probably human, and has been feeding us reliable intelligence. We don't know any more than that. That's one reason you shouldn't indiscriminately kill everyone in the safe house."

Does your informant know where the Lissalan safe house is located? "I would assume so, but he or she hasn't provided us with that information. That's why we need you to uncover it."

Where did you get these badges? "Trust me, those agents won't be missed. None of them will be seeing the light of day anytime soon."

Knowledge (history)

PCs may recall historical information about Lissala with a successful Knowledge (history) check. These results are also available by making a Knowledge (religion) check with a –5 penalty, as Lissala's religion is very obscure.

15+ Lissala was the Thassilonian deity of runes, fate, duty, and obedience. Her worshipers are generally sadistic self-flagellants who believe that self-inflicted pain opens the mind to enlightenment.

20+ Lissala taught the seven virtues of rulership to Thassilonians, but these virtues became perverted under

the runelords to reflect the seven mortal sins. At that time, Lissala's worship grew more secretive and more sadistic. Many scholars assume that Lissala, like most Thassilonian gods, is no longer worshiped.

30+ Lissala may have created rune magic. Her followers commonly use runes and glyphs, including rune-carved guardians akin to golems.

Knowledge (local)

PCs may recall information about the Aspis Consortium with a successful Knowledge (local) check. If asked, Venture-Captain Heidmarch knows the first two points below, which she shares with the PCs if they seem unfamiliar with the Aspis Consortium.

10+ The Aspis Consortium is a supranational trade organization with shadowy leadership and a reputation for ruthless trade practices.

15+ The Aspis Consortium hires countless common mercenaries and merchants. Bronze agents hold the lowest rank of actual membership in the Consortium. Bronze agents are overseen by silver agents, who are in turn overseen by gold agents. A gold agent usually administers affairs in a large city or small nation.

20+ The Aspis Consortium has made several loans to power groups in Riddleport, including the three primary temples. These loans were drafted with intensely legalistic language and included steep interest rates, which the temples are often reluctant to pay, further entrenching them in debt.

Knowledge (local) or Knowledge (religion)

PCs may recall the following information about the key religions in Riddleport with a successful Knowledge (local) or Knowledge (religion) check.

15+ Riddleport's primary temples are the Publican House, a tavern-temple of Cayden Cailean; the House of the Silken Veil, a brothel-temple of Calistria; and the Fish Bowl, a temple of Besmara.

20+ The Publican House is the tavern-temple of Cayden Cailean. All are welcome in this crowded, rowdy drinking hall, except for cyphermages. Gambling and drinking contests are common at the Publican House.

25+ The Besmaran priests at the Fish Bowl are rumored to perform blood sacrifices on those who have displeased the Pirate Queen. These sacrifices often involve feeding victims to dangerous sea creatures.

30+ Worshipers of Calistria whisper that Shorafa Pamodae, mistress of the House of the Silken Veil, harbors a seething hatred of Vidrin Jenk.

A. BARRACUDA CARTAGE

The PCs arrive at Barracuda Cartage in the guise of Aspis Consortium agents at sundown. Despite the late hour, the up-and-coming trade house is lively as ever.



Vidrin Jenk

The Aspis Consortium's headquarters in Riddleport is a dilapidated compound showing signs of recent repair. The cartage company's main building rises three stories above the filthy streets. Behind this main building stands a coach-house large enough for four wagons. A weedy yard is enclosed by a high brick wall, but the large wooden doors to the yard stand open to admit new business, even in this evening hour. Beside the doors, a wooden sign reads, "Barracuda Cartage. Under New Management."

A group of six thuggish Aspis Consortium mercenaries (LN human fighter 2; if necessary, use the statistics of the caravan guard from page 282 of the *Pathfinder RPG GameMastery Guide*) loiter in the loading yard, overseeing a dozen laborers loading carts with a large shipment of fine sailcloth. They look suspiciously at newcomers but assume the PCs are here on business. The mercenaries become respectful if the PCs display their badges, calling the PCs "sir" or "ma'am," as appropriate. Anyone in the yard can tell the PCs that Vidrin Jenk (or "Boss Jenk," as they call him) is on the second floor of the main building, but the PCs can also easily find Jenk themselves just by looking around.

Vidrin Jenk (LE male human expert 7; if necessary, use the statistics of the traveling merchant from page 285 of the *GameMastery Guide*) is a snappish, sharp-nosed administrator dressed in the elaborate finery of a merchant-prince. He stands behind a desk strewn with contracts and ledgers, doing his best to read multiple papers at once. Jenk is a clever negotiator and a hard-working manager despite his foppish appearance.

When the PCs arrive, Jenk asks to see their badges and looks shrewdly at "Thestil Shadowtongue." If the PC in this role succeeds at a DC 20 Bluff check, Jenk pumps "Thestil's" hand and announces his pleasure at retaining such a resourceful operative. On a failure, Jenk mutters, "I suppose I expected you to be a bit more professional," but does not elaborate further. In either case, he assumes the PCs are who they claim to be, as he is quite pressed for time.

Jenk frankly admits that he has had trouble with one of the Aspis Consortium's "contractors," by which he means the cult of Lissala. Jenk wants to present good-will gifts to the cult, but collecting these gifts will take some legwork and possibly some "coercive negotiation." This is where he needs the PCs' help. Jenk explains that the Aspis Consortium previously loaned each of the three temples in Riddleport a substantial sum, and the steep interest on all these loans is overdue. Jenk doesn't want the interest in money; instead, Jenk has already sent missives to the temples and directed them to pay their back-due interest in the form of a religious icon or magic item. Jenk has informed each temple that agents will be coming by tonight to collect the items, so the PCs should be expected.

Jenk directs the PCs to visit the Publican House to acquire a sacred mug, the House of the Silken Veil to obtain a magical dagger, and the Fish Bowl to pick up a magical bicorn hat. Jenk wants all three items recovered and returned to him tonight, but he doesn't care about the order in which the PCs visit the temples, and he suspects that at least one (and possibly all) of the temples may be reluctant to part with the items, despite the Aspis Consortium's lawful insistence upon payment. Jenk promises to reward the PCs' success with the honor of representing the Aspis Consortium in delivering these good-will gifts to the cult of Lissala. Jenk hopes these expensive gifts impress the cult and show that the Aspis Consortium has long-established relations with other religious institutions. Although Jenk answers relevant questions, he curtly dismisses the PCs as soon as he thinks they understand their three tasks.

Jenk is not planning to pay the PCs for their work, as the agents' remuneration would be handled by the Aspis Consortium's Magnimar office. A PC requesting payment must attempt a DC 20 Bluff check. On a success, Jenk accepts the request as a genuine misunderstanding and explains the situation. On a failure, Jenk assumes the PCs are being greedy and he dresses them down for their impertinence.

Development: If the PCs press Jenk for the location of the cult of Lissala in town, Jenk admits that he doesn't yet know, but that he has requested the information from a trusted source. Jenk expects to receive the information later tonight, by the time the PCs return from the temples.

Faction Notes: Grand Lodge faction PCs must obtain the names of the former commanders of the Aspis Consortium mercenaries in the loading yard. This requires a successful DC 20 Diplomacy check, as the mercenaries are suspicious of any direct request for organizational information, but a plausible deception (such as a claim that the PC is asking on Jenk's behalf or "to straighten out payment paperwork") only requires a successful DC 15 Bluff check. Grand Lodge

faction PCs who manage to acquire the names of the former commanders earn 1 Prestige Point.

Shadow Lodge faction PCs may seek a personal token from Vidrin Jenk. Jenk deflects requests for a personal item, promising to discuss the matter further after the PCs return. Alternatively, a successful DC 10 Sleight of Hand check allows a PC to palm one of Jenk's personal seals, but Jenk is entitled to an opposed Perception check with a +12 modifier to detect the theft. If Jenk notices the theft, he demands the item back and does not provide a personal token at any time in this adventure. Shadow Lodge faction PCs who successfully acquire the token now or later in the scenario earn 1 Prestige Point.

B. The Publican House

As soon as the PCs arrive at the Publican House, read or paraphrase the following aloud.

The Publican House is a sprawling building of rough-hewn wood and weathered shingles. Large bay windows of leaden glass provide an expansive view of the river. Loud cheers issue from the tavern, as does the sweet smell of spilled ale.

The Publican House is crowded this evening, as the tavern-temple's overseer, **High Publican Arnando Rolf** (CG male human fighter 3/cleric 5), has arranged a good-natured contest. After a drunken disagreement earlier in the day about drinking people "under the table," Rolf declared a drink-balancing challenge. This competition is now in full swing. Several intoxicated patrons lift stools and tables stacked with metal cups brimming with ale. As might be expected, the interior of the Publican House is spattered with large puddles of ale and broken furniture.

PCs seeking a sacred mug or expressing their affiliation with the Aspis Consortium are directed to High Publican Rolf. Rolf is a bearlike man with meaty fists and a notched sword swinging at his hip. Rolf listens to the PCs' request and reddens considerably. Rolf admits that he had the sacred mug set aside for the Aspis Consortium, but his acolytes gathered it up with other knickknacks as prizes for the evening's competition. The battered metal mug is prominently displayed above the bar alongside a bottle of high-quality brandy (worth 200 gp) and a chalice of lacquered teak (worth 250 gp). Rolf offers to admit the PCs into the drink-balancing contest as late entrants; if a PC wins, he or she can select the mug as a prize. Rolf is concerned that allowing the PCs to take the prize without winning it may damage his reputation or even start a brawl.

The drink-balancing game requires each contestant to select a barstool, a table, or a heavy sideboard. This selection is loaded up with three, six, or nine full cups of ale, at the contestant's choice. The contestant must lift

her selected furniture above her head (Strength DC 10 for a stool, DC 16 for a table, and DC 22 for a sideboard) without spilling any ale (Dexterity or Sleight of Hand DC 12 for three cups, DC 15 for six cups, and DC 18 for nine cups). If multiple contestants succeed at both checks, ties are broken first by furniture type (a sideboard beats a table, which beats a stool), then by number of drinks (more drinks beat fewer drinks), and then by a drinking contest with the unspilled ale (opposed Constitution checks).

In the round the PCs compete, as many PCs as care to participate are matched up with Fisheye Fwerd (Strength 12, Dexterity 12; he tries for a stool with six cups) and “Big Arvin” Dalson (Strength 16, Dexterity 10; he tries for a table with three cups). Fwerd and Dalson select the brandy or chalice as a prize because they are more valuable. If none of the PCs succeed, Rolf matches the PCs against other, similar patrons—and adds additional prizes—to give the PCs the opportunity to win the cup.

If the PCs don’t want to participate and to demand the cup, a successful DC 20 Diplomacy or Intimidate check convinces Rolf to surrender the cup as the patrons boo the Aspis Consortium. If this check results in a failure, Rolf insists the PCs participate in the contest or leave the temple.

Development: If the PCs admit to Rolf that they oppose the Aspis Consortium, Rolf happily congratulates them on their deception and encourages them to participate in the game regardless.

Treasure: The sacred mug acts as a *goblet of quenching* (*Pathfinder Player Companion: Legacy of Fire Player’s Guide* 27) worth 180 gp. The PCs might win the other two prizes in addition to the sacred mug.

Faction Notes: Taldor faction PCs should be interested in leading the lively crowd in a patriotic Taldan song, which requires the Taldan PC to participate in the contest to demonstrate his or her camaraderie with the patrons (even if the PC doesn’t win), and to succeed at a DC 15 Perform (sing) check. This Perform check may be retried, but subsequent attempts increase the difficulty by 5 per failed check. Taldor faction PCs who successfully entertain the crowd earn 1 Prestige Point.

Rewards: If the PCs acquire all three prizes, give each of them 90 gp.

C. House of The Silken Veil

As soon as the PCs arrive at the House of the Silken Veil, read or paraphrase the following aloud.

Upon first glance, it is hard to imagine the House of the Silken Veil as a brothel. It is a large, grimy marble building topped with an ugly blood-red steeple. Nevertheless, its three entrances are each hung with freshly laundered curtains and the heavy, floral smell of incense wafts from the building.

When the PCs enter the House of the Silken Veil, the resident prostitutes and attendants assume they’re new customers looking for a good time. If the PCs announce their affiliation with the Aspis Consortium or their task to recover a magical dagger, a fawning attendant leads them to **Shorafa Pamodae** (CN female tiefling cleric 10), high priestess and madam of the House of the Silken Veil. Shorafa is a sultry tiefling and a cunning crime boss responsible for Riddleport’s extensive “hospitality industry.” Shorafa greets the PCs with an enticing smile and free wine, inviting them to get comfortable before

asking their business. A PC who succeeds at a DC 20 Sense Motive check can see that Shorafa knows why the PCs have come and is angry at their presence, despite her veneer of hospitality.

Shorafa has no desire to pay the Aspis Consortium anything. Vidrin Jenk diverted a valuable shipment of Shorafa’s drugs from Korvosa a few weeks ago. Jenk didn’t know the drugs were Shorafa’s property, but Shorafa burns for revenge. She intends to cheat Vidrin Jenk out of the magical dagger he has demanded—and out of her temple’s entire debt to the Aspis Consortium if she can arrange it.

Shorafa makes an enticing offer to the PCs. She invites them to accept a few hours of indulging in exotic wines and the devoted company of her acolytes. In exchange, she requires Thestil Shadowtongue’s signed statement on behalf of the Aspis Consortium that her temple’s debt has been repaid in full, including the past-due interest. If Thestil accepts, the PCs do not receive the magical dagger. Shorafa suspects that the Aspis Consortium will later argue over Thestil’s authority in this matter, but it gives her strong grounds to contest the debt by expending services of nominal value to her. Shorafa is uncharacteristically up front with her offer, but her fickle nature compels her to arrange an inconspicuous parting



gift: PCs that spend time with Shorafa's acolytes later find they have contracted the red ache disease (onset 1d3 days, Fort DC 15 negates).

If the PCs reject Shorafa's offer, she appears to acquiesce to their demands. Shorafa produces a locked iron case with a glass lid containing a dagger shaped like a wasp's stinger. The case is locked with a superior lock (Disable Device DC 40), but Shorafa does not offer the key, commenting that if Jenk wants the dagger so badly, he can get the case open on his own. Shorafa waves her attendants to escort the PCs from the brothel. The dagger in the case is not the magical dagger promised to the Aspis Consortium, but rather a masterwork dagger enchanted with *magic aura*. Removing the dagger from the case reveals that mithril poison covers its blade, around which a silk tag has been tied that reads, "Do not ever again cross the Savored Sting."

Development: If the PCs admit to Shorafa that they oppose the Aspis Consortium, she gleefully presses them for details about their deception. Shorafa provides the case with the dagger immediately, encouraging the PCs to give it to Jenk. If the PCs seem to match her hatred of the Aspis Consortium, she might even admit that the dagger is a poisoned fake.

Faction Notes: Sczarni faction PCs should mention Guaril Karela and emphasize his absolute trustworthiness. This requires attempting a DC 20 Diplomacy check (or a DC 15 check if the PCs have admitted to being Pathfinders). Sczarni faction PCs that succeed at this endeavor earn 1 Prestige Point.

Andoran faction PCs should discuss hiring several courtesans from Shorafa. Shorafa politely agrees, but she intends to use the opportunity to embarrass the Andorens for a long-ago grudge. A successful DC 20 Sense Motive tips the PCs to Shorafa's dishonesty. Andoran faction PCs that successfully report to Major Maldris that the Andoren embassy should look elsewhere for their courtesans earn 1 Prestige Point.

Rewards: If the PCs keep the case with the masterwork dagger, give each of them 37 gp.

D. The Fish Bowl (CR 4 or CR 7)

As soon as the PCs arrive at the Fish Bowl, read or paraphrase the following aloud.

The Fish Bowl stands along the river atop a high stone base. Well-worn stone stairs ascend the stone base to access the temple above, but a chain has been drawn across the bottom of the stairs to block easy access. From the street, it is difficult to see anything occurring in the temple at the top of the platform. Only a few dim lights flicker up in the temple, and a narrow tower or lookout post rises above it.

SCALING ENCOUNTER D

In both subtiers, remove one sea creature from the encounter to accommodate parties of only four PCs.

From the street, the Fish Bowl appears to be a ramshackle building constructed on top of a sturdy stone base 15 feet tall. From atop the stairs that ascend to the temple, it's clear that the stone base has a deep, round pool scooped out the top that contains murky seawater. The temple is little more than a frame around this pool used for some storage and to ensure a bit of privacy for the priests, as the Besmarans keep dangerous sea creatures within the pool. Narrow spiral stairs connect the temple to a small lookout post 30 feet above ground level.

Most of the Besmaran clergy is currently away from Riddleport. The temple is technically closed, but the chain across the stairs is easily bypassed. The two acolytes left in charge of the temple decided to enact an impromptu sacrifice of a man named Josef and his half-elven daughters Niana, age 9, and Frelinda, age 6. Josef is married to a pirate named Redelia that cheated the Besmarans out of a vast treasure before fleeing the city. As they cannot punish Redelia, the vindictive acolytes decided to kidnap and sacrifice her family to some of Besmara's favored sea creatures. The sacrifice went terribly wrong when the sea creatures escaped the pool, killed the acolytes, and chased Josef and his daughters up into the lookout post. Just as the PCs arrive, the children start shrieking in terror.

Creatures: Two dead Besmaran acolytes lie near the pool, killed very recently by the sea monsters here. Josef and his daughters have fled up the stairs to the lookout post, but from there they have nowhere to go. The ravenous sea creatures have escaped the pool and are considering how to get at the three people in the lookout post, but they turn hungrily to the PCs as soon as they arrive.

Subtier 1–2 (CR 4)

REEFCLAWS (3)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 2 234)

Subtier 4–5 (CR 7)

BUNYIPS (4)

CR 3

hp 32 each (*Pathfinder RPG Bestiary* 2 50)

Treasure: Each of the two dead acolytes bears a rapier, leather armor, a *scroll of cure light wounds*, and outre jewelry worth 45 gp. One of the acolytes is wearing the Besmara's *bicorne* (*Pathfinder Campaign Setting: Gods and Magic* 55) the



PCs have been tasked to recover. In Subtier 4–5, the other acolyte carries a *figurine of wondrous power* (emerald frog).

Faction Notes: Qadira faction PCs should be interested to learn that Josef is Redelia's husband. Josef has no idea where his wife is hiding, but a successful DC 15 Diplomacy check while talking to Niana convinces the girl to reveal that her mother took her to a tattoo parlor the day before she fled Riddleport. Redelia had Niana's back tattooed with a map of the Steaming Sea, but told Niana not to talk to anyone about it. A DC 15 Knowledge (geography) check identifies that one of the islands on the tattooed map is depicted as much larger than it actually is, providing a clue to Redelia's hideout. Qadira faction PCs who figure out Redelia's whereabouts earn 1 Prestige Point.

Rewards: If the PCs defeat the sea creatures and loot the acolytes, reward them as follows.

Subtier 1–2: Give each PC 165 gp.

Subtier 4–5: Give each PC 749 gp.

RETURNING TO JENK

When the PCs return to Vidrin Jenk at Barracuda Cartage, he briefly looks over the religious items from Riddleport's three temples. As long as the PCs return with at least two items that match the descriptions of the religious items Jenk sent the PCs to collect, Jenk shares the Spider's note (see the Player Handout on page 21) with the PCs and asks them to deliver the items to the Lissalan cultists underneath the Seven Needles tattoo parlor. Jenk insists that the PCs leave immediately, so as to not let this opportunity grow stale. If the PCs returned with the locked case from the House of the Silken Veil, Jenk does not open the case, but instead instructs the PCs to take the case to the Lissalans along with the dagger.

Faction Notes: If they didn't already do so earlier, Shadow Lodge faction PCs may seek a token from Vidrin Jenk when they return to him. A successful DC 20

Diplomacy or Bluff check convinces Jenk to give his signet ring to the PCs as a personal token for the Lissalans. This DC increases to 25 if the PCs did not collect all three religious items, as Jenk is reluctant to add his personal credentials to a partially complete delivery. Shadow Lodge faction PCs who successfully acquire the token here or earlier in the scenario earn 1 Prestige Point.

E. LISSALAN SAFE HOUSE

The cult's safe house is a forgotten section of stone tunnels beneath the Wharf District. Some of the tunnels collapsed long ago, but the construction is currently quite sound. The tunnels are well lit by several *continual flame* spells cast directly on the stone of the ceiling. To darken a room (such as when residents are sleeping), residents pin a swatch of black cloth over the point from which the *continual flame* emanates.

The few doors remaining in the complex are left over from a time when creatures or prisoners were housed here. These locations have floor-to-ceiling iron bars 1 inch wide and 6 inches apart with an inset door that is also made of iron bars, like a jail cell. The iron bars are corroded from moisture and are not well mounted into the stone. A successful DC 20 Strength check can push down any 5-foot section of barred wall. The inset doors can be locked or jammed, but the corrosion makes opening a locked or jammed door fairly easy, requiring only a successful DC 15 Disable Device check.

Instead of doors, most rooms in the safe house are blocked by sheets of thick black cloth affixed to the ceiling. These sheets are painted with a white Sihedron rune 3 feet in diameter, and hang to within a few inches of the floor.

E1. Tattoo Shop

When the PCs arrive at the tattoo parlor in the Wharf District, read or paraphrase the following aloud.

Tenements sprawl across the portion of the Wharf District between Zincher's Arena and the solid-looking Gas Forges. A shop with a sign reading "Seven Needles" stands at the end of a dim, trash-strewn alley. The tattoo parlor is abandoned, its windows cracked and portions of its wooden trim looking like they were removed long ago.

The tattoo parlor's isolated location makes it the ideal secret entrance to the underground complex currently used by the Lissalan cult. A successful DC 18 Perception or Survival check is enough to notice footprints in the dust that coats the floor of the shop. The interior of the shop holds nothing of interest other than a concealed trap door (which requires only a DC 15 Perception check to locate).

CREATIVE SABOTAGE

The PCs have two specific goals in the Lissalan safe house: to sabotage the safe house as thoroughly as possible, and to implicate the Aspis Consortium in their sabotage. Other than this, the PCs have uncharacteristically little direction from the Pathfinder Society. This means it is up to the PCs to investigate the safe house and develop creative solutions. Several locations throughout Act 2 describe activities that may or may not constitute sufficient sabotage, but creative parties are bound to come up with alternative activities. Use the existing sabotage guidelines if necessary; generally, sufficient sabotage will require a few appropriate skill checks with DCs ranging from 15 to 25.

Some groups might invade the safe house as stealthily as possible, perform a single act of sabotage, leave a single clue, and depart. Other groups might break into every room, trash the safe house with every suggested sabotage option, and then invent more. There is no correct answer here, so long as the PCs fulfill their mission parameters in the allotted time and the entire table has a good time.

SCALING ENCOUNTER E2

In both subtiers, if the party consists of only four PCs, the *illusory wall* does not completely disappear when the glyph is triggered, but instead flickers in and out. This does not impede any attacks through the wall, but it does disrupt gaze attacks somewhat. The PCs gain a +4 bonus on Fortitude saves against a gaze effect that crosses the flickering *illusory wall*.

E2. Entry Hall (CR 4 or CR 7)

The trap door in the tattoo parlor leads to a series of stone tunnels beneath Riddleport. The entry hall is a little-used section of the underground storerooms and beast pens for Zincher's Arena separated by a wall of iron bars. The Lissalans have thus far been able to use this entryway without being observed.

A week ago, Zincher's staff deposited two basilisks in the underground tunnels, intending to keep the dangerous creatures out of the way until an upcoming exhibition fight. The basilisks migrated to the farthest edge of the pens—right near the Lissalans' entrance hall—and laired there. The Lissalans, surprised to find basilisks adjacent to the entry hall, decided to put the creatures to use. The cultists placed an *illusory wall* (CL 10th) along the basilisk pen, blocking the creatures' deadly gaze. As an extra precaution, the Lissalans placed a *glyph of warding* designed to dispel the *illusory wall*.

CULT OF LISSALA SAFE HOUSE

1 square = 5 feet



and free the basilisks to gaze on intruders. The glyph is keyed to a *dispel magic* spell that targets the *illusory wall* upon triggering. As the glyph does not trigger for worshipers of Lissala, the cultists are free to come and go as they please.

The basilisk pen walls are floor-to-ceiling iron bars an inch in diameter and 6 inches apart, like a jail cell. The *illusory wall* blocks sight between the basilisk pen and the entry hall. If the *illusory wall* is dispelled, the basilisk can see anyone in the entry hall. If the PCs want to get at the basilisks, the door to the pen can be burst with a successful DC 20 Strength check or unlocked with a successful DC 15 Disable Device check.

The door at the end of the hall is also locked and similar to the basilisk pen door (DC 20 Strength check to burst or DC 15 Disable Device check to unlock).

Trap: A *glyph of warding* halfway down the entry hall is inscribed on the floor (CL 10th, DC 28 Perception check to find the glyph and DC 28 Disable Device check to deactivate it). Passing over the glyph dispels the *illusory wall* along the western wall of the passage, revealing the basilisk pen. Followers of Lissala do not trigger the glyph.

Creatures: Two grumpy basilisks squat in the pen (in Subtier 1–2, one of the basilisks is off elsewhere under Zincher's Arena, hunting). The basilisks gaze at anyone they can detect. If foes retreat, the basilisks attempt to burst out of their pen and pursue them.

Subtier 1–2 (CR 4)

YOUNG BASILISK	CR 4
hp 38 (<i>Pathfinder RPG Bestiary</i> 29, 295)	

Subtier 4–5 (CR 7)

BASILISKS (2)	CR 5
hp 52 each (<i>Pathfinder RPG Bestiary</i> 29)	

Sabotage: Creative PCs might attempt to goad a basilisk into running amok in the safe house chapel. This requires first calming the basilisk down using wild empathy or a *calm emotions* spell or similar effect. Afterward, a PC can use the basilisk to sabotage the safe house by succeeding at three DC 15 Handle Animal checks: one to move the basilisk through area E2, another to move the basilisk

through area E7, and a third to move the basilisk through area E8. Successfully moving the basilisk through area E8 causes the stone guardian golem in area E8 to activate and attack the basilisk (and the PCs, if they intercede).

E3. Scarification Chamber (CR 3 or CR 6)

This room appears at first glance to be an operating theater, as it contains cots draped in clean sheets and tables neatly stacked with surgical implements and dressings, but mixed among the surgical implements are whips, scourges, and other tools of torture.

This room is where the Lissalan cultists undergo holy flagellation and scarification. Although every Lissalan priest is skilled at mortification of the flesh, the cultists have enlisted one or more specialists in the art of ritual scarring (two tieflings with a pet snake in Subtier 1–2 and a kytan in Subtier 4–5).

Creatures: Three Lissalan priests (LE human cleric 1/rogue 1; use Grelph's statistics from area E9 if necessary) lie face down on cots in this room, stripped to the waist and unconscious from pain and religious ecstasy. The specialists move between the priests, peeling away skin in the shape of the Sihedron rune. The fractious specialists fly into a rage at being disturbed, but do not pursue intruders out of this room.

Subtier 1–2 (CR 3)

TIEFLINGS (2) CR 1/2
hp 10 each (*Pathfinder RPG Bestiary* 264)

VENOMOUS SNAKE CR 1
hp 13 (*Pathfinder RPG Bestiary* 255)

Subtier 4–5 (CR 6)

KYTON CR 6
hp 60 (*Pathfinder RPG Bestiary* 185)

Treasure: The high-quality surgical tools here are worth 225 gp in Subtier 1–2 and 1,125 gp in Subtier 4–5. In addition, each unconscious priest wears a silver unholy symbol of Lissala.

Faction Notes: Cheliox faction PCs should be interested in recovering the scourge mentioned by Paracountess Zarta Dralneen. Identifying the Paraphilic Scourge from among the several similar devices here requires a successful DC 20 Knowledge (history) check or simple experimentation,

SCALING ENCOUNTER E3

In both subtiers, if the party consists of only four PCs, the specialists have been working too closely with soporific chemicals in this room and are thus sickened during this encounter.

OPTIONAL ENCOUNTER

The fight with the specialists in area E3 is an optional encounter. If less than 90 minutes remain for the PCs to finish the scenario, remove the mortification specialists from area E3, though their gear (in the case of the tieflings in Subtier 1–2) remains piled on the edge of one of the beds.

which entails systematically using each of the various scourges in this room. After experimenting with 2d6 different scourges—each of which deals 1 point of damage when used—the searcher stumbles across the Paraphilic Scourge among the other implements that inflict genuine pain. Cheliox faction PCs who acquire the Paraphilic Scourge and return it to Paracountess Zarta Dralneen earn 1 Prestige Point.

Rewards: If the PCs loot this room, reward them as follows.

Subtier 1–2: Give each PC 37 gp.

Subtier 4–5: Give each PC 100 gp.



E4. Meditative Chamber

This room contains several mats and low beds. The walls of this room are deeply carved with jagged runic symbols. A small table sports a large brick of burning incense, but the incense's heavy scent does not quite disguise an underlying sharp smell.

This room is the easternmost chamber of the complex and sits dangerously close to the carbauxine mines beneath the Riddleport Gas Forge. The sharp smell in this room is deadly carbauxine gas, leaking through miniscule cracks in the eastern wall that the cultists have unintentionally expanded by carving deep runes into the surface. PCs can recognize the sharp smell as carbauxine with a successful DC 15 Knowledge (nature) or Knowledge (engineering) check. A successful DC 18 Knowledge (local) or Knowledge (dungeoneering) check reveals that this chamber is very near to the Gas Forge.

The Lissalan cultists do not realize that the sharp smell is a poisonous gas, so they simply burn strong incense to mask the odor. The carbauxine gas mixes with the burning incense to create a tranquilizing, hallucinatory effect in this room. Some Lissalan cultists, desperate for visitations from their distant goddess, have mistaken these effects for prophetic visions. As a result, this room is often used for meditative vigils, although no one is here when the PCs arrive. A *lesser strand of prayer beads* (containing only a single *bead of blessing* in Subtier 1–2) lies forgotten underneath one of the mats. The PCs can discover this item with a successful DC 18 Perception check.

Sabotage: If the PCs realize that deadly carbauxine gas is leaking through the eastern wall, they might widen the cracks to slowly flood the entire safe house with the poisonous gas. The crack must be large enough that it cannot be easily resealed by the cultists. This requires succeeding at a DC 20 Knowledge (dungeoneering) check or DC 22 Strength check, or another creative solution (such as *stone shape* or a similar effect). Successful sabotage releases enough gas to make the safe house uninhabitable within an hour. Unfortunately for the PCs, widening the crack here also alerts the stone guardian golem in area E8 to the party's presence.

Faction Notes: Osirion faction PCs should be interested in entering a brief meditative trance in this room and recording their experiences, which requires 10 minutes and a successful DC 20 Knowledge (arcana) or Knowledge (religion) check. On a success, the PC sees half-formed images of a looming black pyramid. On a failure, the proper enlightenment is currently unavailable, so the PC may not retry this check. Osirion faction PCs that successfully enter a meditative trance earn 1 Prestige Point.

Rewards: If the PCs discover the prayer beads, reward them as follows.

Subtier 1–2: Give each PC 50 gp.

Subtier 4–5: Give each PC 800 gp.

E5. Barracks

This wide room contains several bunk beds and chests, each embossed with a different rune. A heavy iron pipe runs the length of the south wall of this room at about four feet from the ground, disappearing into the eastern and western walls. A pungent smell issues from an alcove to the east.

Most of the Lissalan cultists sleep in this large room, but this room is currently empty as most of the cultists are in area E9 or out in the city on errands. There are enough bunks here to sleep 30 people, and half as many chests.

Each bed and chest is marked with a personal rune to identify ownership. Each chest is shared by two people, and each is protected with a *fire trap* (CL 7th, 1d4+7 fire damage, DC 17 Reflex save for half damage) keyed to a password. The chests generally contain only a few changes of clothes, toiletries, and some basic reference works about Lissala and ancient Thassilon. A letter juts out of one of the chests, which the PCs can notice with a successful DC 20 Perception check. The letter is wrapped around a *wand of delay pain* (*Pathfinder RPG Ultimate Magic* 216) with 11 charges remaining. The missive is written in Tien and concerns the “back door” into the *Hao Jin Tapestry*.

The iron pipe is part of a long-defunct sewer improvement that now connects directly to the foul waters of Riddleport Harbor. The pipe's terminus is in the eastern alcove in this room, which the cultists use as a washroom. The washroom contains a table with four ceramic basins, each capable of holding 8 gallons of water. The iron pipe juts into this washroom, capped with a spigot positioned over a large barrel. The spigot dribbles foul harbor water into the barrel, which is ringed with dried flowers in an attempt to mask the smell.

Near the barrel hangs a *wand of purify food and drink* (34 charges remaining) underneath a note that reads, “Conserve charges! Use on full basins only!” The cultists cannot drink or wash with the harbor water as is, so they scoop the foul water into the basins and then use the wand to purify the water before use.

Sabotage: The PCs might think to flood the safe house with the fetid harbor water. The PCs cannot simply move the barrel or steal the wand, because the cultists could easily remedy the situation. The PCs must instead open the pipe so that the water gushes into the room. Opening the iron pipe requires succeeding at a DC 20 Disable Device check, DC 20 Knowledge

(engineering) check, or DC 22 Strength check, or some other creative solution. Successful sabotage causes the filthy water to slowly but inexorably flood the safe house. The water's pestilent nature eventually fouls the entire complex, making the safe house uninhabitable within an hour. Unfortunately for the PCs, opening the pipe also alerts the stone guardian golem in area E8 to the party's presence.

Faction Notes: Lantern Lodge faction PCs should be interested in the letter hidden in this room. The PCs must be able to read Tien or succeed at a DC 15 Linguistics check to identify the letter as the information they seek, earning Lantern Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs take the wands in this room, give each of them 104 gp.

E6. Storage

The cultists keep a few mundane stores in these rooms, such as food and spare furniture. Damaging or removing these stores does not qualify as sufficient sabotage, as the cultists can replace these stores with little difficulty.

E7. Central Room

Several tunnels meet in this room. Three wooden tables and a number of chairs are stacked here, out of the way, along with a shipping crate about two feet square. To the east, a portion of the stone wall stands ajar a few inches.

Cultists use this room for informal meetings or meals from time to time, although no one is here when the PCs arrive. The shipping box contains 40 identical wooden dolls, each depicting a glaring woman with no mouth. These dolls are no mere toys, but rather icons of Lissala carved with careful precision from quality wood and coated in gold paint. Each is worth 5 gp.

The secret door in this room is partially jammed and so is quite obvious; it can be pulled open with minimal effort. This door leads to a short, narrow hallway with metal stairs. These stairs used to be a secret passage to the street, but the street was graded and re-cobbled years ago, blocking access from this way. The cultists do not use these stairs at all. Anyone at the top of the stairs can burst through the cobbles with a successful DC 22 Strength check and climb onto the street above.

Rewards: If the PCs take the icons of Lissala, give each of them 33 gp.

E8. Chapel Access (CR 4 or CR 7)

The centerpiece of this stark stone chamber is a low stone dais designed to display a statue. A black sheet painted with a seven-pointed rune hangs before the southern exit. The western

SCALING ENCOUNTER E8

Make the following changes to the encounter in area E8 to accommodate parties of four PCs.

Subtier 1–2: The stone guardian golem's once-sturdy exterior has deteriorated with time, and the creature loses its light fortification defensive ability.

Subtier 4–5: The ebon acolytus's dagger is extremely dull, and gains the broken condition (–2 penalty on attack and damage rolls; threatens critical hits only on a natural 20).

exit is a set of doors consisting of iron bars an inch in diameter and six inches apart, like those of a cage.

If the safe house's guardian has not yet activated, it stands silently upon the dais in this room, appearing as an elaborate rune-carved statue of a creature with a serpent's body, a woman's torso, six wings, and a Sihedron rune in place of a head. The sheet to the south hangs over the entrance to the central room (area E7). The iron-barred doors to the west lead to the chapel (area E9).

Creatures: The statue in the center of the room is a guardian construct tasked with preserving the safe house. The guardian is a stone guardian golem in Subtier 1–2 and an ebon acolytus in Subtier 4–5, though its appearance remains the same regardless. The construct waits here, dormant, until one of the following occurs:

- If intentional damage is dealt to the safe house in areas E3 through E9, the guardian becomes immediately aware and moves to intercept the saboteurs.
- If any creature that does not bear an unholy symbol of Lissala attempts to enter the chapel (area E9), the guardian attacks.
- If attacked or damaged, the guardian activates and attacks, focusing on the creature that attacked it.

Subtier 1–2 (CR 4)

STONE GUARDIAN GOLEM

CR 4

Tome of Horrors Complete 341

N Medium construct

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

DEFENSE

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

hp 47 (5d10+20)

Fort +1; **Ref** +0; **Will** +1

Defensive Abilities light fortification; **Immune** construct traits; **Resist** cold 5, fire 5, electricity 5

OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d8+5)

STATISTICS

Str 21, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 19

SQ ring link

TACTICS

Before Combat The stone guardian golem stands inert in the chapel access until it is attacked or until the safe house is damaged.

During Combat The stone guardian golem uses its slam attacks to harm any intruders. The magic ring linked to the stone guardian golem is in the possession of the Lashmistress in area **E9**.

Morale The stone guardian golem pursues intruders relentlessly and fights until destroyed.

SPECIAL ABILITIES

Light Fortification (Ex) A stone guardian has a 25% chance to ignore additional damage caused by critical hits or sneak attacks.

Ring Link (Su) A stone guardian is linked to a magic ring. The construct will never attack any creature that wears this ring, nor any creatures within 10 feet of the ring wearer, unless one of those creatures attacks the guardian first.

See Invisibility (Ex) A stone guardian can see invisible creatures and objects, as per the spell *see invisibility*.



Grelph

Subtier 4–5 (CR 7)

EBON ACOLYTUS

CR 7

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N Large construct

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

DEFENSE

AC 20, touch 8, flat-footed 20 (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

Immune construct traits

OFFENSE

Speed 30 ft.

Melee dagger +14 (1d6+9/19–20) or
2 slams +14 (1d6+6)

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

Special Attacks prostration, sacrifice

STATISTICS

Str 22, **Dex** 8, **Con** 10, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +16; **CMD** 25

TACTICS

Before Combat The ebon acolytus stands inert in the chapel access until it is attacked or until the safe house is damaged.

During Combat The ebon acolytus attempts to grapple the nearest intruder, using its prostration ability to put victims into a position where they can be sacrificed to Lissala. The stone dais in this room does not count as an altar for the purpose of the ebon acolytus's prostration ability.

Morale The ebon acolytus pursues intruders relentlessly and fights until destroyed.

SPECIAL ABILITIES

Prostration (Ex) As a standard action, an ebon acolytus can attempt to force any creature it is currently grappling into a sacrificial position. The construct must make an additional combat maneuver check against its target to reposition it into an advantageous position. If it succeeds, and the victim remains grappled at the beginning of the construct's next round, the ebon acolytus may make use of its sacrifice ability. An ebon acolytus gains a +2 bonus on its combat maneuver check for the purposes of making this check if it is adjacent to an altar or similar site of ceremonial bloodletting.

Sacrifice (Su) As a full-round action, an ebon acolytus may make a coup de grace attack with its dagger against any target currently grappled into place by means of its prostration ability. The target is affected by the coup de grace attack and must make a Fortitude saving throw (DC 10 + damage dealt) or die as normal. If the target is killed by this attack, its soul is sent straight to the plane of the being to which the altar is dedicated, regardless of alignment, and cannot be raised from the dead except by a cleric sworn to the same deity or by a *miracle* or *wish* spell. A creature under the effects of a *protection from evil* spell—or a similar spell that opposes the alignment of the god the ebon acolytus is crafted to serve—may be resurrected as normal.

Faction Notes: Silver Crusade faction PCs should be interested in locating a particular rune on the stone guardian and chipping it off. Chipping off the rune requires a successful DC 17 Craft (stoneworking) or Sleight of Hand check to avoid ruining the rune. If the guardian has not yet activated, chipping at it causes it to activate. Successfully acquiring the rune without breaking it earns Silver Crusade faction PCs 1 Prestige Point.

E9. Chapel

This cavernous stone chamber may have once been an underground amphitheater. Heavy black curtains painted with a seven-pointed rune obscure a complete view, but steep stairs and rows of stone benches descend into a central pit.

Pounding drums and the rhythmic chanting of dozens of voices reverberate throughout this chamber.

This room was built as a secret fighting arena but has been long abandoned, as Riddleport's lawlessness allows "underground" arena fights to be carried out in public. The Lissalan cultists now use this large room as their primary chapel.

When the PCs arrive, most of the Lissalan cultists in the safe house are here, engaged in a lengthy ritual led by the Lashmistress. The noise of the ritual is deafening. The cultists chant together loudly, pound drums, and scourge themselves with barbed whips. As these cultists are deep in the throes of religious ecstasy, they are at best only dimly aware of events occurring outside of the chapel.

Creatures: Twenty-two priests (LE human clerics 1/rogues 1; use the statistics for Grelph if necessary) led by the Lashmistress (LE female human cleric 3/wizard 4/mystic theurge 3) are absorbed in their ritual here. The Lashmistress is performing impressive feats of magic during the ritual such as *rainbow pattern* and *elemental body I*, and it should become apparent to the PCs as they watch that they would be sorely outmatched if they chose to face off against her. One priest, a fussy, acne-scarred man named Grelph, keeps watch over the entrance to the chapel.

All Subtiers

GRELP, LISSALAN CULTIST		CR 1
Male human cleric of Lissala 1/rogue 1		
LE Medium humanoid (human)		
Init +2; Senses Perception +7		
DEFENSE		
AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)		
hp 14 (2d8+2)		
Fort +3, Ref +4, Will +4		
OFFENSE		
Speed 30 ft.		
Melee whip +2 (1d3 nonlethal) or dagger +2 (1d4/19–20)		
Ranged dagger +2 (1d4/19–20)		
Special Attacks channel negative energy 2/day (DC 9, 1d6), sneak attack +1d6		
Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—blast rune (1d6+0 energy damage, 1 round), inspiring word (1 round)		
Cleric Spells Prepared (CL 1st; concentration +3) 1st— <i>cause fear</i> (DC 13), <i>command</i> (DC 13), <i>divine favor</i> ^P o (at will)— <i>guidance</i> , <i>light</i> , <i>read magic</i>		
D Domain spell; Domains Nobility, Rune		
STATISTICS		
Str 10, Dex 15, Con 12, Int 15, Wis 14, Cha 8		

FIGHTING THE CULTISTS

Aggressive or foolhardy PCs may be inclined to start a fight with the dozens of cultists in the chapel, despite being expressly forbidden to do so by Venture-Captain Heidmarch. You may need to remind the players that the PCs are here to drive a wedge between the cult of Lissala and the Aspis Consortium, not go on a killing spree.

If the PCs make a frontal assault anyway (for example, the PCs may intend to rough up a few of the cultists as part of a plan to stir up hatred against the Aspis Consortium), the cultists come out of their ritualistic reverie quickly. The Lashmistress, reluctant to engage an unknown force that has infiltrated her safe house, casts *dimension door* to flee and does not engage the PCs. The remaining cultists, however, fight efficiently and pursue the PCs anywhere in the safe house. To avoid an overwhelming fight, the PCs should flee (and may be fleeing unintentionally if the cultists are able to affect the PCs with *cause fear*). The cult will be too prepared for the PCs to infiltrate the safe house again, so if the PCs have not already engaged in sufficient sabotage before fleeing from the cultists, they cannot succeed at their overall mission.

Base Atk +0; **CMB** +0; **CMD** 12

Feats Combat Casting, Scribe Scroll, Weapon Finesse

Skills Acrobatics +5, Disable Device +5, Escape Artist +5, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (religion) +6, Linguistics +7, Perception +7, Sense Motive +7, Spellcraft +6, Stealth +4

Languages Common, Draconic, Elven, Giant, Thassilonian

SQ aura, trapfinding +1

Other Gear light wooden shield, studded leather, dagger, whip, spell component pouch, wooden unholy symbol of Lissala, 749 gp

Development: If the PCs enter this area, Grelph immediately approaches them, waving his arms to keep them from advancing further into the chapel. He isn't sure who the PCs are, but he's quite sure they aren't supposed to be here. The peevish Grelph speaks in an exasperated whisper, even though a full shout would be insufficient to rouse the enthralled cultists below, demanding the PCs' names and business. Grelph is initially suspicious, as few people know the safe house's location, but he's mollified if the PCs indicate they are Aspis Consortium agents. He agrees to take any proffered treasures to the Lashmistress once the lengthy ritual is over, but he refuses to disturb the Lashmistress now. Grelph confides that the Lashmistress is unlikely to want to speak to any members of the Aspis Consortium, considering the recent tension between the two groups.

He is anxious to return to observing the ritual. He's not rude, but he is quick to conclude business with the PCs and shoo them away.

CONCLUSION

When the PCs deem their mission objectives met, they should leave the safe house and return to Magnimar. If the stone guardian golem from area **E8** did not catch the PCs in the safe house, it pursues them unerringly even into the city above (using the stairway in area **E7** if necessary). The PCs therefore might have to fight the guardian in the streets before leaving Riddleport.

Success Conditions

The PCs must perform at least one significant act of sabotage in the Lissalan safe house. Leading a basilisk to the chapel, flooding the safe house, or creating a carbauxine gas leak are the most likely acts, but any sabotage that renders the safe house uninhabitable will suffice. The Lissalans are sure to investigate, so the PCs must also leave evidence that the Aspis Consortium is behind the sabotage. The PCs' bronze badges are the most obvious evidence, but any other clear evidence intentionally planted by the PCs that implicates the Aspis Consortium works as well.

When the PCs return to Magnimar, Venture-Captain Heidmarch has already heard of their exploits and tells them whether or not their sabotage was sufficient. She either congratulates them or expresses her

disappointment, as appropriate. Success earns the PCs 1 Prestige Point.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who detect Shorafa's duplicity in area **C** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who recover the Paraphilic Scourge from area **E3** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who discover the names of the commanders of the Aspis Consortium mercenaries in area **A** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who find the hidden letter in area **E5** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who successfully enter a meditative trance in area **E4** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who identify the island accentuated in the girl's tattoo in area **D** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who successfully recommend Guaril Karela to Shorafa in area **C** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who acquire Jenk's signet ring in area **A** or before proceeding to area **E** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who successfully chip the rune off the stone guardian golem in area **E8** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who lead a patriotic song in area **B** earn 1 Prestige Point.

SEVERING TIES

Andoran



Enterprising Ally,

While I'm not certain how this began, we find ourselves hosting a formal, high-profile event at our new embassy next month requiring about two dozen proper, professional escorts and courtesans. Back-alley bawds will not do. The large temple of Calistria in Riddleport can likely meet our needs; unfortunately, Calistrans are notoriously vindictive and may harbor some deep grudge that prompts them to send, well, "less-than-professional" talent. I need you to discuss our needs with someone in authority at the temple. If they are willing to meet our needs, try to judge whether they intend to embarrass us; if so, let me know so I can begin to look elsewhere.

Truly,

Major Colson Maldris

Cheliax



O Plaything,

I need a favor flavored with discretion. The Lissalan cultists in Riddleport stand as enemies of the Pathfinder Society, but we nonetheless have a few overlapping interests regarding discipline.

Years ago, I loaned a particular toy, the Paraphilic Scourge, to a Lissalan priest known as the Lashmistress. It must be discreetly recovered from the Lissalans. This scourge has all the appearance of a typical implement of punishment, but when whipped smartly across the flesh, it evokes a distinct pleasure rather than pain. Perhaps I'm not describing it well. Bring it back to me, and I'll show you how it works.

Expecting your obedience,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

We strive, as always, against the Aspis Consortium and their extensive network of shadowy puppeteers. The Consortium's bullyboys are fungible; we need to get better information about their leaders. Get me names. Venture-Captain Heidmarch told me about silver agent Vidrin Jenk in Riddleport. Jenk recently commissioned several other mercenaries from within the Aspis Consortium, and they're now with him in Riddleport. Discover the names of these mercenaries if you can; more importantly, find out the names of these mercenaries' former superiors, preferably from the mercenaries themselves.

Identifying all the players in the Consortium's shadowy network is time-consuming, but will bear fruit.

Keep your training in mind,

Venture-Captain Ambrus Valsin

Lantern Lodge



Worthy Colleague,

The Aspis Consortium has made fools of the Pathfinder Society by its continual invasion of the Hao Jin Tapestry. Although few say so in my presence, my own honor is tarnished by having recommended the Hao Jin Tapestry to the Pathfinder Society in the first place.

I must know more about how this treachery came to be. The cult of Lissala aided the Aspis Consortium in creating a secret entrance to the tapestry, but the precise details remain obscure. If you find any clues as to how the Lissalans created this auxiliary portal, please bring such evidence to my attention.

May your actions redeem us,

Venture-Captain Amara Li


PATHFINDER SOCIETY SCENARIO

Osirion



Inquisitive One,

The curse afflicting the Ruby Prince is as complex as it is worrying. I have unearthed some promising research in Lissalan oneiromancy. We must further investigate the dream-magic and meditative techniques used by Lissalans. Should you discover a likely meditative location in their sanctum, use the mantra I have included with this missive to obtain a semiconscious state. Focus upon the Ruby Prince and the curse that afflicts him. Open your mind to the residual dream magic, and invite what inspiration may come. If you are able to capture a true oneiromantic epiphany, send me a missive with your insight posthaste.

For the advancement of knowledge,

 Amenopheus, the Sapphire Sage

Qadira



Perspicacious Associate,

One of Riddleport's most talented young pirate captains, a daring elven woman named Redelia, was well connected to the temple of Besmara. Two weeks ago, Redelia betrayed the Besmarans and absconded with a small fortune. Redelia could now be hiding anywhere. I want to find her. I have no interest in Redelia's ill-gotten wealth; in truth, Redelia's nautical expertise is extraordinary and I want to offer her a position in our expanding Varisian network.

Discover any information you can about Redelia's whereabouts while you are in Riddleport. The Besmarans may have some clues. I've also heard that Redelia had a family in Riddleport. They may have some useful information. Send me any insights you discover.

Vigilantly,

 Trade Prince Aaqir al'Hakam

SCZARNI



Dear Friend,

I need you to visit a whorehouse.

Ha! I wager you never expected such a missive from me! Let me be a bit more specific as this task is, alas, purely one of business. Shorafa Pamodae is the madam of the House of the Silken Veil, Riddleport's largest brothel and the city's temple of Calistria. Shorafa is more than an influential madam and powerful cleric; she is one of Riddleport's crime bosses, and I can't operate effectively in Riddleport unless Shorafa thinks well of me. Obtain an audience with Shorafa, bring up my name specifically, and let her know I am someone to be trusted. Do not cross her, as she is notoriously vindictive.

Stay sharp,

 Guaril Karela


SHADOW LODGE



Diligent Ally,

Heidmarch is certainly proud of her plan to infiltrate the Aspis Consortium. She doesn't realize that I have several such infiltration schemes already in motion in various stages, from sympathetic wholesalers to deep-cover operatives within the Aspis Consortium itself. I find Heidmarch's machinations as "spymaster" exceedingly quaint.

You will obtain a personal meeting with Vidrin Jenk. I need some personal, identifiable token of his so another of my agents can more successfully impersonate him. Steal one or convince him to give one to you.

Keep a watchful eye,

 Grandmaster Torch

SEVERING TIES

Silver Crusade



Noble Hero,

Thassilon rises. It is as painful to write as it is to contemplate—that the great evils of that monstrous empire are awakening in our time. Ancient legends tell of relentless war golems created by the rune goddess and her cunning followers. If you discover one of these war machines—or even a representation of one—look for a rune shaped like a fanged wheel somewhere on its body. Our sorcerers tell me that this rune may be instrumental in deciphering the motivating force of these constructs. Chip away this rune and return with it.

Beware evil's cunning,

Ollysta Zadrian

TALDOR



Loyal Patriot,

How fortunate your journey to Riddleport! Varisia is a new field ready for planting the seeds of aristocracy, and I encourage you to glad-hand among the people of the city. If you gain the attention of a large crowd, lead them in one of our patriotic tunes (I am partial to “Forests and Fields of Noble Taldor,” but “Gilded Oppara” is easier to teach to an impromptu crowd). Do so with a gleeful countenance and enthusiastic fervor, and you plant seeds that will bloom in this fertile new land.

Very truly,

Lady Gloriana Morilla

PLAYER HANDOUT: NOTE FROM THE SPIDER

Agent Jenk,

You demonstrate excellent initiative in collecting our overdue debts and offering them as gifts to the Lissalans. This way, we can start to stem the hemorrhage of our goodwill with the Lissalans for very little actual cost to the Consortium. Deliver the items to the Lashmistress at the Lissalan safe house with our best wishes for future negotiations. If Thesfil Shadowtongue's team has impressed you, they can make the delivery in your stead, but be sure they understand that the situation is politically tenuous. Indelicacy here could do us serious damage.

The Lissalan safe house is located underground. Their complex is accessible via an abandoned tattoo shop called “Seven Needles” just south of Zincher's Arena and the Gas Forges.

The Lissalans remain paranoid, secretive, and edgy. Tread carefully, so we can turn this situation around. Success so soon after our arrival in Riddleport would mean accolades for me, and thus for you.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-07: Severing Ties

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

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Character Name		
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Character Name		
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Pathfinder Society Scenario #4-07: Severing Ties

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	258	516
1-2		
SUBTIER	956	1,913
4-5		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Total

Items Found During This Scenario

SUBTIER

ALL

Nemesis of the Aspis: You are an expert at sabotaging the Aspis Consortium's nefarious schemes. During any scenario in which you encounter the Aspis Consortium, you may, as an immediate action, force an enemy Aspis agent to reroll a single d20 and take the worse result. Once you have used this boon, cross it off the Chronicle sheet.

Besmara's bicorne (1,700 gp; *Pathfinder Campaign Setting: Gods and Magic*)

goblet of quenching (180 gp; *Pathfinder Player Companion: Legacy of Fire Player's Guide*)

wand of delay pain (11 charges; 990 gp, limit 1; *Pathfinder RPG Ultimate Magic*)

wand of purify food and drink (34 charges; 255 gp, limit 1)

SUBTIER

1-2

lesser strand of prayer beads (bead of blessing only; 600 gp, limit 1)

SUBTIER

4-5

figurine of wondrous power (emerald frog) (7,000 gp; *Pathfinder Adventure Path #34*)

lesser strand of prayer beads (9,600 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #