

# THE TRAITOR'S LODGE

BY THURSTON HILLMAN





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## Pathfinder Society Scenario #5-09

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*Pathfinder Society Scenario #5-09: The Traitor's Lodge* is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3–7; Subtiers 3–4 and 6–7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player Guide*, *Pathfinder RPG Ultimate Combat*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, and the *Pathfinder RPG Bestiary 3*. 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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By THURSTON HILLMAN



Thirty years ago, a dwarf by the name of Thurl made his way to Mendev at the behest of his cousin Staunton Vhane. Goaded by the promise of discovering a long-lost dwarven Sky Citadel—the fabled Jormurdun—Thurl informed his superiors that he would transfer to Nerosyan and begin the extraordinarily dangerous task of studying and recovering relics from old Sarkoris. There he set up in the Egelsee district in a refurbished warehouse acquired by Staunton and began his work.

What Thurl didn't know was that Staunton had broken his crusader oaths and sworn allegiance to the demon lord Deskari, a betrayal that ensured the capture of the citadel of Drezen by the abyssal hordes. Staunton has spent decades luring familial contacts north to aid his new demonic patrons, using the bait of Jormurdun as often as not. In Thurl he saw a loyal agent who might one day spy for him from within Nerosyan.

This was not the demons' first attempt to install spies in the capital city. Decades earlier, the cult of the demon lord Baphomet founded several cells in Nerosyan, one of which operated directly beneath Thurl's new residence. Led by the minotaur Karsos, this cell managed to construct an extensive complex underneath the city, fashioning it into a maze in tribute to his patron. Although the Third Mendevian Crusade that was then underway was plagued internally by self-destructive witch hunts, the crusaders succeeded in discovering the outpost, and launched a surprise raid that left the cultists scattered, Karsos dead, and the elaborate, subterranean maze shattered but for a few crucial walls that supported the city above.

Staunton's purchase of the warehouse was no coincidence, for he knew the history of the maze below and sent several of his own agents to inspect the site. They returned with news of Karsos, who now haunted the labyrinth as a ghost patiently waiting to complete his mission to infiltrate Nerosyan and see it crumble. Believing this to be a good omen, Staunton gave the building to Thurl, knowing that the minotaur would gradually corrupt the other dwarf.

## WHERE ON GOLARION?

*The Traitor's Lodge* takes place in Nerosyan, the capital of Mendev, positioned at the confluence of the West Sellen and Egelsee rivers. This city of over 65,000 souls is a beacon that draws crusaders from all across Avistan and beyond, and it is there that Queen Galfrey directs the century-long war effort. For more information, see *Pathfinder Campaign Setting: The Inner Sea World Guide* as well as the Nerosyan gazetteer in *Pathfinder Society Special: Siege of the Diamond City*, available in bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



As a Pathfinder, Thurl wasted no time in discovering the concealed entrance to the ruins below his new home, though at first he found little of interest beyond a barely recognizable smashed shrine. The dwarf cataloged what he found before throwing himself at his new task of exploring the Worldwound. As he collected more and more relics, he became increasingly frustrated by his incomplete understanding of his finds and would often walk the broken labyrinth as a way to sort through his thoughts. During this time, Karsos would whisper to him, sowing increasingly daring suggestions in the dwarf's mind as to how he might decipher a key clue or uncover a promising lead. At first these ideas involved

## GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player Guide* (APG), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), and *Pathfinder RPG Bestiary 3* (B3). 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).

minor rituals, alchemical concoctions, and mental exercises, but goaded by his success, Thurl later followed the unseen minotaur's advice to consume the flesh of sentient beings and graft pieces of demon flesh to his own body so that he might better understand his enemies. By the time Karsos revealed himself to Thurl, the Pathfinder had already embraced his growing corruption, and his conversion to Baphomet's worship was quick. At almost the same time, the Pathfinder Society recognized Thurl for his contributions by granting him the rank of venture-captain.

Using the arcane power that arose from a combination of his own skill, Karsos's instruction, and the abyssal features that grew increasingly prevalent on the dwarf's body, Thurl conjured servants to excavate a laboratory beneath the maze where he might continue his studies beyond the vigilant gaze of the Pathfinder Society. Most of the agents who arrived in Mendev to assist him gradually ended up dead, often arranged by Venture-Captain Thurl when an agent grew too curious and came close to discovering her superior's secret facilities. Thurl never wasted the corpses resulting from such "occupational accidents," and instead dissected the bodies to further his understanding of anatomy. This led to his pioneering efforts into a strange science not unlike golemcraft, combining the remains of fiends and humanoids to create abominations that he tirelessly animated, analyzed, and then discarded in his attempt to build the perfect servant.

For more than a decade of Thurl's tenure, the Decemvirate has suspected his mixed priorities if not mixed allegiances, so the revelation that the venture-captain had disappeared during the siege of Nerosyan little more than a month ago was of little surprise to the masked leadership. However, despite a small amount of circumstantial evidence pointing to Thurl's abandonment of the Society, nobody has definitive proof of his betrayal—much less knowledge of precisely what he had been doing. The venture-captain received advanced warning of the attack, magically sealed his laboratory, and fled with his most precious tools, notes, and servitors, but he did not have enough time to cover

his tracks completely. If the Society is to understand what their rivals already know and how to counter it, an unlucky few agents must explore the traitor's lodge.

## SUMMARY

As the adventure begins, the PCs arrive outside Thurl's lodge in the city of Nerosyan, having been dispatched to the lodge after receiving a letter from Venture-Captain Jorsal of Lauterbury. His instructions are to explore the basement of Thurl's lodge, seek out any evidence of foul play, and decipher what the dwarf has done and plans to do. The wards that once barred the way into the lower levels have faded, and the PCs open the doors for the first time since Thurl's departure.

Below they find a small library that contains rare books and unique reports compiled over the lodge's lifetime, but none of them implicate the venture-captain in any malfeasance. However, the PCs do encounter an unfettered eidolon named Valais whose body and personality Thurl stitched together from demon flesh and a Pathfinder agent. Valais cautiously approaches the Pathfinders and attempts to parley, accompanying the PCs as a guide who still suffers from her traumatic vivisection and recreation at the dwarf's hands.

A concealed door leads from the archive into the immense underground expanse that was once a maze dedicated to Baphomet before crusaders demolished most of the walls. The maze presents no significant obstacle to the PCs at this time, and on the far side of the maze, the Pathfinders find a shrine to Baphomet that bars entry to Thurl's lab below. Only by speaking one's name to the shrine—which then relays the name to the nearby minotaur ghost Karsos and grants him greater control over the character later—does a mechanism reveal the stairs that descend deeper.

In the laboratory below, the PCs can find many clues that gradually reveal Thurl's past and plans, including deals with fiends, cruel vivisection, and knowledge of Jormurdun that predates that of the Society. In doing so, the PCs encounter several of Thurl's imperfect experiments that attack, growing ever bolder as the PCs discover more and more clues. Just as the PCs try to escape the lab, the ghost minotaur Karsos rebuilds the shattered maze with illusions, and the PCs must either defeat the ghost or escape his phantom trap if they are to leave the traitor's lodge alive.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway.

It has been weeks since the siege of Nerosyan, when demonic hordes from the Abyss surged forth from the region known as



the Worldwound to assault the capital city of the crusader nation of Mendev. Brave Pathfinders stood side-by-side with the city's defenders, managing to push back the attackers and ensure Nerosyan did not fall to the demons.

Venture-Captain Jorsal, the Society's principle representative in Nerosyan, took charge of the Pathfinder defenders and since the siege has deployed numerous groups on missions throughout the region. Having left Nerosyan to survey the devastation of Kenabres, which fell to the demonic offensive—Jorsal ensured some of his agents remained behind in Nerosyan to guard the Starrise Spire, the local lodge. Earlier this morning a messenger arrived with a sealed letter from Jorsal, signaling that more work remains to be done.

The GM should give the players **Player Handout #1**, which briefs them on their mission and responsibilities. Although the letter urges the PCs to waste no time, they have the opportunity to purchase equipment and make other preparations before traveling to Thurl's lodge.

## Diplomacy (gather information) or Knowledge (local)

The PCs may already know about the Pathfinder Society's recent activities in Nerosyan and rumors about the city's venture-captains. Any PC who received a Chronicle sheet for *Pathfinder Society Special: Siege of the Diamond City* automatically knows the information presented in the 30+ entry.

**15+** Jorsal of Lauterbury officially oversees Pathfinder Society operations in the area, but there is a second venture-captain who operates his own lodge. This is a dwarf named Thurl who has a no-nonsense attitude and sports a dizzying array of tattoos, scars, and piercings.

**20+** Some agents suspect that Thurl has not been entirely honest when dealing with the Decemvirate. Agents who work for him tend to have short life expectancies due to the dangerous work of exploring the Worldwound at his behest.

**25+** Venture-Captain Thurl is perhaps the most dedicated scholar of demonic anatomy that the Society has, and several times in his career he has discovered a physiological or psychological weakness of the fiends that granted the crusaders a small advantage. A group of Pathfinders who finished a mission in Numeria was later assigned to review Thurl's work and notebooks, but those agents have not been heard from for several months.

**30+** Some Pathfinders who took part in the recent siege of Nerosyan and searched for Thurl claim to have found evidence that directly incriminates the dwarf. They found letters that indicate a link between Thurl and a known demonologist and enemy of the Society, Tancred Desimire. Such a link would no doubt mean that Thurl

has powerful demonic allies and is somehow important to Tancred's future plans against the Society.

## THURL'S LODGE—GROUND FLOOR

Thurl's Lodge is a modest structure that lies in the Egelsee district of Nerosyan. Once known as a contract site for cut-rate mercenaries, the building rarely sees visitors from the crusader host now. A single front door provides ingress, and any other doors or windows that might have existed long ago have been long since removed during Thurl's renovations. A blacksmith and a local brewery flank the lodge.

As the PCs arrive, four other agents—perhaps Pathfinders that the PCs already know—are loading the last of the ground floor library's books into a cart for transport back to Starrise Spire and later analysis. They know some of the rumors surrounding Thurl's clandestine operation as per the 15+ and 20+ entries in the knowledge check above. They also know that the door leading into the basement bore powerful abjuration magic until recently, but that it faded as though a spell's duration had expired a little more than a day ago. These agents also retrieve a small box for the PCs, informing them that Venture-Captain Jorsal predicted a team might have to explore the basement in his absence and that he wanted those agents to have a few extra tools at their disposal. In Subtier 3–4, the contents include a *potion of cure moderate wounds*, a *scroll of perceive cues*<sup>APG</sup>, an *elixir of vision*, and an antitoxin. In Subtier 6–7, the box also contains a small pouch containing a handful of *dust of appearance*.

There is little else of interest on the ground floor. The heavy iron door that leads into the basement is undecorated and unlocked, but the other agents report that until recently it practically glowed with Abyssal runes. Spells like *detect magic* can identify a lingering aura of abjuration magic.

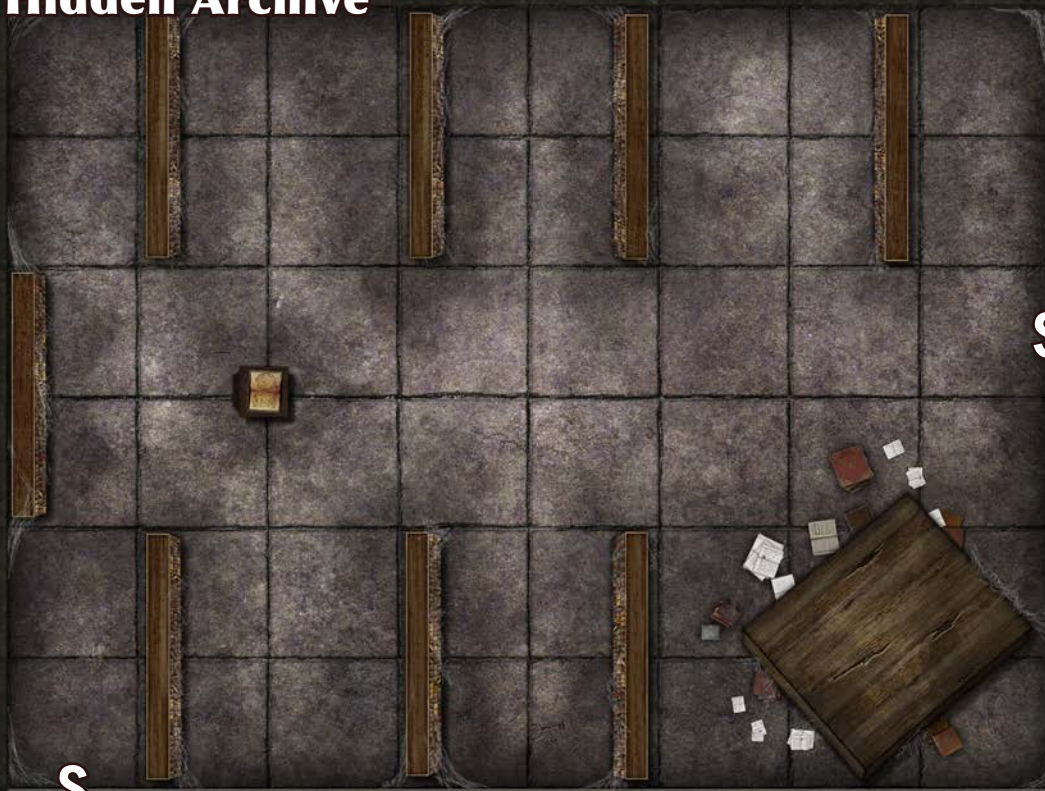
## A. LODGE BASEMENT

Sealed away with potent warding magic prior to Thurl's departure from Nerosyan, the sub-level of the lodge remained inaccessible until recently. This level consists mostly of Thurl's records and the destroyed maze belonging to the vanquished cult of Baphomet. Unable to reconstruct the destroyed maze to Karsos' grueling standards, Thurl left the area unfinished while he worked on the more pressing concerns of his laboratory further below.

## A1. Hidden Archive (CR 5 or CR 8)

A long set of dusty wooden stairs leads down into an equally untidy archive of tall shelves populated by crates, bins, and

## A1. Hidden Archive



**1 square = 5 feet**

**Pathfinder Map Pack: Dungeon Sites**

tomes. A handful of folios lay scattered about the room, concentrated most heavily near a large table that stands only about two feet tall.

Although Thurl maintained a respectable library on the ground floor of his lodge, he kept many of his unfinished reports and those discoveries he wished to keep accessible yet away from prying eyes in this archive. Collectively, the books are written in about a dozen languages with Common and Abyssal used most frequently. Even this storage room does not contain Thurl's darkest texts, which the dwarf, ever the schemer, keeps safely in area **B6**. Nonetheless, a PC who spends 10 minutes searching through the documents and succeeds at a DC 20 Appraise, Knowledge (arcana or planes), Linguistics, or Perception check, or an appropriate Profession check finds that the majority of the works detail studies of demonic anatomy, surveys of the southeastern corner of the Worldwound, and Sarkorian relics tainted by the Abyss. Several entries suggest Thurl resorted to unsavory business practices to obtain what he wanted.

The only immediately apparent door in this room is the one that leads to the stairs; it is already open when the PCs descend. From the stairs' side, the door appears

unremarkable, but from the archive's side, the door's surface is decorated to match the stone wall into which it is set. Detecting the door when it's closed requires a successful DC 25 Perception check. A second door to the east leads to area **A2** and is concealed in the same manner. Thurl typically kept both doors closed to convince trespassers arriving from either direction that they had reached a dead end.

**Creatures:** A strange creature hides among the shelves, stealthily watching the Pathfinders as she decides whether or not they are friends. This is Valais Durant, formerly a Pathfinder who traveled to Mendeve from Numeria as part of the team sent to review Thurl's work. After breaking into the basement and discovering the venture-captain's hidden laboratory, several of Thurl's eidolon servitors captured her. The woman's resourcefulness impressed the dwarf, and he set to vivisectioning his captive and grafting pieces of demon flesh to her to create a stitched eidolon that might exercise greater autonomy yet still follow his commands. Physically, the result was an amalgamation of human, babau (*Pathfinder RPG Bestiary* 57), and kalavakus (*Pathfinder RPG Bestiary* 278) that looks like a patchwork of cream, red, and purple skin with asymmetrical horns and mismatched legs. Mentally,



## THE CONFIRMATION

Valais has asserted control over the body, but at times one of the two demonic components wrests control from her.

Following Thurl's departure, Valais crept out of the lab, into the shattered maze (where the ghost Karsos ignored her as he does all of Thurl's creations), and finally to the archive. Here she has hidden for weeks while sustained by nothing her Abyssal fortitude. She dares not reach the surface, for she fears her ghastly appearance would lead to the crusaders cutting her down. As a way of coping with her despair, she has convinced herself that she is the venture-captain of this lodge.

Once she identifies the PCs as Pathfinders, she cautiously emerges from hiding, introduces herself—assumed title and all—and expresses her relief that loyal agents have finally entered her lodge. She wastes no time in briefing the Pathfinders as a venture-captain might.

*"The traitor Thurl built a hidden workplace past this room, and that's where he performed his most vile experiments. If the Society is to understand just how FOOLISH he is, someone must uncover his terrible schemes. That's where you come in, Pathfinders. There is a hidden door against that wall." She waves a crimson claw toward the reading table. "Beyond you shall find his lair. ANY QUESTIONS?"*

The PCs almost certainly have questions, and Valais's answers to likely inquiries are found below. Thanks to her muddled memories, she can remember little beyond what is written here, though revisiting Thurl's laboratory helps her to recall disturbing details. If the PCs accept her "mission," she even volunteers to accompany them, citing that venture-captains should take a more active role.

**What happened to you?** "Thurl turned on me when he realized the Decemvirate had me investigating his operation. When one of his PATHETIC MINIONS turned me in, he surprised me and knocked me unconscious. I awoke in one of the chambers below, and made my way here. *And here I wait, in the shadows...*"

**Why did you wait here?** "I knew the Decemvirate wouldn't abandon me! Also, just in case Thurl returned, I wanted to be ready to *stab him in the back, then skin him alive.*"

**So, Thurl is a traitor?** "Thurl is working with demons, and is trying to harness their powers in strange ways below. How exactly, I was not able to figure out, but it was clear that he had no moral boundaries in his research."

**What can you tell us about the lodge ahead?** "Beyond this door is a large area that Thurl used as some kind of dumping ground. A small shrine conceals a secret passage to a second level below, but that shouldn't be a problem to get past with me around."

**Anything else we should know?** "YOU WILL LEARN TO FEAR THE POWER CONTAINED BELOW! Sadly,

### PRESENTING VALAIS

As a human, Valais Durant was a kindhearted and inquisitive woman, but undergoing days of excruciating torment and surgery followed by months of wrestling with the babau and kalavakus demons' essence that tried to corrupt her thought has left her unpredictable. In many ways, presenting Valais is like playing three NPCs at once. At times the babau exerts dominance, lacing her speech with threats of physical violence or goading her to attack. The kalavakus finds the Valais's servitude very amusing and push her to command others and denigrate lesser creatures. Despite her kalavakus-driven delusions of grandeur as a venture-captain, Valais is still a noble soul.

The two demons sometimes interrupt Valais's speech, interjecting a phrase in Abyssal or Common in such a way that Valais barely notices. Dialogue written in capital letters denotes the kalavakus's speech, which is deep, booming, and confident. Dialogue written in italics denotes the babau's speech, which is soft and hissing.

The eidolon's role is that of a mouthpiece for the GM to help create atmosphere and provide additional insights into Thurl's depraved experiments and plans. As a result, Valais's contributions to the narrative can vary depending on the GM's needs; she might wordlessly gape with unfocused eyes as she relives a suppressed memory, whisper cryptic observations of what happened months before, or absentmindedly repeat commandments of Baphomet that she heard Thurl reciting many times. Most locations provide additional notes on how she reacts when seeing a particular area.

I don't know much of what was happening in the lower levels, as I escaped just after I woke up. I've waited here since, expecting the Decemvirate to send me some *fresh minions.*"

**Why is your voice so strange?** "Whatever do you mean?"

### Subtier 3–4 (CR 5)

#### VALAIS DURANT

CR 5

Variant unfettered eidolon (*Pathfinder RPG Bestiary* 3 110)

LG Medium outsider (native)

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

#### DEFENSE

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

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

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

**Resist** acid 5, cold 5, electricity 5, fire 5

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 35 ft.

## PATHFINDER SOCIETY SCENARIO

**Melee** 2 claws +10 (1d4+4 plus 1d6 acid), gore +10 (1d6+4 plus 1d6 acid)

### TACTICS

**During Combat** Despite her demonic appearance, Valais has no interest in taking lives. She spends her actions sobbing and remaining solely on the defensive.

**Morale** If Valais is reduced below 23 hit points, her demonic aspects assert control, and she begins attacking anything in sight until she's rendered unconscious or slain.

### STATISTICS

**Str** 18, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Fleet, Improved Initiative, Iron Will

**Skills** Diplomacy +9, Knowledge (dungeoneering) +7, Knowledge (history) +4, Knowledge (nature) +4, Perception +6, Stealth +8

**Languages** Abyssal, Common

**SQ** evolution points (arms, claws, energy attacks [acid], gore, legs, resistance [acid, cold, electricity, fire]), stitched abomination

### SPECIAL ABILITIES

**Stitched Abomination (Ex)** Valais is affected by spells as though she were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect her, albeit with a +4 resistance bonus on any saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, she is only an outsider with the native subtype.

## Subtier 6–7 (CR 8)

### VALAIS DURANT

CR 8

Variant unfettered eidolon (*Pathfinder RPG Bestiary* 3 110)

LG Medium outsider (native)

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

### DEFENSE

**AC** 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

**hp** 75 (10d10+20)

**Fort** +9, **Ref** +8, **Will** +9

**Immune** electricity; **Resist** acid 5, cold 5, fire 5

**Defensive Abilities** evasion

### OFFENSE

**Speed** 35 ft.

**Melee** 2 claws +14 (1d6+4 plus 1d6 acid), gore +14 (1d6+4 plus 1d6 acid), bite +14 (1d6+4 plus 1d6 acid)

### TACTICS

**During Combat** Despite her demonic appearance, Valais has no interest in taking lives. She spends her actions sobbing and remaining solely on the defensive.

**Morale** If Valais is reduced below 38 hit points, her demonic

aspects assert control, and she begins attacking anything in sight until she's rendered unconscious or slain.

### STATISTICS

**Str** 19, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +10; **CMB** +14; **CMD** 27

**Feats** Fleet, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes

**Skills** Diplomacy +13, Knowledge (dungeoneering) +11, Knowledge (history) +6, Knowledge (nature) +6, Perception +8, Stealth +11

**Languages** Abyssal, Common

**SQ** evolution points

(arms, bite, claws, energy attacks [acid], gore, immunity [electricity], improved natural armor [2], legs, resistance [acid, cold, fire]), stitched abomination

### SPECIAL ABILITIES

**Stitched Abomination (Ex)**

Valais is affected by spells as though she were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect her, albeit with a +4 resistance bonus on any saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, she is only an outsider with the native subtype.

**Development:** If the PCs accept

Valais's mission and allow her to join them, she stays near the back of their group when possible. If the

PCs agree to the mission but insist she not follow them, Valais hesitates for a moment as the kalavakus side of her face contorts with rage at being denied. She then attempts a smile and agrees to let her agents act independently. If the PCs attack Valais but do not wound her to the point that she retaliates, she flees as best she can and tries to avoid the PCs for the rest of the adventure.

## A2. The Shattered Maze

This chamber stretches ahead and to either side as far as the eye can see. Wall segments stretch from floor to ceiling, as much resembling overgrown stalactites as architectural features, and chunks of shattered masonry and other rubble litter the otherwise even floor. Long since expired torches rest in sconces affixed intermittently to the walls.



VALAIS DURANT



## THE CONFIRMATION

This massive room extends 200 feet from east to west and 300 feet north to south, creating a roughly rectangular area. From any point in the area, a creature is rarely able to see more than 50 feet before a wall interrupts line of sight. These wall segments range from five to 20 feet in length, sometimes extending in a straight line or encompassing a corner, but when crusaders demolished much of the maze, the large gaps made it easy enough for anyone to wind his way through the rubble, reach the other side, and avoid getting lost. The densest accumulations of rubble are where the maze's walls once stood; traversing the maze's old path does not slow one's movement, but stepping across a line of rubble counts as moving through a square of difficult terrain.

To ensure that the maze would be as difficult to navigate as possible, the builders made the walls as uniform as possible, and there are few distinguishing features. If a PC spends 15 minutes exploring the area and succeeds at a DC 20 Perception check, he not only discovers several chalk marks left by the crusaders when they raided this maze decades before, but he also discovers two separate caches of giant insect shells, demon carapace, barbed horns, bones, and other durable body parts lightly buried under rubble. Thurl occasionally used far corners of the shattered maze to store less perishable resources, and in his haste to depart Nerosyan, he had to leave behind several such stockpiles.

If Valais accompanies the PCs, she has difficulty convincing herself to cross over the lines of rubble. She instead walks along the relatively clear corridors, stating that doing otherwise feels wrong somehow. She also observes at least once that she feels as though she is being watched.

**Creatures:** During the several years that the cult of Baphomet used this area, the minotaur Karsos was the cell's chief cultist and the one who directed the maze's construction. Sworn to see Nerosyan fall to the demon armies, the minotaur's spirit persisted even after crusaders killed him and demolished his wonderful maze, and he has haunted it ever since as a ghost.

As the PCs explore the shattered maze, Karsos creeps through the floor and exterior walls to observe the intruders and gauge their strengths and weaknesses. "The beast takes its time," is a common axiom in the worship of Baphomet; Karsos perceives little reason to expose himself to harm or discovery now when the PCs have accomplished nothing, though he mentally prepares himself for a confrontation later should the need arise. As Karsos spies on the PCs, allow each PC to attempt a Perception check with a -2 penalty (to reflect the average distance penalty) opposed by the minotaur's Stealth check (+10 in Subtier 3-4 or +18 in Subtier 6-7); a successful check allows the PC to spot a transparent horn or his spectral face peeking out of a wall before it sinks back

into the surface. Karsos understands the rudiments of how divination functions thanks to instruction by Thurl, and he endeavors to keep at least a foot of stone between himself and his prey when trying to avoid notice.

Statistics for Karsos appear in Part 2.

### A3. Shrine to Baphomet (CR 4 or CR 7)

Near the center of the maze stands a raised altar made of ivory-inlaid wood, its virtually pristine condition a sharp contrast to the shattered walls around it. At the center of the altar rests a statue of two figures locked in combat: a brass bull and an iron dwarf that gripes the animal by a horn from over its shoulder while holding a warhammer aloft. Delicately incised words encircle the statue's base, reading, "In my name is the strength of my history, my tradition, and my people. Speak your name into my ear, and I shall judge your worth."

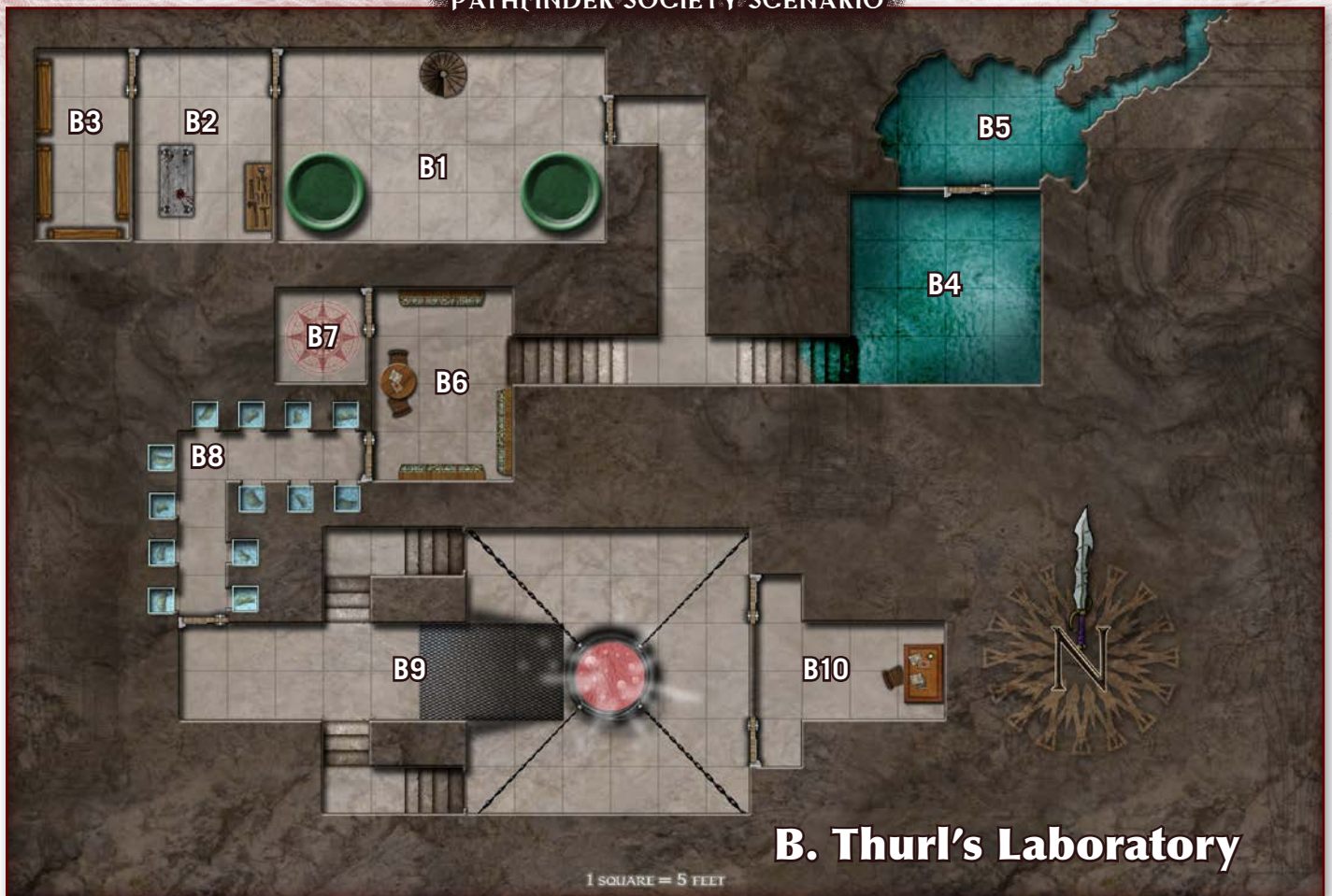
This shrine to Baphomet sits at the "center" of the maze—in fact, it is about 150 feet east and 50 feet south of the door to area A1. The crusaders destroyed the original altar, and Thurl helped to create this replacement soon after he began worshiping a demon lord. A PC can identify the bull as a gorgon with a successful DC 18 Knowledge (arcana) check, and with a successful DC 15 Knowledge (religion) check, one can identify the dwarf as Torag. A casual inspection of the scene suggests Torag is winning.

The altar serves several purposes. First, it's a focus for the worship of Baphomet, and with a successful DC 25 Perception check and DC 15 Knowledge (religion) check, a PC spots the faint shimmer of an inverted pentagram on the gorgon's brow and recognizes it as the unholy symbol of Asmodeus. Exceeding the DC of the Knowledge religion check by 5 or more allows the PC to recognize that this is more likely a sign of Baphomet, the demon lord of beasts, labyrinths, and minotaurs.

The altar also serves as a diversion, for Torag's apparent advantage seems to depict him most favorably. Thurl's hope was that anyone who might happen upon the altar would assume the dwarf is loyal to Torag and think this is a shrine to the dwarven pantheon. In fact, the gorgon's perceived weakness is feigned, and a PC who succeeds at a DC 20 Perception or Sense Motive check can see that Torag is off balance and that the gorgon is poised to strike.

Most importantly, the altar is a gateway into Thurl's lab below. The rectangular base rests on a mechanism that can rotate the altar clockwise to reveal a spiral staircase of wrought iron that descends to the venture-captain's hidden workshop. It's possible to smash apart the altar (hp 60, hardness 5) or push it out of the way (DC 25 Strength check), but doing so not only triggers a trap; it also alerts nearby creatures. Instead, the intended

## PATHFINDER SOCIETY SCENARIO



## B. Thurl's Laboratory

means of revealing the staircase involves speaking one's name within 3 feet of the statues, which have the ability to recognize a name, sense whether the speaker is telling the truth as per *discern lies* (DC 16), and communicate the name to Karsos and anyone in Thurl's lab with a *message* spell. Thirty seconds after hearing a name, the statue whispers it to its intended recipients—which a PC can notice with a successful DC 25 Perception check—and then triggers the mechanism that moves the altar. If the statues sense speaker truthfully spoke her name, nothing else happens. The statues do not respond to casual conversation; only a name purposefully spoken to the statues can trigger this effect.

**Trap:** If the statues sense a lie, such as a creature announcing someone else's name, the altar still shifts, but the gorgon statue also expels a 10-foot-radius cloud of poisonous gas. Exceeding the Disable Device check to disable the trap by 5 or more also allows the character to shift the altar without having to speak a name.

### Subtier 3–4 (CR 4)

**GORGON'S BREATH TRAP** **CR 4**  
**Type** mechanical; **Perception** DC 20; **Disable Device** DC 15

#### EFFECTS

**Trigger** audible (*discern lies*); **Reset** manual

**Effect** poison gas (inhaled poison; Fortitude DC 13; 1/minute for 6 minutes; 1d2 Dex damage; 1 save); never miss; onset delay (5 rounds); multiple targets (all targets in a 10-ft. radius); any creature reduced to 0 Dex is petrified as *flesh to stone*.

### Subtier 6–7 (CR 7)

**GORGON'S BREATH TRAP** **CR 7**

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

#### EFFECTS

**Trigger** audible (*discern lies*); **Reset** manual

**Effect** poison gas (inhaled poison; Fortitude DC 15; 1/minute for 6 minutes; 1d3 Dex damage; 1 save); never miss; onset delay (5 rounds); multiple targets (all targets in a 10-ft. radius); any creature reduced to 0 Dex is petrified as *flesh to stone*.

### B. THURL'S LABORATORY

This floor is the laboratory that Thurl constructed to house his attempts at crafting an eidolon. Almost all of the excavation is the work of conjured servants, and several



of Thurl's more loyal agents over the years contributed to the final construction. As the venture-captain and his creations possess darkvision, there are no light sources except where noted.

When Thurl fled Nerosyan, he packed what he could carry or load onto his best creations, consumed a *potion of water breathing*, and escaped through the submerged tunnel in area **B5**, not knowing for certain whether he might one day return to his lab. In the weeks since Thurl's departure, the dwarf's failed experiments and incomplete projects have stirred and begun to exhibit greater autonomy and awareness. The more the PCs pick through the skeletons in the venture-captain's closet, the more likely it is that these creatures detect the PCs, turning a spooky investigation into a fight to escape alive.

### B1. Incubation Chamber (CR 6 or CR 9)

A cage-like spiral staircase of rusting wrought iron descends along one wall of this room. Dim but vibrant green light pulses from two large glass vats that stand from floor to ceiling in the far corners. Powdery rust coats much of the floor, though several lines of footprints crisscross the room. Metal doors lead to the east and west.

Thurl incubated his stitched eidolons in this chamber, which is situated near the staircase so that he could easily monitor the eidolons' development without having to walk through the entire lab. Cleanliness was a low priority of venture-captain except in rare, surgical circumstances, and as a result this room has the greatest concentration of blood meal—the desiccated, powdered result of the dwarf tracking blood and other viscera through the room. The organic matter here and elsewhere in the facility sustains a thriving population of mites, beetles, and other harmless arthropods that scatter from the PCs wherever they walk.

The two vats are functional incubation capsules that produce dim light as a candle and heat as byproducts of the chemical and arcane processes that sustain the creatures within. Liquid fills each vat, and periodically a small burst of air bubbles aerates contents. Chalk writing along the wall near each vat records various numerical data, but without context, it's not clear exactly what any given value means.

With Thurl gone, no one has cleaned the vats, changed the fluids inside, or run other routine maintenance. As a result, the thick glass is foggy and opaque enough to disguise the finer features of whatever resides inside, though the surface is just clear enough to reveal a creature's shape and a few details such as a scaled hand, a stretch of flesh stitched with staples and wire, or an ophidian eye that tracks the movement of a PC when no one is watching.

### EVIDENCE AND ATMOSPHERE

Throughout area **B**, the PCs can gather incriminating evidence against Thurl. Important items and discoveries grant the PCs a number of Evidence Points, which represent the Pathfinders' growing understanding of Thurl's past and plans as well as the rising tension in the scenario. The PCs must accumulate 6 or more Evidence Points to succeed at the main mission, but reaching this goal also attracts the attention of Karsos when they leave the laboratory in Part 2. Even if the PCs succeed at multiple skill checks in an area, they cannot receive Evidence Points from a clue more than once.

Thurl's Laboratory has several combats, but many of these are designed to occur after the PCs have accumulated a few Evidence Points. The GM is encouraged to use the investigation to build atmosphere, anticipation, and tension before the eidolons or worse awaken. Remember that some of the scariest threats are implied. Seeing a monster causes the players to roll initiative; feeling an unseen creature's footsteps, noticing that all of the insects are fleeing from an approaching threat, and a moment of silence broken only by a cryptic warning from Valais cause the players to really sweat.

Valais developed as an eidolon in this room, and returning to it for the first time since her escape leaves her dumbfounded as she navigates a flood of emotions and flashbacks. If coaxed into sharing what she knows, she tells the PCs that this is where Thurl would finish his experiments. She remembers his visiting her many times to take measurements and write on the wall. She provides few details beyond this, staring at anyone who cannot understand further as if he were mad. Talking about the creatures inside the vats tends to draw out the kalavakus's voice, whereas talk of Thurl excites the babau.

**Creatures:** Each vat contains one creature, a stitched eidolon that Thurl did not have the opportunity to complete before he left Nerosyan. As a result, neither has true intelligence, and both only possess the most rudimentary awareness of their surroundings. What they lack in sentience, they make up for with the dormant fury of the demons used to create their new bodies. The eidolon in the western vat is stitched together from the body of a succubus and the arms of a dretch with a visage made entirely of quasit faces. The eidolon in the eastern vat has the lower body of a serpent (much like a marilith's) patched together from a dozen different creatures, and its upper half is that of a wormlike vermlek with four extra arms borrowed from a nabasu demon.

At this time, these imperfect eidolons do not animate and attack unless the PCs break a vat (each magically hardened glass with hardness 5 and 5 hit points). Once

## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER B1

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

*Subtier 3–4:* Each eidolon only has one slam attack that deals 1d8+4 points of damage.

*Subtier 6–7:* Each eidolon only has one slam attack that deals 2d8+7 points of damage.

a vat breaks, both eidolons awaken and ruthlessly attack anything else in sight. As a full-round action, an eidolon still in its vat can shatter the glass, dealing 3d6 points of piercing and slashing damage (Reflex DC 14 half) to all other creatures within 10 feet. Treat each affected square as though it contained caltrops.

### Subtier 3–4 (CR 6)

#### IMPERFECT EIDOLONS (2)

CR 4

Carion golems (*Pathfinder RPG Bestiary* 2 136)

hp 42 each

#### TACTICS

**During Combat** The eidolons focus their attacks on the closest target, switching targets if one disengages and another is closer. They pursue PCs into areas **B2**, **B3**, and **B6**, but do not follow any farther (including up the stairs).

**Morale** The golems are enraged and fight to the death.

#### SPECIAL ABILITIES

**Unique Experiment (Ex):** Each of the eidolons has additional qualities due to its strange physiology. The serpent-tailed eidolon has a speed of 20 feet but cannot be tripped or knocked prone. The quasit-faced eidolon does not possess the stench ability but has the all-around vision special ability.

### Subtier 6–7 (CR 9)

#### IMPERFECT EIDOLONS (2)

CR 7

Flesh golems (*Pathfinder RPG Bestiary* 160)

hp 79 each

#### TACTICS

**During Combat** The eidolons focus their attacks on the closest target, switching targets if one disengages and another is closer. They pursue PCs into areas **B2**, **B3**, and **B6**, but do not follow any farther (including up the stairs).

**Morale** The golems are enraged and fight to the death.

#### SPECIAL ABILITIES

**Flexible Form (Ex):** The eidolon can squeeze its body into small areas with ease. It does not take penalties on its attack rolls or to its AC for squeezing through a narrow space that is at least half as wide as its normal space, though each move into or through such a space still counts as if it were 2 squares.

**Unique Experiment (Ex):** Each of the eidolons has additional qualities due to its strange physiology. The serpent-tailed eidolon has a speed of 20 ft. but cannot be tripped or knocked prone. The quasit-faced eidolon has no damage reduction but does have the all-around vision special ability.

## B2. Surgery Chamber

This room is a madman's abattoir. Near the center of the room stands a polished metal table with manacles bolted to each of its corners and a bloodstained hacksaw embedded in its side. A wooden workshop bench rests against the east wall, covered with tools of varying sizes, a spool of barbed wire, a stack of large metal staples, and a stack of notes, and even more grisly tools hang from hooks on the wall like pots and pans in a well-stocked kitchen. Reddish-brown splotches cover the floor.

On the table, a partially clothed male elf with a distended belly is sprawled on his back as he quietly moans in agony, his arms bound by the table's manacles.

When Thurl needed to construct bodies for his eidolons or dissect subjects for parts, he performed his work in this chamber. Although he carefully maintained most of his tools and meticulously cleaned his work surfaces, the floor has accumulated years of spattered blood and other fluids, creating a somewhat gummy surface up to an inch thick in places. As the PCs open the door into this room, the vermin from area **B1** gradually begin spreading throughout this room as well.

The notes on the workbench represent Thurl's latest experiment, which involved replicating a vermlek demon's ability to inhabit a corpse and transplanting that ability into a construct. Dozens of pages describe his previous experiments, and with a successful DC 20 Heal or Knowledge (planes) check, a PC can decipher the technobabble and learn that Thurl's latest version of the experiment involved infecting an elf. The elf, the notes describe, demonstrated remarkable resilience and seemed to be fighting off the infestation. The observations end with a note to find more elves to repeat the experiment and speculation on how the ongoing experiment might conclude. Recovering these notes earns the PCs 1 Evidence Point.

**Hazard:** The elf on the table died weeks ago, soon after Thurl's departure. Thurl's early experiments in recreating a vermlek's body-wearing ability have instead led to an Abyssal mutation, resulting in a virulent parasite that preys upon the compassionate. The elf's distended belly contains this parasite, which bursts violently from the host's abdomen when it senses heat or sustained pressure, such as that from a warm-blooded creature's touch or someone pressing against the skin to feel for



## THE CONFIRMATION

a pulse. Even the body heat from two or more Medium, warm-blooded creatures standing in area **B2** for more than 5 minutes is enough to trigger this effect. The elf's moaning and even the occasional shudder is a result of gases created and released by the parasite to simulate a creature in agony.

A PC can identify the hazard with a successful DC 20 Heal check, which allows the character to discern the elf's condition and the presence of a parasite before actually coming in contact with the body; failing this check triggers the hazard. Because the parasite inhabits much of the body, spells such as *deathwatch* do not immediately identify the elf as dead. Instead, such effects grant a +5 circumstance bonus on the Heal check. Due to the unique nature of the parasite, it's impossible to identify it by name or know its exact effects, though a character who succeeds at a DC 25 Heal or Knowledge (planes) check can deduce that it incubates quickly and appears to be Abyssal in nature.

When the parasite bursts out, it simultaneously emanates negative energy, releases a cloud of spores, and propels fragments of viscera in a 20-foot radius as dozens of arm-length, wormlike tentacles erupt from the abdomen. Anyone caught in the area takes 1d8+3 points of negative energy damage (Will DC 16 half) and must succeed at a DC 16 (DC 19 in Subtier 6–7) Fortitude save or contract wormrot, a parasitic infestation that behaves in many ways like a disease (disease—inhaled; *onset* 1 hour; *frequency* 1/hour for 6 hours; *effect* 1d3 Con damage; *cure* 2 consecutive saves). The parasite incubates inside any creature killed by wormrot and is able to spread from the corpse within 6 hours of death.

### B3. Cold Storage

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Clawed limbs, scaly torsos, and other large body parts hang from large hooks connected to the ceiling by thick chains. Along the walls, large canisters and jars hold dozens of smaller body parts suspended in clear liquid.

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This is a cold storage area that Thurl used to keep particularly prime body parts in pristine condition. The temperature within the chamber is kept slightly above freezing temperature. With a successful DC 15 Knowledge (planes) check, a PC can identify that most of the pieces are from demons; exceeding this DC by 5 or more also allows the PC to know that although most of the parts come from dretches, vermlaks, babaus, and other relatively weak demons, there are also several samples from a hezrou, a nabasu, and a glabrezu. Aside from the lower temperature and the gruesome display of preserved pieces, there's little of else note in this chamber.

**Treasure:** Thurl keeps a *wand of sleet storm* (10 charges) in this room to recharge the magic that keeps the room cold for months at a time. In Subtier 6–7, this is instead a *wand of ice storm* (10 charges).

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

*Subtier 3–4:* Reduce each PC's gold earned by 300 gp.

*Out of Subtier:* Reduce each PC's gold earned by 500 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 700 gp.

### B4. Failed Experiments (CR 5 or CR 8)

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Stairs descend from the west into this flooded chamber. Stagnant water opaque with grime and scum fills the chamber, which is featureless but for a rusting metal door to the north and several eroded runes near the waterline.

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This chamber once served as Thurl's first summoning chamber. Years ago, Thurl used this room to first contact Aslynn, a night hag that traded in planar currencies. During an early attempt to expand the laboratory, the venture-captain hit a snag when he struck into a branch of the nearby river, flooding this portion of the compound beneath 8 feet of water. Thurl abandoned the room and his hopes of expanding to the northeast and began using this area to discard failed experiments, trusting that water movement and scavengers would gradually clean up his messes. Valais remembers hesitating as to whether to try escaping through the water or leave via the incubation chamber, and she avoided the water because something did not seem right about its smell.

Anything of value has long since decomposed, and even the arcane sigils inscribed in the walls are barely legible. Casting *read magic* or succeeding at a DC 20 Knowledge (arcana) check allows a PC to identify these as some type of evocation focus that might allow two individuals to communicate across great distances.

**Creatures:** Thurl knew that something inhabited the water when he made his escape, so he sacrificed one of his less valued constructs to distract anything in the water before opening the northern door, ushering his entourage through, and sealing it once more. The globster that now resides in this sealed pool is hungry, having long since finished digesting its meal, and it torpidly lies in wait for more prey. Due to the opacity of the filthy water, a PC must succeed at a DC 18 Perception check to spot the globster before it attacks. Although the globster's stench ability makes this area stink of decay, it's not powerful enough to require a saving throw until the ooze emerges from the water and attacks. In Subtier 6–7, the globster had a large enough meal that it created another globster that is even hungrier.

## PATHFINDER SOCIETY SCENARIO

### OPTIONAL ENCOUNTER

Failed Experiments is an optional encounter. If fewer than two hours remain in which to complete the scenario, or if the PCs attacked Valais, skip this encounter.

### SCALING ENCOUNTER B4

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

*Subtier 3–4:* Apply the young template to the globster.

*Subtier 6–7:* Remove the advanced simple template from the globsters.

### Subtier 3–4 (CR 5)

#### GLOBSTER

CR 5

hp 57 (*Pathfinder RPG Bestiary* 3 131)

#### TACTICS

**During Combat** The globster attacks the first target to enter the water, attempting to hold the target underwater with its constrict ability. The creature avoids leaving this chamber, except to pursue enemies into area **B5** or onto the nearby stairs.

**Morale** The globster is unintelligent and fights to the death.

### Subtier 6–7 (CR 8)

#### ADVANCED GLOBSTERS (2)

CR 6

hp 69 each (*Pathfinder RPG Bestiary* 3 131, 291)

#### TACTICS

**During Combat** The globsters each try to attack different targets, trying to take advantage of the aquatic terrain to constrict and hold weaker opponents. The creature avoids leaving this chamber, except to pursue enemies into area **B5** or onto the nearby stairs.

**Morale** The globsters are unintelligent and fight to the death.

### B5. Flooded Cave

Water fills the entirety of this unfinished stone chamber. Two wide cracks in the northeastern section of the wall connect into a single widening tunnel.

This chamber represents the extent of Thurl's excavations in the eastern section of the complex. After the wall cracked open and filled the area with water from the Egelsee River, he abandoned this room. Once Thurl received word to leave the city, he consumed a *potion of water breathing*, traversed the tunnel, and emerged outside the city walls more than 4,000 feet away with his

most prized creations. Should a PC navigate the tunnel, she must be able to breath water or hold her breath for the entire trip.

The water hardly stirs, and as a result, the layer of mud along the ground has preserved several tracks that a PC can spot with a successful DC 15 Perception check or find and identify with a successful DC 20 Survival check. The PC can identify a barefooted dwarf as well as a variety of distended humanoid tracks and impressions left by clawed feet. In places the tunnel's walls shows fresh signs of breakage, suggesting something large must have squeezed through recently. Discovering and identifying these tracks earn the PCs 1 Evidence Point.

### B6. Abyssal Library

The walls of this room are lined with steel bookshelves bolted into the polished stone. Books rest comfortably against each other, each given ample room to be removed without risk of damaging the contents within. Two black leather chairs next to the western wall are positioned around an ostentatious wooden table supporting a single glass tumbler. There are two identical, reinforced wooden doors along the western wall.

This library contains the darkest and most depraved material of Thurl's collection, the contents of which go beyond amateur curiosity or even detached academic study. Each book details obscene Abyssal rituals, diagrams illustrating with a torturer's morbid precision the anatomy of scores of creatures, untold annotations, and even decades of tables that closely resemble a shopkeeper's ledgers. Making sense of this collection requires at least half an hour of reading and two or more successful DC 18 Appraise, Heal, Knowledge (arcana, planes, or religion), Linguistics, or Profession (merchant) checks (DC 22 in Subtier 6–7). Failing these checks earns the PC 1 Evidence Point, representing an imperfect but still chilling understanding of Thurl's experiments with demonology.

Succeeding at these checks instead grants 2 Evidence Points as the PCs learn the following. First, Thurl has experimented for years in the creation of Abyssal hybrids—dissecting demon corpses, sewing pieces back together, soldering and animating them with essence derived from Abyssal larvae, and often discarding imperfect creations. Annotations and notes scattered across a dozen volumes reference how he has “devised a technique to rival the creative power of Lamashtu's womb,” “gone beyond the limited theories he purchased from Aslynn,” and even “discovered how to harness the power of the marilith.” In addition, the ledgers seem to track fluctuations in the price of larvae, the souls of those condemned to the Abyss, which the PCs recognize



as valuable planar trade goods. In fact, the texts indicate that Thurl actively participated in the larvae trade.

Valais becomes increasingly unsettled by any discoveries the PCs make regarding Thurl's experiments, and any revelation about the larvae's use in animating a construct cause her to withdraw emotionally in quiet introspection as she begins to question her existence and how much of her is still the Pathfinder she once was.

**Treasure:** After sending his agents out on extended missions, Thurl would often retire here to research in peace. Several drawers in the bottom of the southern bookshelf contain 20 bottles of fine liquor as well as several potions for emergency use: an *oil of magic fang*, two *oils of magic weapon*, a *potion of cat's grace*, a *potion of fox's cunning*, and a *potion of cure moderate wounds*. In Subtier 6–7, replace the *oils of magic weapon* with *oils of greater magic weapon* (CL 8th). Each bottle of alcohol represents a fine vintage from somewhere in Absalom, and each bottle is worth 50 gp on average. A masterwork battleaxe is mounted on a bracket near the stairs.

**Rewards:** If the PCs fail to find the potions and liquor, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 344 gp.

*Out of Subtier:* Reduce each PC's gold earned by 540 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 736 gp.

## B7. The Speaking Circles

The walls here are polished and smooth, unlike the stone block construction elsewhere. The floor bears a strange symbol of concentric circles and compasslike stars, and the entire carving glows with a steady, red light. Writing covers much of the walls, some of it in dark blue charcoal and the rest in deep red paint. A shallow tray along the north wall holds several sticks of steel-gray chalk.

Although this chamber contains a summoning circle that Thurl used infrequently to conjure specimens his agents could not otherwise recover, he used it far more often to communicate with various outsiders such as power brokers, rumormongers, and fiendish scholars. A PC who examines the circle and succeeds at a DC 15 Knowledge (arcana) or Spellcraft check determines that although the circle is capable of trapping an outsider conjuring into it, the circle currently does not appear to contain anything. However, using *detect evil* or *detect chaos* reveals a dim aura in the room, suggesting a powerful creature or other source of chaos and evil occupied this area in the past.

The writing is a recent series of exchanges Thurl had with a night hag named Aslynn, who has maintained a business partnership with the dwarf for nearly 20 years. The writing is entirely in Abyssal, but a PC can decipher the meaning with a successful DC 25 Linguistics check.

Reading the exchanges in their entirety requires 10 minutes, or 30 minutes if the PCs are translating with a Linguistics check. Most of the correspondence involves the two haggling over prices and the exchange of goods. One particular passage in the southeastern corner stands out as different from the others; give the PCs **Player Handout #2**, which represents this writing.

Writing on the walls with the steel-gray chalk produces script that gradually takes on a dark blue hue over several seconds. Elsewhere, the night hag Aslynn can read anything anyone writes here with the chalk, and she can respond by writing out her own responses, which manifest as bloody ink that appears to seep directly from the walls, dripping slightly before drying. Aslynn half-expects Thurl's implied ally to betray him, so she is only somewhat surprised to see him writing to her again. Using Thurl's other writing as a sample, a PC can emulate his handwriting with a successful DC 20 Linguistics check or a DC 25 Sleight of Hand check.

Aslynn is careful to guard her words, as she suspects that someone other than Thurl could have reached his sanctum in his absence. As a result, she uses several lines of questioning and phrases that Thurl would recognize but might not be known to anyone else. Early in the conversation, she refers to the writer as the "Prince of Sigils," a mocking nickname that she knows irritates Thurl. If a PC reads over all of the writing in this room, allow her to attempt a DC 18 Intelligence or Wisdom check; if she succeeds at the check, she recalls seeing the nickname once before and remembers that Thurl reprimanded the other speaker for it; failing to respond angrily to the nickname confirms Aslynn's suspicions. Aslynn also inquires if Thurl found everything in the delivery to his liking, prompting Thurl to describe what he received. A PC who succeeds at a DC 26 Bluff check (DC 28 in Subtier 6–7) can discuss the shipment in a way that implies knowledge but avoids specifics.

Even if she sees through the PCs' deception, Aslynn conceals her discovery and attempts to learn what she can of the PCs, inquiring about how the Pathfinder Society has responded to Thurl's betrayal, what plans the Society has next, and what Thurl knows about the Pathfinder agents she knows are on his trail. If the PCs insist on an exchange of knowledge, Aslynn reminds Thurl that he owes her "a little favor" that she's calling in now—a bluff that the PCs can detect with a successful DC 26 Sense Motive check (DC 28 in Subtier 6–7). She regularly cautions Thurl about his other contact, implying that he might not be happy to hear Thurl has returned to Nerosyan.

Despite the night hag's caginess, the PCs earn 1 Evidence Point for contacting Aslynn, as the exchange helps to confirm notes found throughout Thurl's notes and logbooks in areas **B2**, **B6**, and **B10**.

## PATHFINDER SOCIETY SCENARIO

**Development:** In the likely event that Aslynn sees through the PCs' deception, she uses her magic and contacts to learn the identities of those who explored Thurl's lodge. This is described in greater detail in the Conclusion.

### B8. Hall of Larvae

Glass cases, each a three-foot cube, line the walls of this L-shaped five-foot-wide stone hallway. Each sealed alcove contains the slowly wriggling form of what appears to be an oversized insect larva that has a vaguely humanoid head wrinkled in pain.

Here Thurl stores and feeds his prized larvae (*Pathfinder RPG Bestiary* 2 208), fattening them up for later sale to demons, daemons, and other such fiends. The larvae are about a third smaller thanks to Thurl's storing them under high pressure—a technique that helps to give them a particular flavor valued by some evil outsiders. Each alcove is tightly sealed by the thick glass case, and opening a case requires unlatching several clasps around the door's perimeter. Opening the door without taking several precautions known only to Thurl results in the larva decompressing painfully and quickly. Such a larva writhes in pain and attempts to burst from the container, screeching its displeasure as it swells to its original size, bursts at the seams, and dies over the course of 10 seconds.

The larvae present no threat to the PCs, and although the PCs might kill each out of sadistic curiosity, a slain petitioner such as a larva is gone forever, its essence dissipating to the Positive Energy Plane. Although planar philosophers debate whether killing a petitioner equates to destroying a soul, wantonly destroying these larvae may not sit well with some PCs. A PC who succeeds at a DC 15 Knowledge (planes) check recognizes the possible implications of destroying these outsiders. Destroying them is not an outright evil act, but it may have roleplaying ramifications.

Valais is horrified by the destruction of any of the larvae. So long as the PCs acquired both Evidence Points in area B6, she stares with a sad fascination at the larvae before musing aloud about how she is made of these creatures. She looks to a trusted PC for affirmation that she is still a Pathfinder, that she is still Valais, taking momentary solace in any assurances others can give her.

### B9. Evolution Vat (CR 6 or CR 9)

The popping and fizzing of bubbling liquid echoes throughout this rectangular chamber. To the west, a platform towers fifteen feet over the rest of the room. A steel grate extends from this platform like a bridge to a large metal cauldron suspended

by rusty chains above the floor. Steep steps descend around support pillars to the level below and a pair of iron doors to the east.

Although Thurl performed most of his cutting and stitching in his surgery chamber, it was here that he infused his creations with life. He used the cauldron to brew his eidolons' lifeblood, using a mix of profane ingredients to concoct the viscous liquid. He would then inject it directly into the body, stitch it back together using a silky thread milked from a demonic larva, and then feed the petitioner to the newly awakened eidolon immediately after the animation ritual to jolt its psyche into consciousness.

Valais remembers waking up here. It was then that she discovered her new form, and Thurl stepped up and told her, "It seemed like you wanted to learn what I was up to, Pathfinder. Think of this as the first step in teaching you. Ah, but your growth is not yet done." Her next memory was of being in an incubation vat in area B1. She shares her memories in a whisper, which requires the demonic eidolons succeed at a DC 15 Perception check to hear her.

**Creatures:** Thurl elected to leave behind several autonomous but dim-witted creations to guard his laboratory while he was gone. This pair of implike eidolons fearfully followed his orders for about a week before deciding that Thurl was never coming back. They rest in cauldron with just their noses sticking out as they enjoy the heat, though this also makes it difficult for them to detect any intruders by imposing a –10 penalty on sound-based Perception checks.

**Hazard:** The cauldron bears a minor enchantment that allows it to heat its contents. Since abandoning this laboratory, the batch of simmering "blood" has boiled down to a gooey, scalding sludge. Touching the boiling blood deals 1d4 points of fire damage, and full immersion deals 10d4 points of fire damage per round and another 5d4 points of fire damage 1 round after emerging. If two or more of the chains supporting the cauldron are broken (hardness 5, 10 hp), the cauldron spills its contents all over the ground, replicating the spell *obsidian flow* (*Pathfinder RPG Ultimate Combat* 238) at caster level 5th (Reflex DC 15). In Subtier 6–7, increase the caster level to 8th and the save DC to 17.

### Subtier 3–4 (CR 6)

#### DEMONIC EIDOLONS (2)

CR 4

Variant unfettered eidolon (*Pathfinder RPG Bestiary* 3 110)

CE Small outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 21, touch 15, flat-footed 17 (+3 Dex, +1 dodge, +6 natural, +1 size)



## THE CONFIRMATION

**hp** 37 each (5d10+10)

**Fort** +5, **Ref** +6, **Will** +4

**Immune** fire

### OFFENSE

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

**Melee** 2 claws +8 (1d3+2 plus 1d6 fire), bite +8 (1d4+2 plus 1d6 fire)

**Ranged** boiling blood +9 touch (2d4 fire)

**Special Attacks** boiling blood

### TACTICS

**During Combat** Once alerted, the eidolons emerge from the cauldron and fling boiling blood at the interlopers. If approached, they prefer to fly to the ceiling and dive at vulnerable-looking targets. If two or more enemies move to the room's lower level, the eidolons attempt to break the chains holding up the cauldron.

**Morale** Having nowhere else to go, the eidolons fight to the death.

### STATISTICS

**Str** 14, **Dex** 16, **Con** 12, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +5; **CMB** +6; **CMD** 20

**Feats** Dodge, Lightning Reflexes, Toughness

**Skills** Acrobatics +11, Escape Artist +7, Fly +15, Intimidate +4, Perception +8, Stealth +15

**Languages** Common

**SQ** evolutions (arms, bite, claws, energy attacks [fire], flight, immunity [fire], legs), stitched abomination

### SPECIAL ABILITIES

**Boiling Blood (Ex)** A demonic eidolon can scoop and hurl a handful of the fluid in the cauldron as a standard action. This attack is a ranged touch attack with a range increment of 10 feet.

**Stitched Abomination (Ex)** A demonic eidolon is affected by spells as though it were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect it, albeit with a +4 resistance bonus on saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, the eidolon is only an outsider with the native subtype.

## Subtier 6–7 (CR 9)

### DEMONIC EIDOLON

CR 6

Variant unfettered eidolon (*Pathfinder RPG Bestiary* 3 110)

CE Small outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 23, touch 15, flat-footed 19 (+3 Dex, +1 dodge, +8 natural, +1 size)

**hp** 60 (8d10+16)

**Fort** +7, **Ref** +5, **Will** +6

**Immune** fire

### OFFENSE

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

**Melee** 2 claws +11 (1d3+2 plus 1d6 fire), bite +11 (1d4+2 plus 1d6 fire), sting +11 (1d3+2 plus 1d6 fire and poison)

**Ranged** blood +12 touch (4d4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with sting)

**Special Attacks** boiling blood, poison

### TACTICS

**During Combat** Once alerted, the eidolons emerge from the cauldron and fling boiling blood at the interlopers. If approached, they prefer to fly to the ceiling and dive at vulnerable-looking targets using Spring Attack. If two or more enemies move to the room's lower level, the eidolons attempt to break the chains holding up the cauldron.

**Morale** Having nowhere else to go, the eidolons fight to the death.

### STATISTICS

**Str** 15, **Dex** 17, **Con** 12, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +8; **CMB** +9; **CMD** 23

**Feats** Dodge, Mobility, Spring Attack, Toughness

**Skills** Acrobatics +14, Escape Artist +8, Fly +16, Intimidate +5, Perception +11, Stealth +18

**Languages** Common

**SQ** evolutions (arms, bite, claws, energy attacks [fire], flight, immunity [fire], legs, reach [sting], sting, tail), stitched abomination

### SPECIAL ABILITIES

**Boiling Blood (Ex)** A demonic eidolon can scoop and hurl a handful of the fluid in the cauldron as a standard action. This attack is a ranged touch attack with a range increment of 10 feet.

**Poison (Ex)** Sting—injury; save Fort DC 15; frequency 1/round for 4 rounds; effect 1d4 Str; cure 1 consecutive save.

**Stitched Abomination (Ex)** A demonic eidolon is affected by spells as though it were an eidolon. In addition, spells or effects that have a special effect against humanoids or demons can also affect it, albeit with a +4 resistance bonus on saving throws to resist the effect. For the purposes of the favored enemy class feature and similar abilities, the eidolon is only an outsider with the native subtype.

**Development:** Even if the PCs sneak past these eidolons, events that take place in area **B10** almost certainly rouse them and incite them to attack.

**Treasure:** Several shelves along the eastern wall hold a small fortune in esoteric and valuable reagents.

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

*Subtier 3–4:* Reduce the gold earned by 320 gp.

*Out of Subtier:* Reduce the gold earned by 562 gp.

*Subtier 6–7:* Reduce the gold earned by 804 gp.

## B10. Thurl's Study

Maps of varying sizes drawn on paper, papyrus, and parchment of dozens of styles cover the walls of this chamber. Most of

## SCALING ENCOUNTER B9

To accommodate a party of four PCs, give both eidolons the sickened condition, and reduce their AC by 1.

these bear sketched annotations of some form or another, and bare, rectangular spaces in the cartographic wallpaper attest to maps that have been hastily removed. An enormous parchment map of the Worldwound dominates the east wall above a solidly built wooden desk covered in a haphazard array of books and papers. Scores of charcoal symbols and indicators dot this map, pointing out sites of interest that are named less often than not. A hand-sized statue of a fiend stands on top of the desk.

This study is as much a shrine to Thurl's obsession of finding Jormurdun as it is a secluded workplace. Although the various maps represent a wide variety of places throughout the Inner Sea region, a PC can determine with a successful DC 18 Knowledge (geography, history, or local) check that most of the annotations relate to sites tied to dwarven history.

When a humanoid approaches within 10 feet of the demon statue, the carved mouth begins to move, and it speaks through a *magic mouth* spell capable of delivering longer messages. A character can recognize the four-armed demon's form as that of a glabrezu with a successful DC 23 Knowledge (planes) check.

"Ah, Thurl, you're back. I trust your little vacation to Jormurdun was pleasant and that my brethren did not demolish your laboratory in their conquest of Nerosyan. Now that I know where you are, I shall join you shortly. There are plans in motion that go far beyond our original compact, and I wish to make you a part of them."

Thurl's books and notes are written in a mix of Abyssal, Common, and Dwarven, and cataloging them in any meaningful way requires a successful DC 18 Intelligence, Linguistics, or relevant Profession check and 10 minutes of reading; a PC receives a cumulative +2 bonus on this check for each of the three languages she can read and understand. Failing this check earns the PCs 1 Evidence Point and reveals little more than that Thurl is interested in reaching and exploring Jormurdun.

Succeeding at this check instead earns 2 Evidence Points and turns up a folio entitled *The Grimoire of the Beast*, which contains detailed instructions regarding the worship of Baphomet—recognizable as the demon lord of beasts, mazes, and minotaurs with a successful DC 15 Knowledge (planes or religion) check. Notes stuck in the book's pages suggest Thurl studied this text in depth,

and the PC can note that one section details dozens of hand signs, secret handshakes, and other body language that believers might use to signal to one another their true allegiance. The notes regularly reference someone named Karsos, whom Thurl describes as one might a mentor. In addition, give the players **Player Handout #3**.

**Development:** Once the PCs have an opportunity to read the handout, several worrying developments occur in approximately this order that signal an approaching evil. If Valais is with the PCs, she stares open-mouthed about the room before announcing, "Something is coming. We should not be here." The vermin that have been following the PCs as they open long-sealed doors scatter from area **B10** in droves. If the PCs communicated with Aslynn in area **B7**, her red handwriting drips from the western wall, warning the Thurl that "He approaches." As long as the PCs did not encounter the eidolons in area **B1** earlier, with a successful DC 18 Perception check, a PC can hear the shattering of glass in the distance as these creatures stir from their sleep and one breaks out. The eidolons in area **B9** emerge from the cauldron and begin screeching in displeasure. Any larvae in area **B8** retreat to the northwest corners of their enclosures and stare toward Thurl's study with faces contorted in rictuses of terror. The water in areas **B4** and **B5** begins to churn and froth, even though the temperature does not change, and crumbling chunks of rock block the tunnels leading to the Egelsee River.

At this point, the PCs are no longer able to explore area **B** at their leisure. Although facing this oncoming evil is beyond the intended scope of the scenario for the PCs, the GM should make it clear in-game that whatever is coming is beyond the PCs' capabilities to handle. As the creature's arrival becomes imminent, its evil might manifest in other ways, such as triggering localized tremors, causing paper to curl and rot, and causing ink to run as though books were bleeding or crying. If the PCs insist on facing this evil in combat, a glabrezu (*Pathfinder RPG Bestiary* 61) arrives in area **B9**, begins exploring the laboratory, uses teleportation to travel between areas large enough to hold it, and uses its physical power and spell-like abilities to destroy the PCs. If reduced to 50 or fewer hit points, it flees, promising the PCs a fitting reward in the future.

**Treasure:** Among Thurl's papers and scattered throughout the desk's drawers are a *scroll of heroism* and two pouches containing *dust of emulation* (*Pathfinder RPG Advanced Player's Guide* 304). In Subtier 6–7, there is also a *scroll of break enchantment* and a *scroll of cloudkill*.

**Rewards:** If the PCs fail to recover the magic items in Thurl's desk, reduce each PC's gold earned as follows.

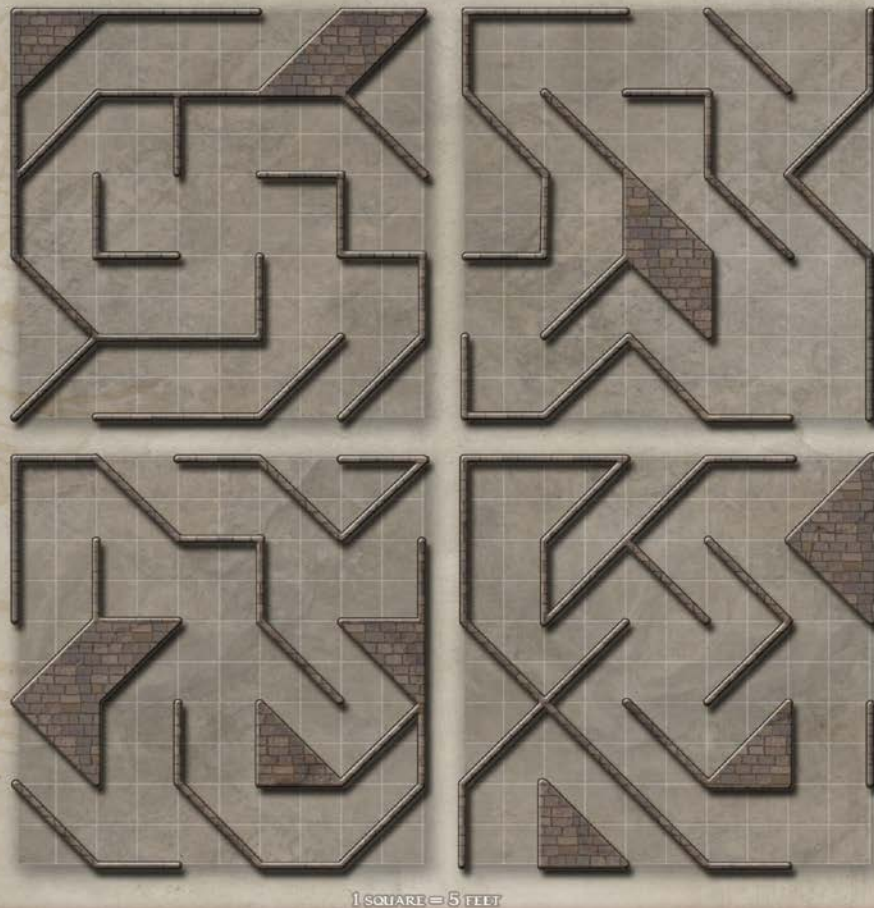
*Subtier 3–4:* Reduce each PC's gold earned by 329 gp.

*Out of Subtier:* Reduce each PC's gold earned by 636 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 944 gp.



## The Maze Restored



### PART 2: THE MAZE RESTORED (CR 6 OR CR 9)

Upon earning 5 or more Evidence Points, the PCs earn Karsos's full attention as threats rather than curiosities, and the ghost minotaur recreates a portion of his maze to match his memories by using his phantasmagoria ability. What's more, he populates the maze with a *major image* of himself in his prime as well as several hapless crusaders that his illusory self stalks through the maze.

As the PCs ascend to area **A3** from **B1**, they immediately notice the solid walls and multiple corridors that extend from the shrine to Baphomet. A PC can attempt to disbelieve a 10- to 15-foot section of maze walls by interacting with it, after which the PC recognizes that section as illusory. Although some PCs might assume that the entire maze is fake, it incorporates the remaining maze walls; there is a 25% chance that any 10- to 15-foot section is solid masonry. Once per round while moving through the maze, a PC can attempt a DC 15 Intelligence check; if the check is successful, the PC recognizes a section of the maze from earlier in the day and recalls where real walls still stand, providing him a +2 insight bonus on his first saving throw to disbelieve a section of wall that round.

Due to the random nature of the immense maze, there is neither a full map nor a predetermined "solution" to

the maze. Instead, the GM creates the maze as the PCs explore by connecting one of the four 50-foot-by-50-foot tiles to the maze in any orientation. So long as no wall obstructs the passageway, the corridor continues. At her discretion, the GM can print out two or more of each tile as one might a preprinted map, draw out the relevant portions of the maze as the PCs explore (while using the tiles to create the maze for her reference behind a GM screen), or even describe the area without a map until the PCs first encounter Karsos; once combat begins, it is important that the PCs have a map for tactical purposes.

The PCs emerge in the 20-foot-square area from a spiral staircase that occupies the centermost 5-foot area. As noted in the description for area **A3**, the shrine is approximately 150 east and 50 feet south of the entrance to area **A1**, translating to three full tiles west and one tile north. It's another 50 feet to the east, 100 feet to the south, and 150 feet to the north of the starting area before the maze meets the outer walls. In Subtier 3–4, Karsos is able to recreate the equivalent of three full tiles of the maze, after which a PC escapes the illusion. In Subtier 6–7, Karsos is able to maintain up to 12 full tiles.

**Creatures:** Crusaders put the minotaur Karsos to the sword decades ago, but his desire to finish his



## PATHFINDER SOCIETY SCENARIO

work and his outrage at seeing his beautiful maze demolished bound his spirit to this area. He longs for the opportunity to toy with his prey but knows that destroying Baphomet's enemies must take priority. A creature that signals Karsos with one or more signs learned from *The Grimoire of the Beast* and succeeds at an opposed Bluff versus Sense Motive check (Karsos receives a +5 circumstance bonus on this check due to his suspicion and excellent knowledge of the signs) convinces Karsos that the PC might be an ally; Karsos avoids attacking that PC until she harms him or directly helps the uninitiated. Karsos assumes that not all of the PCs can be disciples of Baphomet, and he assumes a deception and attacks indiscriminately if more than half of the PCs succeed.

### Subtier 3–4 (CR 6)

#### KARSOS

CR 6

Male ghost minotaur (*Pathfinder RPG Bestiary* 144, 206)

CE Large undead (augmented monstrous humanoid, incorporeal)

**Init** +0; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 10, touch 10, flat-footed 10 (+1 deflection, –1 size)

**hp** 33 (6d8+6)

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

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

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +5 touch (6d6, Fort DC 14 half)

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

**Special Attacks** lure of the labyrinth (DC 14)

#### TACTICS

**Before Combat** Karsos stalks the PCs as they navigate the maze, waiting for them to become separated by an illusion or circumstance before striking.

**During Combat** Karsos attacks by striking through walls, moving ahead of the PCs to wait just around the next corner, and staying mobile.

**Morale** Karsos believes the PCs to be Mendevian Crusaders, which enrages him. He fights until destroyed.

#### STATISTICS

**Str** —, **Dex** 10, **Con** —, **Int** 7, **Wis** 10, **Cha** 12

**Base Atk** +6; **CMB** +7 (+9 bull rush); **CMD** 18 (20 vs. bull rush)

**Feats** Great Fortitude, Improved Bull Rush, Power Attack

**Skills** Fly +6, Intimidate +7, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +8 Perception, +8 Stealth, +4 Survival

**Languages** Giant

**SQ** natural cunning, phantasmagoria (DC 16)

#### SPECIAL ABILITIES

##### Lure of the Labyrinth

**(Su)** As a move action, Karsos can utter the name of a creature in his maze, which fascinates the creature and entices it to wander aimlessly. On the creature's next turn, it spends a move action traveling its speed in a random direction, after which it can act normally as long as it does not retrace its steps. Karsos can only

KARSOS



## THE CONFIRMATION

affect a creature with this ability once per 24-hour period, and a DC 14 Will save negates this effect.

**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

**Phantasmagoria (Su)** Karsos was tied to his former maze abode and this persists into his undeath. Once per day, Karsos can create an elaborate illusion within the ruins of the maze that restores it to its former glory. This illusion functions similarly to the spell *mirage arcana* in combination with multiple *major images*, allowing Karsos to recreate the maze. Karsos can even incorporate himself into the illusion as if he were under the effects of the spell *alter self*. The illusion is treated as a 6th-level spell created at CL 6th. If any part of the illusion is dispelled, the entire illusion fades. The save DC is Charisma-based.

### Subtier 6–7 (CR 9)

#### KARSOS

CR 9

Male ghost minotaur cleric of Baphomet 5 (*Pathfinder RPG Bestiary* 144, 206)

CE Large undead (augmented monstrous humanoid, incorporeal)

**Init** +0; **Senses** darkvision 60 ft.; Perception +21

#### DEFENSE

**AC** 12, touch 12, flat-footed 12 (+3 deflection, –1 size)

**hp** 98 (11 HD; 6d8+5d8+49)

**Fort** +11, **Ref** +6, **Will** +11

**Defensive Abilities** incorporeal; channel resistance +4;

**Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +8 yes (9d6, Fort. DC 18)

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

**Special Attacks** channel negative energy 6/day (DC 15, 3d6), lure of the labyrinth (DC 16)

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

At will—speak with animals (8 rounds/day)

5/day—fury of the Abyss<sup>APG</sup>

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

3rd—*bestow curse* (DC 15), *dominate animal*<sup>o</sup> (DC 15)

2nd—*eagle's splendor*, *hold animal*<sup>o</sup> (DC 14), *hold person* (DC 14), *undetectable alignment*

1st—*cause fear* (DC 13), *command* (DC 13), *doom*<sup>o</sup> (DC 13), *obscuring mist*, *summon monster I*

0 (at will)—*bleed* (DC 12), *detect magic*, *read magic*, *virtue*

**D** domain spell; **Domains** Animal, Demon<sup>APG</sup>

#### STATISTICS

**Str** —, **Dex** 10, **Con** —, **Int** 10, **Wis** 14, **Cha** 16

**Base Atk** +9; **CMB** +10 (+12 bull rush); **CMD** 23 (25 vs. bull rush)

**Feats** Alertness, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack, Toughness

**Skills** Fly +6, Intimidate +12, Knowledge (religion) +7, Linguistics +4, Perception +21, Sense Motive +4, Stealth +18, Survival +15; Racial Modifiers +8 Perception, +8 Stealth, +4 Survival

**Languages** Common, Giant

**SQ** animal companion (none), natural cunning, phantasmagoria

#### SPECIAL ABILITIES

**Lure of the Labyrinth (Su)** As a move action, Karsos can utter the name of a creature in his maze, which fascinates the creature and entices it to wander aimlessly. On the creature's next turn, it spends a move action traveling its speed in a random direction, after which it can act normally as long as it does not retrace its steps. Karsos can only affect a creature with this ability once per 24-hour period, and a DC 16 Will save negates this effect.

**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

**Phantasmagoria (Su)** Karsos was tied to his former maze abode and this persists into his undeath. Once per day, Karsos can create an elaborate illusion within the ruins of the maze that restores it to its former glory. This illusion functions similarly to the spell *mirage arcana* in combination with multiple *major images*, allowing Karsos to recreate the maze. Karsos can even incorporate himself into the illusion as if he were under the effects of the spell *alter self*. The illusion is treated as a 6th-level spell created at CL 11th. If any part of the illusion is dispelled, the entire illusion fades. The save DC is Charisma-based.

**Development:** Defeating Karsos is a temporary victory; once the ghost is “slain” the illusory maze dissipates and the PCs have ample time to escape from Thurl's lodge. Though not in the scope of the adventure, the ghost of Karsos reforms in 2d4 days, and continues to accost groups seeking to explore Thurl's laboratory and comb over the notes within. The exact means of permanently destroying Karsos is beyond the scope of the scenario.

The glabrezu that arrives in Thurl's lab does not pursue the PCs into area A and beyond. It instead determines that Thurl was not the one who triggered the *magic mouth*, learns what it can about the PCs, and then teleports elsewhere to modify its ongoing plans.

## CONCLUSION

As long as the PCs accumulated at least 5 Evidence Points over the course of the adventure, the Pathfinder Society has enough information to piece together Thurl's plans.

## SCALING THE MAZE RESTORED

To accommodate a party of four PCs, remove Karsos's lure of the labyrinth ability, and reduce the save DC to disbelieve his phantasmagoria ability by 2.

Several days after escaping to the surface, the PCs are able to present their findings to Venture-Captain Jorsal, who looks over the evidence and confirms that Thurl is traitor to the Society. The dwarf's knowledge of the Sky Citadel Jormurdun predates the Society's by years, which disturbs Jorsal, but he is even more perturbed and disgusted by Thurl's experiments and regular dealings with fiends.

What becomes of Valais depends in part on the PCs' actions. She is reticent to leave the safety of the basement for an uncertain fate aboveground. If the PCs convince her to accompany them anyway, she relents and allows them to escort her back to Starrise Spire or to outside the city walls. Citizens who see her react with fear and disgust, but they reach the lodge or gates without serious incident. If released outside Nerosyan, she thanks the PCs before ambling into the wilderness. If taken to Starrise Spire, Jorsal takes it upon himself to oversee her restoration—or at least her acceptance and treatment. The PCs' act of humanity and nobility impresses him, and he offers them his heartfelt thanks. In either case, she provides the PCs with enough information and testimony to grant them 2 Evidence Points.

If the night hag Aslynn saw through the PCs' deception, she contacts each of them through a *dream* that advises them to turn back and abandon Jormurdun

to others. "Relent," she promises, "and you shall know peace. Continue, and you shall open yourself to the same darkness you fight against." In addition, give each character the Acquainted with Aslynn boon on the Chronicle sheet.

If the PCs helped Valais escape but released her into the Mendevian wilderness, check box A on the reporting sheet. If the PCs helped Valais escape and delivered her to Starrise Spire, check box B. If the PCs contacted Aslynn but did not successfully impersonate Thurl, check box C. If the PCs contacted Aslynn and successfully impersonated Thurl, check box D.

## Primary Success Conditions

As long as the PCs accumulated at least 5 Evidence Points, they succeed at the primary success condition and each earn 1 Prestige Point.

## Secondary Success Conditions

If the PCs return Valais to Starrise Spire without causing her serious harm and thus enabling the Pathfinder Society to seek a means to restore her to her former self, they succeed at the secondary success condition and earn an additional 1 Prestige Point each.

## Faction Notes

Grand Lodge faction PCs should acquire as much evidence as possible so that the Pathfinder Society can not only track down the rogue venture-captain but also mitigate the new threats to the expedition to Jormurdun. So long as the PCs accumulated at least 7 Evidence Points, each Grand Lodge faction PC earns the Thurl's Bane boon on his Chronicle sheet.



## THE CONFIRMATION

### PLAYER HANDOUT #1: LETTER FROM JORSAL

Esteemed Pathfinders,

I trust this letter reaches you without incident. I remain in Kenabres, assessing the damage dealt by the demonic offensive that struck all along Mendev's western border. Although the city is devastated, the fiends lost momentum and failed to maintain their advantage, and several particularly brave crusaders have rallied the scattered forces for a counterattack.

Since the siege of Nerosyan, I have mulled over a most troubling discovery. I received reports from Pathfinders involved in the siege implicating Thurl, Nerosyan's other venture-captain, of knowing that the demons would attack and when. What little evidence I have goes so far as to suggest that Thurl assisted the demons in planning the assault against us.

Following the attack, I sent several Pathfinders to investigate Thurl's lodge, and though the ground floor was bare of any further incriminating evidence, the lower level were inaccessible. Thurl left many magical wards to keep out intruders, and until we could investigate further and confirm whether or not my dwarven colleague had engaged in dire mischief, the Decemvirate has ordered that I not publicize my suspicions. I received word only an hour ago that those wards appear to have faded.

I have kept you at Starrise Spire not for mundane guard duty but because I can trust you to finish the investigation of Thurl's lodge. Go there, enter its basement, and find what evidence you can that implicates Thurl in activities against the Society. Once you have explored his lodge thoroughly, report back to Starrise Spire and await my return.

The Pathfinder Society must know for certain whether Thurl has betrayed us and to what extent our trek to Jormurdun—to say nothing of the Mendevian Crusade—has been compromised. Our efforts shall mean nothing if sabotaged by a traitor, and the sooner we know, the less damage he can inflict.

Inheritor guide your hand,  
Venture-Captain Jorsal of Lauterbury

### PLAYER HANDOUT #3: MISSIVE IN THURL'S STUDY

*Thurl,*

*I understand that you are slow to act on your knowledge of the Sky Citadel, but the Worldwound seems poised to act whether we are ready or not. What is more, the Society has just discovered what you have known for years, and if you do not act now, they shall snatch your prize away from us—from you.*

*I have acquired a new contact—truly a powerful ally, as I'm sure you'll agree. He will contact you soon to make an offer, and I encourage you to accept.*

*J.D.*

PLAYER HANDOUT #2: WRITING ON THE WALL

*The contact I told you about warned me that dark days are coming for Nerosyan. He has advised me to leave in all haste.*

*And you believe him?*

*I have little choice. I have much to gain by acting on this knowledge and everything to lose if it's true.*

*You are so quick to trust someone you have only known for a matter of months-especially one such as he.*

*If I didn't know better, I'd say you sound jealous. Heh.*

*My sisters would take offense at your calling me jealous, and even I believe you are taking liberties. I value our relationship, rune-carved one, so I tell you this free of charge. Even if you follow his advice, guard yourself well. You are preparing to abandon your cover, and your so-called friends are known to dislike being duped.*

*Trust me. I know. I heard what happened in Varisia. Look, I know what I'm doing, and I think I can trust this one. He doesn't lie all of the time, you know.*

*Exactly. He tells the truth often enough to make you believe his other lies.*

*And if he is lying, I'll lock him up for another ten thousand years. Just remember our bargain. If I don't find those reagents waiting for me in the usual place, we'll have words.*

*But of course, Thurl. You know how to contact me.*



## THE CONFIRMATION

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Pathfinder Society Scenario #5-09 *The Traitor's Lodge* © 2013, Paizo Publishing, LLC; Author: Thurston Hillman

## Pathfinder Society Scenario #5-09: The Traitor's Lodge

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"/> 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 type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<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

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<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

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<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

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
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Character #	<input type="text"/>	Prestige Points	<input type="text"/>
Character Name			
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
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W&P 13



# Pathfinder Society Scenario #5–09: The Traitor's Lodge

Character Chronicle #

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

## This Chronicle sheet grants access to the following:

**Acquainted with Aslynn:** The entity known as Aslynn knows who you are and what you did in Thurl's laboratory. Whether this is to your advantage or detriment is as yet unknown.

**Thurl's Bane (Grand Lodge faction):** You have uncovered Thurl's secrets and now understand the threat he and his unique minions pose to the Society. You have spent your free time preparing for the inevitable confrontation by studying his constructs' weaknesses. As a free action, you can choose one outsider within line of sight that has the extraplanar subtype but no alignment subtype. You gain two of the following five bonuses against that creature for 1 minute: a +1 bonus on attack rolls against the creature, a bonus on damage rolls against that creature equal to one-third your character level (rounded down), a +1 dodge bonus to AC against that creature's attacks, a +1 bonus on saving throws against that creature's spells and abilities, or a +2 bonus on caster level checks to overcome that creature's spell resistance. If you have a familiar, animal companion, eidolon, or similar ally you acquired from a class feature, you may instead grant that ally these two bonuses using your character level. When you use this boon, cross it off your Chronicle sheet.

### All Subtiers

*dust of emulation* (800 gp; *Pathfinder RPG Advanced Player's Guide* 304)  
*potion of cat's grace* (300 gp)  
*potion of cure moderate wounds* (300 gp)  
*potion of fox's cunning* (300 gp)  
*scroll of heroism* (375 gp)  
*wand of sleet storm* (10 charges; 2,250 gp)

### Subtier 6–7

*oil of greater magic weapon* (CL 8th; 1,200 gp)  
*scroll of break enchantment* (1,125 gp)  
*scroll of cloudkill* (1,125 gp)  
*wand of ice storm* (10 charges; 4,200 gp)

### Notes

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3–4	647	1,293
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of subtier	1,140	2,280
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6–7	1,592	3,268
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
FAME	Initial Prestige		
	Initial Fame		
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	Prestige Spent		
GOLD	Current Prestige		
	Final Fame		
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
GOLD	+	GM's Initials	
	Day Job (GM ONLY)		
	Gold Spent		
	=		
	Total		