



# THE HELLKNIGHT'S FEAST

BY TOM PHILLIPS



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## Pathfinder Society Scenario #5-03

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*Pathfinder Society Scenario #5-03: The Hellknight's Feast* is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

*The Wardstone Patrol* makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder Bestiary 3*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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The Pathfinder Society recently discovered the location of a lost dwarven Sky Citadel, but to its chagrin, the massive complex resides in what was once Sarkoris, a region now better known as the Worldwound. As the Pathfinders attempted to recruit military aid to push into the Worldwound to reach, document, and explore the Sky Citadel, Mendev's *wardstones* inexplicably began to fail. With Mendev sustaining an even stronger demonic assault, the Pathfinder Society realized that to complete its expedition it must aid the crusader nation in turning back the demonic invasion. More importantly, were the demons to overwhelm Mendev and begin conquering other nations, the Pathfinders' mission would quickly become irrelevant.

Unfortunately, even though much of the Inner Sea region recognized the Worldwound as a threat, they saw it as a one that the planar rift's neighbors could handle alone. Once word of the wardstones' failure reached Absalom and other countries, however, the residents of the Inner Sea realized the severity of the situation. Although nearly everyone agrees the invasion is a problem, nobody can agree on exactly how to solve it. Furthermore, many of the proposed initiatives have become bogged down in bureaucracy, stymied by petty political rivalries, and slowed by the pervasive opinion that official protocol must be followed, even if it delays sending aid to Mendev.

Since their home nations are not reacting expediently to the danger presented by the Worldwound, Trade Prince Aakir al'Hakam, Lady Gloriana Morilla, Paracountess Zarta Dralneen, Major Colson Maldris, and the Sapphire Sage Amenopheus—the faction leaders who once guilefully maneuvered against each other in a shadow war in Absalom—have united to leverage their influence by directly petitioning the Grand Council of Absalom to issue an executive order to send military aid north without further delay. To ensure their allies' success, the Pathfinder Society contacted the Blakros family, which still owes the Society a favor for recently saving the marriage of Michellia Blakros and the Hellknight Damien Kastner (now Damien Blakros). Damien and

## WHERE ON GOLARION?

This adventure takes place entirely at Fiddlemourn Manor in Petal District, the wealthiest district in Absalom. Most residences along the district's paved avenues have beautiful flower gardens, and Fiddlemourn Manor is no exception. For more information on Absalom, see *Pathfinder Campaign Setting: Guide to Absalom* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



Michellia quickly obliged by organizing a dinner party with an impressive guest list at Fiddlemourn Manor, an estate owned by one of Michellia's cousins. The Pathfinder Society faction heads plan to use the event as an opportunity to convince some of Absalom's movers and shakers to support the upcoming motion.

The plan for the dinner party has not gone unnoticed by Samivashti, a succubus in the service of the evil summoner Tancred Desmire. Sent to Absalom to spy on the city and undermine its defenses in preparation for Desmire's eventual assault, Samivashti sees the dinner party as an excellent opportunity not only to weaken Absalom and the Pathfinder Society, but also to undermine support for the Fifth Crusade. As the event progresses, Samivashti intends to employ stealth,

## GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary* (B1), *Pathfinder Bestiary 3* (B3), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

guile, and assassination to disrupt the gathering and undermine the Pathfinder Society's efforts.

## ADVENTURE SUMMARY

The scenario begins in the office of Venture-Captain Ambrus Valsin. Valsin establishes the Society's situation and the premise of the upcoming dinner party, instructing the PCs to mingle and befriend some of the more influential guests.

The feast at Fiddlemourn Manor begins in earnest with many courses of fine food. Throughout the meal, the PCs attempt to influence the attendees to support sending troops to join the Mendevian Crusade. When the main course concludes, Major Colson Maldris takes the PCs aside and shares his suspicions about several of the servants, noting that several of them appear to be under the effects of enchantment magic. The PCs have a chance to explore several different sections of the manor where they might find various clues that something is amiss.

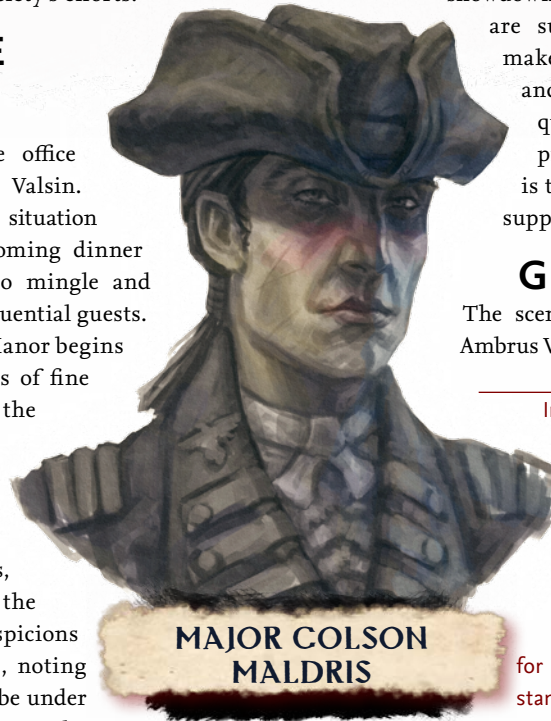
During the course of their initial investigation, the PCs find the mutilated bodies of Samivashti's victims, and the first of Samivashti's minions attack the PCs. The PCs then report back to the Pathfinder faction heads, who instruct them to mingle with the attendees again to better pin down the infiltrator. While mingling with the NPCs, the PCs might become aware of the erratic behavior of one of the servants (who is actually Samivashti in disguise). The PCs also observe Major Maldris reacting with disgust at an Andoren senator's aristocratic foppishness and Lady Morilla's exasperation with an influential Taldan noblewoman's recalcitrant refusal to lend her support to distant Mendev. As this scene concludes, one of the guests

consumes wine poisoned by Samivashti, and the guests begin to panic.

The Pathfinder Society faction heads, the Blakroses, and the PCs spring to action and try to calm down the guests; however, a few of the more obdurate guests, shaken by the evening's events, decide to leave. As events unfold, Major Maldris, Lady Morilla, and Damien Blakros eventually approach the PCs and ask them about their suspicions. Taking their report as confirmation of a demonic infiltrator, they implore the PCs to conduct a final sweep of the manor to root out the imposter. The PCs eventually confront the succubus in a final showdown in the manor gardens. If the PCs are successful, they uncover and can make public the demonic infiltration, and Major Maldris and Lady Morilla quickly capitalize on the debacle as proof that the Worldwound's reach is too great to be ignored, galvanizing support for the Pathfinders' proposal.

## GETTING STARTED

The scenario begins with a briefing from Ambrus Valsin at the Grand Lodge in Absalom.



Inside a meeting room at the Pathfinder Society headquarters Venture-Captain Ambrus Valsin stands at the end of a long table. To either side of him stand Lady Gloriana Morilla and Major Colson Maldris.

"Thank you for coming, Pathfinders," Valsin says, gesturing for everyone to sit, though he remains standing. "As you may have heard, we recently discovered the location of a lost

dwarven Sky Citadel. I won't demean your intelligence by stating the significance of this discovery, but suffice it to say the potential rewards for exploring the site are staggering."

He turns to face a map of the Inner Sea on the wall and pokes a location with a loud thump. "Unfortunately, the Sky Citadel is located within what was once Sarkoris—the demon-infested region now known as the Worldwound. After a long debate and careful planning, we began to recruit military aid to push into the demon-haunted land so we could reach the site; however, before we could make any significant gains, Mendev's *wardstones*—a collection of minor artifacts designed to keep the demons from pouring out of the Worldwound—began to inexplicably fail. In short, there's a hole in the dam and demons are trickling into Mendev in greater numbers. With Mendev under this new assault, we realize that in order to reach the Sky Citadel, we must aid the Fifth Crusade and help turn back the demons.

“Since the nations of the Inner Sea are not reacting expediently to the danger presented by the newly invigorated Worldwound, a small cadre of concerned Pathfinders—including Trade Prince Aakir al’Hakam, Paracountess Zarta Dralneen, the Sapphire Sage Amenopheus, Lady Gloriana Morilla, and Major Colson Maldris—have united to leverage their influence. With my support, they plan to petition the Grand Council of Absalom and persuade them to issue an executive order to send soldiers to Mendev immediately.

“To increase our chances for success, we called in a favor from the Blakros family, who remain grateful to the Society for recently saving the marriage of Michellia Blakros and the Hellknight Damien Kastner. The newlyweds have organized a dinner party with an impressive guest list to be held at Fiddlemourn Manor. Lady Morilla and Major Maldris will attend, and they plan to use the feast as an opportunity to convince some of Absalom’s elite to support the upcoming motion. We need you to mingle with several important guests and befriend them so that they are more disposed to throw their support behind the Fifth Crusade. These special guests include Senator Augustyn Naran of Andoran, Lady Vaelia Wintermark of Taldor, Lady Dyrianna of House Avenstar, Scion Lord Kerkis of House Damaq, Lord Rothos of House Vastille, Lady Darchana of House Madinani, and Dremdhet Salhar, the Grand Ambassador of Osirion.

“The feast is tomorrow evening. Though the Blakroses are handling security, we want you to attend in your full adventuring regalia to help solidify your role as representatives of the Pathfinder Society and lend credibility to any claims you make regarding your knowledge of the Worldwound and the worldwide threat it signifies. We also expect you to provide additional security if it’s needed.”

Valsin levels his solemn gaze on everyone at the table.

“Remember, this is a social gathering. It’s crucial that we make a good impression on the guests, win their support, and improve the Society’s standing with them. Without their support, our motion to the Grand Council is doomed to failure.”

The PCs may wish to question Valsin, Major Maldris, and Lady Morilla about some of the feast’s specifics. These are a few questions the PCs might ask and Valsin’s answers.

## What can you tell us about Fiddlemourn Manor?

“Fiddlemourn Manor is located in the Petal District, and is owned by Michellia’s maternal cousin Oved Blakros. Oved is currently at his villa in Cassomir

(where he spends most of the year overseeing various Blakros business interests) and offered to let Michellia and Damien host the feast at his home while he is away. The manor originally served as a musical conservatory but closed just over a century ago after the conservatory’s founder died of old age. The manor remained abandoned until 26 years ago, when Oved bought and renovated it.”

**What is the dress code?** “Since your secondary mission is to back up the Blakros security forces, you are expected to wear your armor and weapons. Just make sure they’re clean and presentable.”

**Who would want to disrupt the feast?** “While we don’t expect any major problems, the Blakros family has made many enemies over the centuries. We suspect the Onyx Alliance might still pose a threat, since its attack on the Grand Convocation was only 2 years ago. Though the Worldwound is far away, if word of the feast and the Pathfinder Society’s plans has reached the creatures that control that blighted land, we might have to deal with their minions. The Blakroses assure us that they have security under control, though, and that the Pathfinder Society attendees probably won’t be required to engage in any combat.”



LADY GLORIANA MORILLA

## FIDDLEMOURN MANOR

Fiddlemourn Manor’s exterior walls are of mortared gray bricks, and the interior walls are covered with smooth, white lime plaster with a 4-foot-high light maple wainscoting. Ceilings are 12 feet high,

and windows are securely shuttered and latched (DC 25 Disable Device check to open from the outside, or DC 18 Strength check to break open). Doors are of heavy oak and carved with images of galloping horses. None of the manor’s doors are currently locked. The entire manor is richly furnished, though all of the upstairs furniture is covered with long white cloths to protect them from dust. All of the fireplaces on the ground floor are lit and are well tended by the Blakros servants throughout the evening.

The grounds are surrounded by a 12-foot-high fieldstone wall. Within the wall, the grounds consist of a neatly trimmed lawn of green grass punctuated by broad-leafed, shady trees, numerous tropical plants, and immaculately tended flower beds divided by 10-foot-tall flowering tapestry hedges. A winding cobblestone path connects the manor to the stables (area 1) and the garden (area 13).

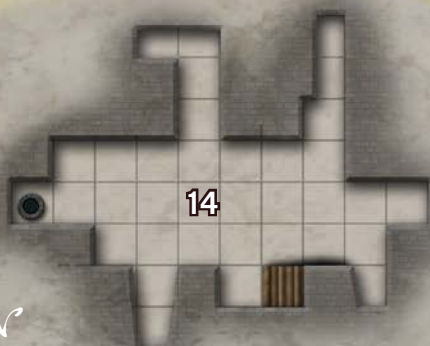
## Fiddlemourn Manor



## 2nd floor



## Cellar



N



**1 square = 5 feet**

## THE WAKING RUNE

**1. Stable:** The stable currently houses the mounts belonging to the Blakroses and the dinner guests (four camels, an axe beak, and two riding horses). Seven stable hands (N male human commoners 1) remain here, caring for the animals and doing their best to keep the aggressive axe beak from antagonizing the other mounts.

**2. Kennel:** The kennel is a roofed, open-walled structure surrounded by a 5-foot-high wooden fence. It is home to five wolfhounds owned by Oved Blakros. The hounds are well-trained show dogs, and though they look menacing, they are quite friendly with strangers.

**3. Great Hall:** This massive entry hall is well lit and sparsely furnished. The fireplace on the east wall is large enough for an adult human to stand inside. Mounted on the wall above the fireplace is the stuffed head of a large-sized draconic creature with shiny blue-green scales (a sea drake). Four house guards are posted here throughout the evening.

**4. Salon:** Several comfortable chairs and sofas sit in this well-lit room, a place for guests to relax, enjoy music, and conversation. A string quartet from the esteemed White Grotto bardic college has set up in the northwest corner.

**5. Study:** This room contains a large desk, three leather chairs, and cabinets containing various curios and minor art objects.

**6. Dining Hall:** This spacious room is heated by a large fireplace and lit by two massive crystal chandeliers. The walls are decorated with painted murals of horses galloping through vast green plains. The largest feature in the room is a huge, U-shaped oaken table, and the feast takes place here.

**7. Kitchen:** The kitchen features two large fireplaces, a wide oaken table, and numerous wall mounted counters and cabinets. A staff of six cooks (N male human commoner 1) are constantly hounded by foul-mouthed Domeros Prinitar (CN male human male expert 6), a renowned master chef brought in from Oppara for the event. Prinitar scowls menacingly when anyone except his staff enters his kitchen.

**8. Pantry:** The pantry is well stocked and located adjacent to the busy kitchen.

**9. Storage Closet:** This room contains tools, linens, barrels of water, and other mundane items.

**10. Shrine:** The dusty, somewhat neglected shrine features marble statues of the gods Abadar, Calistria, Desna, and Shelyn. A small brass brazier burns fragrant incense here throughout the evening to help mask any smells coming from the privy (area 11).

**11. Privy:** This room holds a porcelain toilet, a wall-mounted wash basin filled with rose-scented water, and a rack of hand towels. A small brass oil lamp on the ceiling provides plenty of light.

### SCALING GAINING INFLUENCE

To accommodate a party of four PCs, give the PCs one additional opportunity to earn Influence Points during the Chaos in the Salon encounter.

**12. Smoking Room:** This room is used by Oved and his special guests to smoke and relax. A cabinet holds a rack of scrimshaw, clay, and ivory pipes, pouches of mundane and exotic pipeweed, and a box of expensive cigars from Ilizmagorti.

**13. Garden:** A cobblestone path winds through the gardens and opens into a well-trimmed lawn bordered by shady trees to the east and west, a flowering hedge to the north, and a tall stone wall to the south. A wooden gazebo sits near the back of the open area.

**14. Wine Cellar:** Wooden racks line the walls and alcoves of the wine cellar holding hundreds of bottles of wine from across the Inner Sea, including several vintages worth over 100 gp a piece. A fieldstone-rimmed well stands in the western alcove. The well is covered by a heavy oaken lid and is locked (DC 25 Disable Device to unlock, or DC 22 Strength check to break open). A wooden bucket attached to a 60-foot length of silk rope sits atop the well's lid. The well shaft is 4 feet in diameter and descends 40 feet before it taps into a freshwater aquifer.

**15. Trophy Hall and Gallery:** This large open area has a polished hardwood floor. The walls contain the manor's best paintings and trophy heads, including Blakros family portraits dating back centuries.

**16. Drawing Room:** This room contains a billiards table, a rack of pool cues, a couch, several chairs, and a fireplace. Long, white dust cloths cover all of the furniture.

**17. Guest Bedroom:** This room contains a fireplace, a bed, and a dresser. Long, white dust cloths cover all of the furniture.

**18. Serving Maids' Quarters:** Three double-bunks occupy this room, along with six small wicker chests containing the maids' clothing and personal effects.

**19. Library:** This library has comfortable chairs surrounded by shelves of books.

**20. Master Bedroom:** Everything in this luxuriously furnished room is covered in long white dust cloths.

**21. Private Bathroom:** Similar to area 11, this room also contains a vanity table and mirror and a large porcelain bathtub.

## GAINING INFLUENCE

The Pathfinder Society's primary goal during this adventure is to gain influence among the major guests in attendance at the feast. Throughout the adventure, the PCs have several opportunities to garner influence, impress

## PATHFINDER SOCIETY SCENARIO

### MY HOW TIME FLIES!

In a scenario featuring so much social interaction and so many roleplaying opportunities, it can become difficult to manage time in order to keep things moving and to maintain the interest for all players. Treat each of the social encounters as a combat encounter for the purposes of gauging the appropriate amount of time for the party to have to complete them.

When the scenario calls for the PCs to attempt an Influence check, allow each player to declare her intended target. Combine any PCs working on the same target into a single encounter. This lets the GM ensure players influencing the same NPC can work together during the attempt, and keeps the scenes moving and as many PCs as possible engaged in the scenario's action at a given time.

Additionally, if a player does a particularly good job roleplaying an interaction with an NPC, consider awarding the player's PC a +2 circumstance bonus on his Influence or Discovery check.

their fellow guests, and earn the respect of some of Absalom's movers and shakers.

Whenever the scenario allows the PCs to attempt an Influence check, the character may select one NPC in attendance to try to influence. Each PC can attempt a Bluff check (to pretend to be friendly), a Diplomacy check (to be genuine), or a skill check mentioned in the NPC's social stat block. Pathfinders can split up during these instances to work on different guests simultaneously, or they can use the aid another action to assist comrades in influencing a single target.

Each NPC's social stat block indicates two different values for the character's Influence check DC, which indicate the DCs that must be met or exceeded for the party to accrue an Influence Point from the target of the check in Subtiers 5–6 and 8–9 respectively. The PCs earn 1 additional Influence Point per successful check for every 5 points by which the check exceeds the listed DC. Once an NPC has been successfully influenced a number of times equal to the number listed under Successes Needed, she is considered friendly toward the party. Note that these rules override the standard rules for using skills to influence an NPC.

The PCs can also gain an advantage by studying an NPC's behavior, remembering key facts, and intuiting motivations. A PC may forgo an Influence check to instead

attempt a Discovery check to learn more about a given NPC. If successful, the PC learns valuable information about the character's interests, granting the PCs a +4 competence bonus on any future Influence checks against that target.

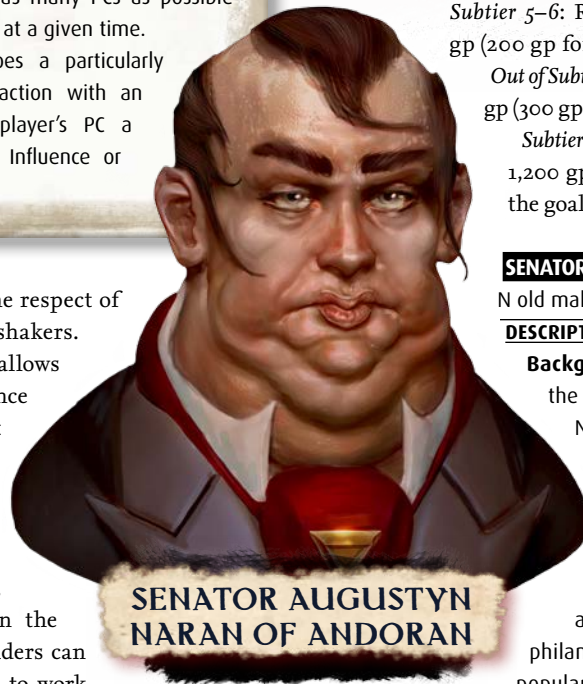
Each guest has a listed DC that the PCs must beat to gain an Influence Point. Once the PCs have accrued the listed number of Influence Points for an NPC, they have gained influence over that NPC.

**Rewards:** To represent favors both material and intangible owed the Society and the PCs for successfully influencing the Blakros family's guests, present the PCs the following rewards at the end of the scenario. If the PCs fail to completely influence at least three guests, reduce each PC's gold earned as follows.

*Subtier 5–6:* Reduce the gold earned by 600 gp (200 gp for every guest short of the goal).

*Out of Subtier:* Reduce the gold earned by 900 gp (300 gp for every guest short of the goal).

*Subtier 8–9:* Reduce the gold earned by 1,200 gp (400 gp for every guest short of the goal).



**SENATOR AUGUSTYN NARAN OF ANDORAN**

### SENATOR AUGUSTYN NARAN OF ANDORAN

N old male human aristocrat/expert

#### DESCRIPTION

**Background** A prominent member of the powerful banking family House Naran, Senator Augustyn Naran is visiting Absalom on his honeymoon with his beautiful and much younger fifth wife, Dalessa (NG female human aristocrat 2), who is also in attendance. Due to his philanthropy, the senator is enormously popular with the Andoren people. He has ties to many government officials and

military leaders who could prove instrumental in securing troops for the Mendevian Crusade.

**Appearance** Senator Naran is an obese, constantly sweating man in his late sixties. He and his stunning bride wear very expensive formal attire: he wears a stylish gray-and-black suit and she wears an elegant royal blue gown studded with silver beads and glittering jewels. Naran wears a gold-pommeled silver rapier at his belt that looks like it's never seen a real fight.

**Personality** foppish, aristocratic, and condescending

#### INFLUENCE

**Influence** impossible (see below)

**Successes Needed** N/A

**Discovery** Knowledge (local) or Sense Motive 16/20

**Advantage** Senator Naran is deep in the pocket of the notoriously corrupt Lumber Consortium, and he has made a career of shifting political blame and avoiding making

## THE WAKING RUNE

important political decision—like sending troops to Mendev. He is merely here to show off his beautiful wife and enjoy rich food and drink. He cares nothing for the Mendevian Crusade and sees it as a political gamble not worth taking. Learning this information allows the PCs to realize that they cannot influence Senator Naran.

### LADY Vaelia OF HOUSE WINTERMARK

LN venerable female human aristocrat

#### DESCRIPTION

**Background** Lady Vaelia is a very influential Taldan nobleman's widow who controls a castle and several plantations and vineyards on the Jalrune River at the western edge of the Border Wood. Though 96 years old and quite frail, Lady Vaelia still has a keen wit (Intelligence 17) and an even sharper tongue. She attends the feast with her elderly manservant, Tamuel (LN old male human expert 3), who shoos away the Blakros servants and sees to Lady Vaelia's every need.

**Appearance** Lady Vaelia is venerable and frail and walks with the aid of an ebony cane. She wears a stylish green-and-blue gown, a fortune in jewelry, and her late husband's battle-notched masterwork falcata (though she is too feeble to wield it).

**Personality** cold, petulant, and dismissive

#### INFLUENCE

**Influence** impossible (see below)

**Successes Needed** N/A

**Discovery** Knowledge (history or nobility) DC 16/20

**Advantage** Lady Vaelia's husband and three sons all died 36 years ago when Qadiran raiders crept across the Jalrune and attacked their estate. As a result, she is the leader of a small but growing cadre of Taldan nobles who want to obstruct any further efforts to send Taldan troops to far away Mendev. As further demonstration of her long reach, Lady Vaelia was not invited to this event; she heard about it, pulled strings, and arranged to receive an invitation. Learning this information allows the PCs to realize that they cannot influence Senator Naran.

### LADY DYRIANNA OF HOUSE AVENSTAR

CN female half-elf cleric

#### DESCRIPTION

**Background** Lady Dyrianna has business connections with powerful people in Cheliox and Qadira, and she is also on friendly terms with many of Absalom's elven families. She employs numerous courtesans and prostitutes that have the ear of countless wealthy and influential citizens. In fact, Lady Dyrianna attends the feast with a handsome young human courtesan and bodyguard named Faelyn (CG male half-elf expert 2/warrior 2), who's smart enough to remain quiet and respectful.

**Appearance** Lady Dyrianna is a stunningly beautiful, slender half-elf who wears a constant look of satisfied amusement.

Her emerald-green gown and matching lace shawl are surprisingly conservative, but very elegant. She appears unarmed.

**Personality** warm, attentive, and flirtatious

#### INFLUENCE

**Influence** Knowledge (local) DC 21/25

**Successes Needed** 2 checks

**Discovery** Diplomacy or Knowledge (local)

DC 18/22

**Advantage** Lady Dyrianna is a member of the most powerful elven noble house

in Absalom, and she is both the Head Hetaera of Calistria and the Consul of the Courtesan's Guild. In addition to her other duties, it is a somewhat open secret that she operates one of Absalom's most powerful spy networks. She appreciates those who have achieved success despite beginning with nothing, especially if they are of elven blood.

**Special:** Lady Dyrianna is partial to the plight of elves, and elves receive a +2 bonus on checks to gain Influence Points when dealing with her. She is also cautious about her espionage services and is affronted by any mention of her network; a PC who tries to broach the subject takes a -4 penalty on checks to gain Influence Points when dealing with Lady Dyrianna.



LADY Vaelia OF HOUSE WINTERMARK

### LORD ROTHOS OF HOUSE VASTILLE

LN middle-aged male human aristocrat/fighter

#### DESCRIPTION

**Background** Lord Rothos is the Captain of the First Guard, Commander Militant of Absalom, and patriarch of the prominent Vastille noble family. Accustomed to military life, Lord Rothos doesn't attend many social gatherings and seems somewhat bored and out of place here. He attends the feast alone.

## PATHFINDER SOCIETY SCENARIO

**Appearance** Lord Rothos is a tall, handsome man in his late forties, wearing formal attire and a black military-styled longcoat bearing his family crest and many military decorations. A longsword hangs from his belt and the silver-chased hilt of a dagger peeks out of his right boot.

**Personality** stoic, intense, and dutiful

### INFLUENCE

**Influence** DC 18/22 (Knowledge [geography])

**Successes Needed** 1 check

**Discovery** Knowledge (local or history) DC 14/18

**Advantage** As Captain of the First Guard, Lord Rothos is very sensitive to any threats to Absalom's safety and security. Before acquiring the titles he has now, he lost a close friend and comrade nearly 30 years ago when a demon attacked the two of them during a First Watch assignment.

**Special** Lord Rothos is not overly fond of parties, and he is rather relieved to speak to anyone who knows her way around a battlefield. A PC wearing medium or heavy armor received a +2 on all checks to gain Influence Points when dealing with Lord Rothos.

### SCION LORD KERKIS OF HOUSE DAMAQ

N middle-aged male human aristocrat

**Background** Scion Lord Kerkis is the patriarch of the very wealthy and influential House Damaq. He is also Lord Exchequer of the Absalom Mint, so he practically controls the economy of Absalom. He also has ties to many wealthy and influential families in Qadira. The Pathfinder Society needs gold to fund this effort, and a word of support from Lord Kerkis would open the pocketbooks of many wealthy patrons. He attends the feast with a beautiful young Keleshite woman named Chesele (N female human aristocrat 2), one of Lady Dyrianna's finest courtesans.

### DESCRIPTION

**Appearance** Lord Kerkis is a thin, wiry Keleshite in his early fifties, with a neatly trimmed beard and bushy eyebrows. He wears an expensive, Keleshite-styled, loose-fitting silk robe, a jewel-covered silk vest, and a gold-bladed ceremonial scimitar at his belt.

**Personality** proud, self-important, and reserved

### INFLUENCE

**Influence** Knowledge (local) DC 19/23

**Successes Needed** 2 checks

**Discovery** Knowledge (nobility) or Sense Motive DC 15/17

**Advantage** Lord Kerkis is a socially cautious man who does

not suffer loud boors, but he also has an obvious distaste for Lady Vaelia and finds her anti-Keleshite bigotry distasteful.

### LADY DARCHANA OF HOUSE MADINANI

N middle-aged female human wizard

**Background** The matriarch of House Madinani, Lady Darchana is the Second Spell Lord of Absalom and the Archdean of the Arcanamirium, the most prestigious magical university in Absalom. She also holds a lesser seat on Absalom's Grand Council. Lady Darchana has the ear of the Grand Council, including Lord Gyr himself. Her support could provide an incredible amount of arcane power for the Mendevian Crusade. She attends the feast alone.

### DESCRIPTION

**Appearance** Lady Darchana is a cold, pale beauty with piercing gray eyes and long blue-black hair. She wears solid midnight-blue wizard's robes and a dazzling mithral tiara studded with rubies, emeralds, and sapphires. She appears unarmed.

**Personality** discreet, enigmatic, and jaded

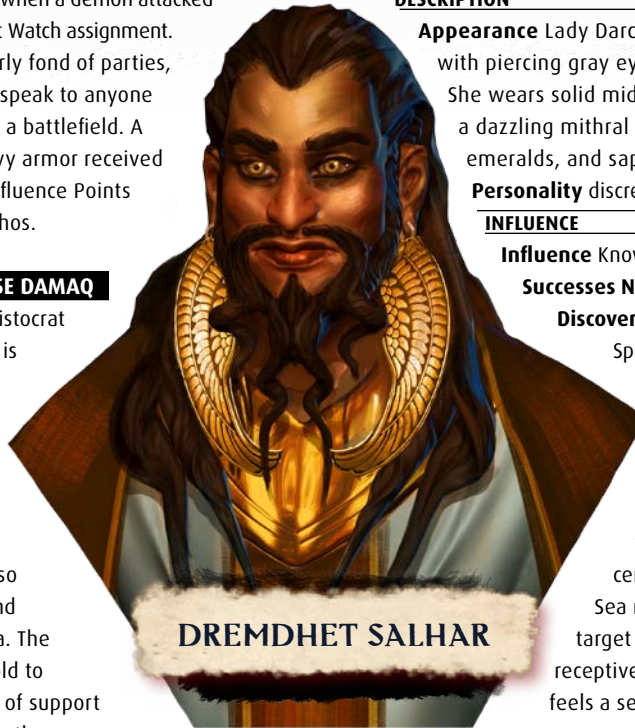
### INFLUENCE

**Influence** Knowledge (arcana) DC 20/24

**Successes Needed** 2 check

**Discovery** Knowledge (planes) or Spellcraft DC 16/20

**Advantage** With the *wardstones* having fallen, there is almost nothing preventing the Worldwound's demons from teleporting freely about Golarion. Given its central importance to the Inner Sea region, Absalom is a prime target for invasion. Lady Darchana is receptive to logical arguments, and she feels a sense of duty to Absalom.



DREMDHET SALHAR

### GRAND AMBASSADOR DREMDHET SALHAR

N middle-aged male human aristocrat

### DESCRIPTION

**Background** The Grand Ambassador of Osirion has ties to the nation's royal family as well as to many influential folk in Osirion, Absalom, and Thuvia. Salhar was encouraged to attend the feast by his friend, Pathfinder Venture-Captain Alissa Moldreserva. He attends the feast with his Chelish wife, Lady Anilah (N female human aristocrat 3).

**Appearance** Dremdhet Salhar is a heavyset man with a well-oiled hair and beard. He and his wife the Lady Anilah both wear matching gold-embroidered silk robes in the Osirion fashion, as well as a fortune in gold rings, necklaces, and other jewelry. Salhar wears a jeweled mithral short sword at his belt.

**Personality** patronizing, bureaucratic, and assertive

## INFLUENCE

**Influence** DC 22/26

**Successes Needed** 2 checks

**Discovery** Knowledge (local) or Sense Motive DC 16/20

**Advantage** Salhar's support of the Pathfinder Society has been tested with the Ruby Prince's recent dismissal of Salhar's longtime advisor, the Sapphire Sage Amenopheus. In response, Salhar has made several public remarks condemning the Pathfinder Society for its hand in promoting such intrigue, going so far as to claim that the Society orchestrated Amenopheus's dismissal in order to undermine his efforts. As a result, Salhar has a strong distrust of any Pathfinder and reserves a special distaste for Major Maldris and Lady Morilla, whom he views as complicit in the scheming; however, even he cannot deny what happens to empires that do not band together to face external threats.

## MINGLING

The PCs are expected to arrive at Fiddlemourn Manor an hour before sundown, and when they arrive, they meet Damien and Michellia Blakros, Major Maldris, and Lady Morilla. Damien Blakros introduces the PCs to Tespren (LN male gnome monk 4), captain of the Blakros guards. The PCs also meet a large number of guards (LN male and female human warriors 3) and servants (N male and female human commoners 1). Tespren escorts the PCs around the manor and grounds, and the GM is encouraged to print the map of the manor on page 6 and provide it to the players as a handout. The gnome is friendly and polite, but single-minded and dedicated when it comes to his job. He takes his position very seriously and has served as a loyal retainer of the Blakros family for nearly 20 years.

Guests begin arriving an hour after the PCs enter Fiddlemourn Manor. Servants announce the guests' names as they arrive and escort them into the dining hall (area 6), where they are offered drinks and light appetizers. If the PCs are not proactive in meeting and influencing guests, Major Maldris and Lady Morilla encourage the PCs to do so.

**Influence** (2 checks): Most of the guests arrive during the same brief window of time, save Senator Augustyn Naran of Andoran, who makes a conscious decision to arrive fashionably late. Allow each PC time to make two Influence checks, taking time to roleplay their interactions with the NPCs they wish to meet. After each PC has made one Influence check, Senator Naran arrives, allowing the PCs a chance to interact with the politician.

## THE FEAST

As the meet-and-greet concludes, Damien Blakros thanks the guests for attending, briefly speaks about the threat of the Worldwound, and then expounds on several lengthy

## TIMELINE OF EVENTS

The events at the Fiddlemourn Manor occur as follows.

**6:00:** The PCs arrive 1 hour before sundown so they can meet the staff and tour the manor.

**7:00:** The guests arrive at sundown.

**7:30–9:00:** The guests enjoy a sumptuous and hearty feast consisting of four courses. A flurry of well-trained servants sees to the guests' every need. During this time, Samivashti and Zruuka murder the serving maids Orielle and Zyesha and leave their corpses in the wine cellar (area 14). As the meal concludes, Major Maldris shares his concerns with the PCs as described in Gruesome Discoveries.

**9:00:** Genedair of Iomedae, venerable hero of the Mendevian Crusades, is the feast's special guest speaker, and he talks at length about the crusades. As the guests are served dessert and more drinks, Genedair shares his personal experiences fighting demons and finishes with several short tales of heroic men and women who gave their lives fighting the terrors of the Abyss.

**9:30:** The guests retire to the salon (area 4) for more drinks and conversation, as they enjoy the music of a string quartet from the White Grotto. After the PCs have one last opportunity to influence other guests, the Chaos in the Salon event occurs.

tangents detailing the contributions of the Hellknight Order of the Godclaw during the First and Second Mendevian Crusades. As the Hellknight's initially thrilling speech begins to dull the guests, Michellia Blakros interjects to announce that dinner will soon be served and requests that the guests be seated.

The feast itself includes seven courses of crisp greens, poached fish, seasoned game, and a selection of fine desserts. Servants continue to bustle about in the never-ending quest to keep goblets full and move discarded plates to the kitchen. The master chef Domeros Prinitar proudly announces each course as it arrives.

**Influence** (2 checks): During the feast, the PCs have enough time to make another two Influence checks, but due to the seating arrangements, a PC must choose two NPCs to sit near to speak with at any length. Have each player choose which two NPCs to join; the PC cannot interact meaningfully with other guests until the dinner is cleared away.

**Development:** As the meal concludes, Major Maldris takes the PCs aside and shares his suspicions about several of the servants, noting that some of them appear to be under the effects of enchantment magic. While he and Lady Morilla keep an eye on the charmed servants, the major directs the PCs to begin an investigation of the rest of the manor, using the introduction of guest speaker Genedair as a distraction for them to slip away.

Before the PCs leave, Maldris stresses that the PCs must keep silent about anything they find and quietly report back to him and Lady Morilla. He stresses that under no circumstances are they to upset the guests.

## GRUESOME DISCOVERIES

As the meal concludes, several guests stand to stretch or use the privy in anticipation of more socializing. Major Colson Maldris takes this opportunity to signal the PCs and silently motion to the great hall (area 3), inviting them to join him. Having done so, he stands up and inconspicuously saunters out of earshot of the other guests. Once any interested PCs have joined him, read the following.

The soft susurrus of servants clearing dessert dishes and esteemed guests shuffling about to hobnob with their peers echoes from the nearby dining room as Major Colson Maldris furtively glances about before speaking in a stage whisper. “Have you noticed,” he inquires, “that several of the serving staff seem to be behaving strangely? I have watched a handful of them, and I can tell you with some authority that a few appear to be under the effects of enchantment magic. They have not expressed any hostility, but this strikes me as the precursor of something far more dangerous.

“In a moment, Damien Blakros will introduce the esteemed Genedair, an esteemed veteran of the Mendevian Crusades and a guest of honor at tonight’s festivities. I trust that his speech will be suitably engaging to give you an opportunity to slip away and check the rest of the manor. If there is anything amiss, deal with any immediate concerns and then report back to me.” He spares a moment to glance back at the dining room before adding, “Under no circumstances are you to upset the guests. I will keep Lady Morilla apprised of the situation, and together we will decide what to do in the event of trouble. The feast must go on without any disruption, and I will stay with the guest to ensure that happens.” As he says this, Damien Blakros begins introducing Genedair in the other room. With a last look, Major Maldris salutes and says, “You have perhaps half an hour,” then slips back through the door to rejoin the party.

The PCs now have a chance to explore Fiddlemourn Manor. In this time the succubus Samivashti, the dandasuka Zruuka, and a handful of alu-demons have infiltrated the manor, killed a handful of servants, and provided an opportunity for Samivashti to masquerade as a servant and read the thoughts of the guests. The following areas have changed since the PCs last saw them.

**Garden** (area 13; Subtier 8–9 only): Knowing that her magical equipment might give her away while disguised, Samivashti placed her *vampiric gloves* in a small, lead-lined box that she then balanced on a ledge just beneath

the gazebo’s roof. A PC can find this box with a successful DC 31 Perception check.

**Kennel** (area 2): When the PCs inspect the kennel, the dogs are playfully devouring something with great enthusiasm. Even from outside the kennel enclosure, a successful DC 12 Heal check or Perception check easily identifies two bloody human jawbones. These jawbones once belonged to Orielle and Zyesha. Zruuka removed them when he mutilated the girls’ bodies and then tossed the evidence here.

**Pantry** (area 8): A PC who succeeds at a DC 20 Perception check discovers a small velvet pouch stashed here containing two vials of oil of taggit poison and any empty vial that recently held the same poison. This is the poison Dalessa Naran consumes at the beginning of the Chaos in the Salon encounter.

**Serving Maids’ Quarters** (area 18): A PC who succeeds at a DC 15 Perception check locates a shredded serving maid’s uniform drenched in fresh blood stuffed between the wall and one of the beds. This uniform belonged to Zyesha, and was stashed here by Samivashti after the succubus murdered Zyesha and Orielle. Samivashti is currently wearing Orielle’s uniform.

## The Wine Cellar (CR 7 or CR 10)

When the PCs enter the wine cellar (area 14), read or paraphrase the following.

The cool, dark wine cellar has a flagstone floor and walls covered with light gray ceramic tiles. Its irregularly shaped walls and alcoves are lined with dusty shelves that hold an impressive array of wine bottles. Propped up against the far west wall are two naked forms, both covered with fresh blood. Though both are clearly female, their faces have been chewed away entirely, leaving them both unidentifiable.

The mutilated bodies are the recently murdered serving maids, Orielle and Zyesha. The face of each corpse is a ghastly ruin of shredded flesh, as if an animal had deliberately gnawed off their faces. This is the work of one of Samivashti’s monstrous minion, a dandasuka rakshasa named Zruuka, who mutilated the girls after he and Samivashti murdered them. Zruuka also savagely ripped away the girls’ lower jaws, making it impossible to communicate with them via *speak with dead*. Without the assistance of divination magic, it is virtually impossible to identify the bodies.

**Creatures:** Samivashti recently dominated a local, necromancy-inclined sorcerer and compelled him to loan her a few undead for the evening. After Samivashti and Zruuka eliminated the serving girls, the succubus wanted to hide the bodies in the wine cellar’s well. However, neither she nor Zruuka were able to open the well’s locked

## THE WAKING RUNE

oaken lid. Somewhat annoyed, she reluctantly ordered the undead creatures to remain in the wine cellar and kill anyone who discovers the maids' bodies.

Several wraiths lurk inside the cellar's walls, hungering for the life they can sense upstairs but expressly forbidden to leave this area. In Subtier 8–9, Samivashti also conscripted a fleshwalker mohrg, which looks like a pale, auburn-haired woman in her mid-twenties dressed in a serving maid's uniform. The creature lies on the ground, just out of sight, inside one of the wine cellar's shadowy alcoves. When the PCs reach the girls' bodies, they easily spot the mohrg, which looks like another corpse. By succeeding at a DC 30 Perception check, a PC notices the corpse is not as blood-soaked or mutilated as the others, giving just enough warning that something is amiss for the PC to act in the surprise round. Because the wraiths' senses are dulled while hiding, they do not join the mohrg in a surprise round but rather enter combat soon thereafter.

### Subtier 5–6 (CR 7)

#### WRAITHS (2)

CR 5

hp 47 each (*Pathfinder RPG Bestiary* 281)

#### TACTICS

**Before Combat** When the PCs move within 5 feet of the serving maids' bodies, the wraiths emerge from a nearby wall and attack, catching the PCs by surprise if the PCs fail to beat the wraiths' opposed Stealth checks.

**During Combat** The wraiths try to attack a different opponent each round, following Samivashti's orders to weaken as many would-be heroes as possible.

**Morale** Utterly loyal to Samivashti and ravenous for life force, the wraiths fight until they are destroyed.

### Subtier 8–9 (CR 10)

#### WRAITHS (3)

CR 5

hp 47 each (*Pathfinder RPG Bestiary* 281)

#### TACTICS

Use the tactics from subtier 5–6.

#### FLESHWALKER MOHRG

CR 8

hp 91 (*Pathfinder RPG Bestiary* 208 and *Pathfinder Campaign Setting: Undead Revisited* 28)

#### TACTICS

**Before Combat** During a surprise round, the mohrg stands and steps toward a nearby target.

**During Combat** The mohrg focuses its attacks on a single opponent, hoping to slay the PC quickly and create a fast zombie.

**Morale** Though not particularly loyal to Samivashti, the mohrg is consumed by its need to murder the PCs and fights until it is destroyed.

## SCALING GRUESOME DISCOVERIES

Make the following changes to accommodate a party of four PCs.

*Subtier 5–6:* Replace the two wraiths with one advanced wraith.

*Subtier 8–9:* Replace the three wraiths with one advanced wraith.

## SPECIAL ABILITIES

**Fleshwalker Mohrg (Su)** A fleshwalker mohrg functions as a normal mohrg, but its flesh does not decay. Only upon close inspection (whereupon one might notice a faint underlying charnel stench, or might note the lack of breathing with a successful DC 30 Perception check) or in combat (when the creature's hideous tongue extrudes from its mouth) is the truth apparent.

**Development:** If the PCs perform actions that produce loud sounds, such as casting explosive spells, yelling battlecries, or breaking furniture, the guests in area 6 take note and become suspicious of what is going on. Although nobody slips away from Genedair's oration, the guests are no long at ease. Any additional skill checks to gain Influence Points take a –2 penalty.

**Treasure:** The mohrg wears a gold ring studded with tiny but flawed sapphires and rubies worth 2,500 gp.

**Rewards:** If the PCs fail to defeat the undead, reduce each PC's gold earned as follows.

*Subtier 5–6:* Reduce the gold earned by 300 gp.

*Out of Subtier:* Reduce the gold earned by 533 gp.

*Subtier 8–9:* Reduce the gold earned by 766 gp.

## CHAOS IN THE SALON

After discovering the mutilated corpses and fighting the undead in the wine cellar, the PCs should report back to the faction heads. When they do so, Major Maldris and Lady Morilla nod in understanding before instructing the PCs to mingle with the dinner guests again to pin down the infiltrator. As Genedair's speech concludes, the guests migrate into the adjoining salon (area 4), where a string quartet from the White Grotto music school plays soothing chamber music.

If a PC interacts with Lady Dyrianna, she confides that her companion Faelyn has been missing since shortly after they left the dining hall. She suspects (with some amusement) the lascivious rascal has taken up with one of the other guests or one of the pretty serving girls. In fact, Samivashti and Zruuka lured the young man away, but thinking he might make an amusing toy for later, they merely charmed him and convinced him to hide in the garden.

## PATHFINDER SOCIETY SCENARIO

**Influence** (1 check): The PCs have one last opportunity to convince NPCs to back the upcoming movement, after which chaos erupts (see Development).

**Faction Notes:** During this time, Major Colson Maldris and Lady Gloriana Morilla both decide to speak with Senator Naran and Lady Vaelia respectively. As they do so, the faction heads invite members of their respective factions to join them, providing those PCs with an opportunity to witness important exchanges that define their factions' course for the rest of Season 5. Each exchange includes two NPCs and may also include one or more PCs contributing arguments, so in lieu of specific read-aloud text, a few important talking points are included below for each scene.

Major Maldris speaks with Senator Naran, first proudly describing Andoran's unique strengths and how they might be employed against demons. Naran favors vague affirmatives that do not bind him to any particular action but sound agreeable. Maldris changes his tactics to inquire about Andoran and the health of the nation, which encourages Naran to go on at some length about the bountiful economy and the richness of his own holdings. As Maldris politely prompts him to go on, Naran mentions several other senators and politicians, who Maldris verbally notes should have finished their elected terms several months ago; Naran agrees with a laugh before condescendingly assuring Maldris that some people are born to power and are fit to keep it—for the good of all Andoren citizens, of course, he adds as an afterthought. Learning that Andoran has developed a class of career politicians, of haves and have-nots enrages the major, and he mutters an excuse between clenched teeth before breaking off the conversation.

Lady Gloriana Morilla speaks with Lady Vaelia, first reminiscing about Taldor's lost glory before turning the subject to the Fifth Crusade. Certainly, the faction leader remarks, the crusade is a prime opportunity to lead Taldor to greatness once more; when the Shining Crusade and the Armies of Exploration swept across the Inner Sea region, it was Taldor that led the charge. Were Taldor to save the world once more, surely the empire would regain, if not exceed, its former glory. Lady Vaelia scrunches up her mouth as if having bitten into a bitter fruit before scathingly reprimanding Lady Morilla ("little girl," as Lady Vaelia describes her) for her misguided passion. The older woman then launches into a tirade about the evils of Qadira and how Taldor cannot afford to turn its back on such a serpent such as that foul nation and its cult of the "Sun Witch"—her term for Sarenrae. Lady Morilla tries again to reason with her elder, which only prompts Lady Vaelia to confide quietly that Morilla's plan will never work; the nobles of Taldor have already sent a contingent of soldiers north, and that is a contingent too many, as they now regret. Lady Morilla politely murmurs her

understanding before excusing herself. As she departs, she adds an aside to Taldor faction PCs: "This will not stand. For the good of Taldor—for the good of what it means to be one of the aristocracy—we must not ignore the threat of the Worldwound. We will speak more on this later."

**Development:** Shortly after the guests retire to the salon, the succubus Samivashti, disguised as the young serving maid Orielle, begins weaving her way through the crowd, maintaining a nearly flawless disguise by moving at the right times, not lingering overly much, and serving only enough drinks to keep inconspicuous. As the PCs are concluding their Influence checks, they might also notice something strange about the serving maid with a DC 37 Sense Motive check. By this time she has already replaced the wine glass of Senator Naran's wife Dalessa with a glass poisoned with oil of taggit. If the PCs attempt to pursue Samivashti upon seeing through her disguise, Dalessa drinks her poisoned wine and collapses, causing the guests to panic. If the PCs are able to detect the poison magically before Dalessa drinks it, Samivashti instead hides around the corner, uses her *suggestion* spell-like ability, and telepathically commands Dalessa to feign poisoning to the same effect.

When Dalessa drinks the poisoned wine, read or paraphrase the following.

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Suddenly, a woman's shrill cry cuts through the chamber music and muted conversation. Across the salon, Senator Naran holds his buxom young wife in his arms after her apparent collapse. As all eyes turn on the unconscious woman, the senator emits an angry cry: "Poison! Gods, my wife has been poisoned!"

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As a result of this announcement, many of the guests and servants panic and the room erupts into chaos. Servants scatter as several of the guests toss their full wine glasses to the floor, while others spit out their wine with looks of horror and revulsion. Lady Dyrianna quickly comes to Dalessa's aid with a *neutralize poison* spell, but the damage is done; Senator Naran and his still-unconscious wife, Lady Vaelia and her manservant, and any NPC guests the PCs were unable to positively influence up to this point compose themselves and leave the feast immediately. The one exception is Lady Dyrianna, as she is concerned for her missing escort, Faelyn. Major Maldris and Lady Morilla immediately order the PCs to help Michellia and Damien Blakros calm the remaining guests and restore order.

During the chaos, Samivashti tries to discreetly slip away. PCs that succeed at DC 24 Perception checks (DC 33 in Subtier 8–9) notice her leave, and PCs who identified the maid's strange behavior gain a +5 circumstance bonus on this check. If the PCs follow her, they must push their way through a mob of agitated guests, guards, and

## THE WAKING RUNE

servants to get to the salon door by succeeding at either a DC 20 Reflex save or an overrun maneuver against CMD 25. Those who succeed are able to see the serving girl through an open doorway before she abruptly vanishes into thin air, the means of her disappearance identifiable as *greater teleport* with a successful DC 22 Spellcraft check.

### Samivashti's Daughters (CR 7 or 10)

As the Maldris, Morilla, and the Blakroses focus on seeing off the departing guests and reassuring those that remain, a serving girl approaches the PCs and tells them that Tespren urgently needs them in the upstairs drawing room (area 16). The serving girl is not charmed; she is merely relaying Tespren's message.

**Creatures:** When the succubus teleported away, she appeared immediately in front of the gnome Tespren, whom she quickly charmed before he could sound the alarm. She then bestowed her profane gift to him before sending him upstairs and further controlling his actions through remote use of *suggestion*. Tespren is alone, and as the PCs come into the room, he tries to fight off Samivashti's enchantment (DC 23 Will save or DC 25 in Subtier 8–9). If he succeeds, he is able to shout a warning to the PCs just as Samivashti, sensing the gnome's surroundings thanks to the profane gift, commands her daughters to teleport into the room using *dimension door*.

### Subtier 5–6 (CR 7)

#### TESPREN CR 3

LN male gnome monk 4 (spry ambusher; *Pathfinder RPG NPC Codex* 97)

hp 29

**Fort** +6, **Ref** +6, **Will** +8; +2 vs. enchantments and illusions

#### TACTICS

**Before Combat** Before the PCs enter the room, Tespren drinks his potion of *mage armor*.

**During Combat** Tespren receives a new *suggestion* each round of combat, and Samivashti begins with commands he is less likely to resist, such as throwing his tanglefoot bag. After the first round of combat, the succubus instructs him to attack to kill, reducing the DC of the *suggestion* by 2. Tespren typically moves to flank and uses flurry of blows. He avoids combat during any round in which he resists the *suggestion*.

**Morale** While under the effects of the charms and compulsions, Tespren fights to the death.

**Base Statistics** While not under the effects of profane gift, Tespren's stats are as follows: **hp** 25; **Fort** +5, **Con** 10.

#### ALU-DEMONS (2) CR 5

*Tome of Horrors Complete* 154

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

**Init** +2; **Senses** darkvision 120 ft.; Perception +15

### OPTIONAL ENCOUNTER

Samivashti's Daughters is an option encounter. If less than 90 minutes remain in which to complete the scenario, skip this encounter.

#### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 45 each (6d10+12 HD)

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

**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** longsword +9/+4 (1d8+3/19–20) or

2 claws +9 (1d6+3 plus vampiric touch)

**Spell-Like Abilities** (CL 8th; concentration +11)

3/day—*charm person* (DC 14), *detect thoughts* (DC 15),  
*disguise self*, *suggestion* (DC 16);

1/day—*dimension door*

#### TACTICS

**During Combat** The alu-demons combine melee combat with using *suggestion* to make a PC drop his weapons and shield—an unreasonable suggestion that grants the PC a +2 bonus on the Will save.

**Morale** If reduced to fewer than 20 hit points, an alu-demon drops her longsword and fights with her claws. If reduced to fewer than 9 hit points, she instead flees through a window and, terrified of her mother's wrath, flees the manor entirely.

#### STATISTICS

**Str** 17, **Dex** 15, **Con** 15, **Int** 15, **Wis** 15, **Cha** 16

**Base Atk** +6; **CMB** +9; **CMD** 21

**Feats** Blind-Fight, Cleave, Power Attack

**Skills** Bluff +11, Diplomacy +12, Escape Artist +11, Fly +6, Intimidate +12, Knowledge (planes) +11, Perception +15, Stealth +11, Survival +11; **Racial Modifiers** +4 Perception

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

#### SPECIAL ABILITIES

**Vampiric Touch (Su)** An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points plus the target's Constitution score (which is enough to kill the target). The temporary hit points disappear in 1 hour.

### Subtier 8–9 (CR 10)

#### TESPREN CR 3

See Subtier 5–6

#### ALU-DEMONS (4) CR 5

See Subtier 5–6

## PATHFINDER SOCIETY SCENARIO

### SCALING SAMIVASHTI'S DAUGHTERS

Make the following changes to accommodate a party of four PCs.

*Subtier 5–6:* Replace the two alu-demons with one advanced alu-demon.

*Subtier 8–9:* Remove Esmaviel from the encounter.

### MALDRIS'S TALONSTRIKE SWORD

Weapons like Major Maldris's +2 *alchemical silver defending bastard sword* are favored blades of the Eagle Knights of Andoran, and are easily recognized by their notched blades and golden quillons crafted to look like upswept eagle wings. Major Maldris's blade is crafted with the ability to cast *dimensional anchor* on a target as a free action upon a successful hit (see *Pathfinder Companion: Andoran, Spirit of Liberty* 26).

#### ESMAVIEL

CR 6

Advanced alu-demon

hp 57 (*Tome of Horrors Complete* 154)

**Development:** As the combat ends, Samivashti spies through Tespren's eyes to study the PCs. Tespren only knows that he saw the serving maid Orielle appear in front of him, after which she placed a hand of his shoulder, politely asked him to investigate a noise upstairs, and complimented him on how tough he was. Once he agreed, she went back into the house. If Samivashti feels that the PCs are about to learn any dangerous secrets—particularly if they inform Tespren that they are going to read his mind—Samivashti removes her profane gift in the hope that the Charisma drain knocks the gnome unconscious.

There is little else Tespren knows that might help the PCs, and he should encourage them to return to the party and see to the guests' safety.

### Garden Showdown (CR 9 or CR 12)

When the PCs return to report their latest findings to Major Maldris and Lady Morilla, Damien Blakros intervenes and quietly asks them about their suspicions. Taking their report as confirmation of a demonic infiltrator, he informs the PCs that unless the imposter is unmasked quickly, the feast will be remembered as a disaster and the faction leaders' momentum will be lost. He implores them to conduct a final sweep of the manor to hopefully root out the imposter. Major Colson Maldris agrees, unbuckles his *talonstrike sword*, and offers to loan the blade and a cold iron weapon

blanch (*Pathfinder RPG Ultimate Equipment* 105) to the PCs—preferably a member of the Andoran faction. He explains its abilities if necessary before joining Lady Gloriana Morilla in continuing to calm the remaining guests. Additionally, if the PCs are not aware that Faelyn is missing at this point, Lady Dyrianna informs them her escort is missing.

Further exploration by the PCs quickly leads them into the garden.

**Creatures:** Samivashti and Zruuka lurk inside the gazebo, along with Lady Dyrianna's charmed escort Faelyn. After fleeing the salon, Samivashti retreated here to collect Zruuka, Faelyn, her surviving daughters, and her enchanted gloves (assuming the PCs did not already take them). When the PCs arrive, she and Zruuka are telepathically arguing whether to flee Fiddlemourn Manor or cause even more carnage. One or more of Samivashti's alu-demon daughters currently hide among the branches of the trees here. The alu-demons telepathically warn their mother and attack as soon as they spot the PCs.

Faelyn remains inside the gazebo and quietly observes as the encounter unfolds. Samivashti has charmed him and asked him to wait as she and Zruuka “destroy the assassins that have come to murder Lady Dyrianna.” However, before she confronts the PCs, Samivashti and Zruuka both drop their guises as serving maids to appear in their full, monstrous forms. This causes Faelyn to become confused, and at first Faelyn watches the combat in stunned silence; however, if the fight continues for more than 10 rounds, Faelyn finally breaks Samivashti's *charm monster* spell. Regaining his wits, he flees back to the manor to summon help.

### Subtier 5–6 (CR 9)

#### ALU-DEMON

CR 5

hp 45 (see page 15)

#### TACTICS

**During Combat** The alu-demon takes to the air as soon as possible and moves to engage nearby PCs, endeavoring to set up flanking for Zruuka.

**Morale** If reduced to fewer than 20 hit points, an alu-demon drops her longsword and fights with her claws. Terrified of her mother, the alu-demon fights to the death. If the PCs slay Samivashti, the alu-demon abandons the fight without a second thought.

#### ZRUUKA

CR 5

Dandasuka rakshasa (*Pathfinder RPG Bestiary* 3 225)

hp 51

#### TACTICS

**During Combat** Zruuka uses Spring Attack to dart in and

## THE WAKING RUNE

deliver bite attacks as he works with his allies to set up flanking attacks.

**Morale** Zruuka is hopelessly in love with Samivashti and fights to the death for her. If Samivashti is slain, Zruuka attempts to abscond with her body by climbing over the garden wall and fleeing into the night.

### SPECIAL ABILITIES

**Zruuka's Uncontrollable Hunger (Ex)** Even more so than most of his kind, a monstrous hunger gnaws at the hyperactive dandasuka's body. Due to his nearly uncontrollable hunger for flesh and blood, Zruuka must succeed at a DC 15 Will save each time he successfully bites an opponent. If he fails the Will save, Zruuka spends his next standard action licking blood from his lips and quivering in ecstasy as he relishes the taste.

### SAMIVASHTI

CR 7

Succubus (*Pathfinder RPG Bestiary* 68)

hp 84

### TACTICS

**Before Combat** Before performing an infiltration, Samivashti applies an *oil of magic aura* to her *ring of mind shielding*.

**During Combat** Samivashti begins combat by transforming back into her succubus form and flying to a safe location—gaining height or cover as appropriate to mitigate any of the PCs' known strengths. She then uses her spell-like abilities to manipulate her foes, summon help, or strike at her foes directly, favoring *vampiric touch* to slay troublesome spellcasters who try to avoid the melee.

**Morale** If Faelyn breaks free of her *charm monster* spell and runs for help, the succubus realizes she might soon be overwhelmed and only fights for four more rounds before fleeing via *greater teleport*. If Samivashti is reduced to 15 hit points or fewer, she also flees. If the succubus flees, she abandons Zruuka without a second thought.

### STATISTICS

**Combat Gear** *oil of magic aura* (CL 5th); **Other Gear** *ring of mind shielding*

## Subtier 8–9 (CR 12)

### ADVANCED ALU-DEMONS (3)

CR 6

hp 57 each (see page 15)

### TACTICS

**During Combat** The alu-demons take to the air and combine melee combat with *suggestions* that a PC drop his weapons and shield—an unreasonable suggestion that grants the PC a +2 bonus on the Will save. When possible, the alu-demons try to flank with one another and Zruuka.

**Morale** If reduced to fewer than 20 hit points, an alu-demon drops her longsword and fights with her claws. Terrified of her mother, the alu-demon fights to the death. If the PCs slay Samivashti, the alu-demon abandons the fight without a second thought.

### ZRUUKA

CR 6

Advanced dandasuka rakshasa (*Pathfinder RPG Bestiary* 3 225, 290)

hp 63

### TACTICS

Use the tactics from Subtier 5–6.

### STATISTICS

**SQ** Zruuka's uncontrollable hunger

### SAMIVASHTI

CR 10

Succubus ninja (*Pathfinder RPG Bestiary* 68, *Pathfinder RPG Ultimate Combat* 13)

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

**Init** +10; **Senses** darkvision 60 ft.; Perception +28

### DEFENSE

**AC** 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)

**hp** 130 (14 HD; 8d10+6d8+59)

**Fort** +8, **Ref** +17, **Will** +13

**Defensive Abilities** uncanny dodge



## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER 6 (SIDEBAR)

Make the following changes to accommodate a party of four PCs.

**Subtier 5–6:** Remove the alu-demon from the encounter. She flees the encounter immediately after warning Samivashti.

**Subtier 8–9:** Remove two alu-demons from the encounter.

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +18 (1d6+1)

**Ranged** shuriken +18/+13/+8 (1d2+1)

**Special Attacks** energy drain, profane gift, sneak attack +3d6

**Spell-Like Abilities** (CL 12th; concentration +22)

At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 22), *vampiric touch*

1/day—*dominate person* (DC 25), *summon* (level 3, 1 babau 50%)

#### TACTICS

**Before Combat** Before performing an infiltration, Samivashti applies an *oil of magic aura* to her *ring of mind shielding*.

**During Combat** Samivashti begins combat by using her vanishing trick, transforming back into her succubus form, and then flying to a safe location—gaining height, seeking cover, or sneaking up on a spellcaster as appropriate to mitigate any of the PCs' known strengths. She then employs her spell-like abilities to manipulate her foes, summon help, or strike at her foes directly, favoring *vampiric touch* to slay troublesome spellcasters who try to avoid the melee.

**Morale** If Faelyn breaks free of her *charm monster* spell and runs for help, the succubus realizes she might soon be overwhelmed and only fights for 4 more rounds before fleeing via *greater teleport*. If Samivashti is reduced to 25 hit points or fewer, she also flees. If the succubus flees, she abandons Zruuka without a second thought.

#### STATISTICS

**Str** 13, **Dex** 22, **Con** 18, **Int** 20, **Wis** 16, **Cha** 31

**Base Atk** +12; **CMB** +18; **CMD** 34

**Feats** Agile Maneuvers, Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Finesse

**Skills** Bluff +35, Diplomacy +27, Disable Device +12, Disguise +27, Escape Artist +19, Fly +19, Intimidate +27, Knowledge (local) +20, Knowledge (nobility) +20, Knowledge (planes) +20, Perception +28, Sense Motive +20, Sleight of Hand +21, Stealth +23; **Racial Modifiers** +8 Bluff, +8 Perception

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

**SQ** change shape (*alter self*, Small or Medium humanoid), ninja

tricks (bleeding attack +3, ki block [DC 23], vanishing trick), ki pool (13), light steps, no trace +2, poison use

**Combat Gear** *potion of magic aura* (CL 5th); **Other Gear** shuriken (10), *ring of mind shielding*, *vampiric gloves*<sup>UE</sup>

**Development:** If the PCs successfully rescue Faelyn, Lady Dyrianna is extremely grateful. In addition to automatically positively influencing her, Lady Dyrianna awards the PCs 3,000 gp and a *ring of counterspells* (already contains *lightning bolt*) as a token of her appreciation. In Subtier 8–9, Lady Dyrianna's reward also includes a *medallion of thoughts* and a *stormlure*.

**Treasure:** Zruuka carries a book of poetry written in Infernal that chronicles much of his history with Samivashti. Long before Samivashti allied with Tancred Desmire, she spent centuries wandering Golarion's many strange lands, lingering in Vudra, where she first encountered the dandasuka rakshasa Zruuka. Samivashti served Zruuka's master, a powerful rakshasa named Alavranushva, before later slaying the common rakshasa by draining its life force. Then, more as a curiosity than a sincere interest, the succubus invited Zruuka to join her in her travels. Centuries later, Samivashti and Zruuka remain companions and enthusiastic paramours who rely on each other's different philosophical outlooks to better spy on and understand others. Though many of the poems are merely expressive insights into Zruuka's and Samivashti's murderous deeds, they also recount—in very lurid detail—the pair's long, twisted love affair.

In addition, Zruuka wears a small fortune in gold rings, bejeweled piercings, and precious gems.

**Rewards:** If the PCs fail to defeat or chase off Samivashti and her minions, reduce each PC's gold earned as follows.

**Subtier 5–6:** Reduce the gold earned by 1,658 gp.

**Out of Subtier:** Reduce the gold earned by 2,598 gp.

**Subtier 8–9:** Reduce the gold earned by 3,539 gp.

## CONCLUSION

If the PCs positively influenced at least three of the NPCs at the party, the Pathfinders' plan to influence the Grand Council of Absalom to send troops to Mendev succeeds. If the PCs slew Samivashti, Major Colson Maldris shows her corpse to the remaining dinner guests, and Lady Gloriana Morilla quickly capitalizes on the debacle as proof that the Worldwound's reach is too great to be ignored.

If the PCs fail to positively influence at least three of the dinner guests, the Pathfinder Society's plan to sway the Grand Council fails. Though Absalom will probably eventually send aid to Mendev, it will likely be too late to support the Pathfinder Society's goal to reach and explore the newly discovered dwarven Sky Citadel; the lack of support will make the Society's upcoming task much more difficult.

## THE WAKING RUNE

In the days that follow, Major Colson Maldris meets with Andoran faction PCs and informs them that he is deeply distraught by Senator Naran's foppish behavior, which more befits an aristocrat than a statesman. As a result, Maldris announces that he is bound for Andoran to see for himself the state of his beloved country, and he invites the PCs to join him.

Two weeks later, Lady Gloriana Morilla sends Taldor faction PCs a letter informing them that she has visited Taldor to determine if Lady Vaelia's view is representative of the entire nation. What she found was that too many of Taldor's elite view the situation to the north with worried complacency. If the faction is to revitalize Taldor and remind others of its greatness, they will have to do so without the direct support of the homeland; however, Lady Morilla hints in her letter that she may have an idea, and she encourages her loyal agents to be ready to embark on an ambitious project in the coming days.

If the PCs slay Samivashti, check box A on the reporting sheet. If the PCs slay or capture Zruuka, check box B. On the Chronicle sheet, cross out the names of any of the NPCs for whom the PCs failed to earn sufficient Influence Points.

### Primary Success Condition

The PCs successfully complete their main mission so long as they successfully gained the necessary number

of Influence Points to earn the support of at least three of the NPC guests. Doing so earns each PC 1 Prestige Point.

### Secondary Success Condition

If the PCs slay Samivashti or otherwise prevent her from fleeing Fiddlemourn Manor, word quickly spreads that demons have attempted to infiltrate Absalom's upper echelons, galvanizing the leadership to move even more quickly. This earns each PC 1 additional Prestige Point.

### Faction Notes

Members of several factions have the opportunity to learn important information and/or strengthen their overall position in this scenario.

**Andoran Faction:** Andoran faction PCs must join Major Colson Maldris when he confronts Senator Naran and learns of possible corruption in Andoran. Hearing this news directly earns Andoran faction PCs the Concern for Liberty boon on their Chronicle sheets.

**Taldor Faction:** Taldor faction PCs must join Lady Gloriana Morilla when she confronts Lady Vaelia and learns of Taldor's negligent complacency with regards to the Fifth Crusade. Hearing this news directly earns Taldor faction PCs the Driven by Glory boon on their Chronicle sheet.

# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #5-03: The Hellknight's Feast

|                                  |                                  |                                         |                                  |
|----------------------------------|----------------------------------|-----------------------------------------|----------------------------------|
| Event _____                      |                                  | Date _____                              |                                  |
| GM # _____                       |                                  | GM Character # _____                    |                                  |
| GM Name _____                    |                                  | GM Prestige Earned _____                |                                  |
| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax  | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |
| <input type="checkbox"/> A       | <input type="checkbox"/> B       | <input type="checkbox"/> C              | <input type="checkbox"/> D       |

|                                  |                                                                                                     |                                         |                                  |
|----------------------------------|-----------------------------------------------------------------------------------------------------|-----------------------------------------|----------------------------------|
| Character # _____                | <input style="width: 40px; height: 40px; border: 1px solid black;" type="text"/><br>Prestige Points |                                         |                                  |
| Character Name _____             |                                                                                                     |                                         |                                  |
| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax                                                                     | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| Character Name _____             |                                                                                                     |                                         |                                  |
| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax                                                                     | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax                                                                     | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax                                                                     | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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| <input type="checkbox"/> Andoran | <input type="checkbox"/> Chelax                                                                     | <input type="checkbox"/> Grand Lodge    | <input type="checkbox"/> Osirion |
| <input type="checkbox"/> Qadira  | <input type="checkbox"/> Sczarni                                                                    | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Taldor  |

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W&P 13



# Pathfinder Society Scenario #5-03: The Hellknight's Feast

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Concern for Liberty:** You learned of the political climate in Andoran, and the news has inspired you and Major Colson Maldris to hunt down elements of corruption in the fledgling democracy. Whenever you would receive more than one Will save to overcome an enchantment (compulsion) effect, you gain a +2 bonus on the extra Will saves against that effect. Once per scenario as an immediate action, you may extend this benefit to an adjacent ally for 1 round.

**Driven by Glory:** You learned of the political climate in Taldor so far as the Mendevian Crusade is concerned, and the news has inspired you and Lady Gloriana Morilla to pursue an ambitious project. This grants you a +2 bonus on any skill check you attempt to further the Taldor faction's goals, including the faction missions from earlier seasons and goals listed in the Faction Notes section of a scenario. This bonus lasts for 1 year from the date of this Chronicle sheet.

**Impressive Influence:** During the course of the feast at Fiddlemourn Manor, you impressed one or more of the guests in attendance. How this will play out in the future is not yet clear, but you have nevertheless ingratiated yourself with the following influential members of Absalom society.

- Lady Dyrianna of House Avenstar
- Lord Rothos of House Vastille
- Scion Lord Kerkis of House Damaq
- Lady Darchana of House Madinani
- Grand Ambassador Dremdhet Salhar

### All Subtiers

*Ring of counterspells* (4,000 gp; already contains lightning bolt)  
*Ring of mind shielding* (8,000 gp)

### Subtier 8-9

*Medallion of thoughts* (12,000 gp)  
*Stormlure* (5,400 gp; *Pathfinder RPG Ultimate Equipment* 261)  
*Vampiric gloves* (18,000 gp; *Pathfinder RPG Ultimate Equipment* 239)

### Notes

SUBTIER ☐ Slow ☐ Normal

5-6

1,279

2,558

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

2,016

4,032

SUBTIER ☐ Slow ☐ Normal

8-9

2,753

5,505

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #