

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



PATHFINDER QUESTS HONOR'S ECHO

By Eleanor Ferron, Jenny Jarzabski, and Landon Winkler



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HOW TO PLAY

Pathfinder Society Quests: Honor's Echo is a series of short, one-hour adventures for 1st-level pregenerated characters. These adventures can be played in any order. They are designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Monster Codex</i>	MC
<i>Bestiary</i>	B1	<i>NPC Codex</i>	NPC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3		



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PATHFINDER QUESTS

HONOR'S ECHO

By Eleanor Ferron, Jenny Jarzabski, and Landon Winkler



For millennia, magnificent Taldor reigned as an enduring empire, praised for its culture, military, wealth, and connections to the glory of Azlant. By the beginning of the fifth millennium AR, Taldor had begun to sag under the weight of excessive ceremony and decadence. Its old rival Qadira led an invasion against its declining neighbor in 4079. Sensing an opportunity, many of Taldor's western provinces declared their independence in what was called the Even-Tongued Conquest—a war on two fronts that the empire could not handle. Taldor repelled the Qadiran forces, but it never regained its lost lands.

In the aftermath of the war, emperors of Taldor sought scapegoats to bear the shame of their defeat. They stripped numerous noble families of their titles and lands to condemn their failures in the two campaigns. Most who suffered this punishment faded into obscurity and never rose again. For an ambitious few, reclaiming the titles they should have inherited is an all-consuming goal. Countess Honaria Alcasti was an influential commander during the campaigns before and immediately following the Even-Tongued Conquest, yet all her skill could not make up for the shortage of supplies, and her career came to an ignoble end. When she dared to critique the crown's strategies, the emperor sentenced her family to life as common people. Her many-times-great grandson Remaio Alcasti only has incomplete references to his ancestor's heroism and title, and he longs to exonerate her name and regain the noble title that he believes he deserves. If he can gather the right evidence and present it in Oppara, he is certain that he will succeed. He needs the PCs' help to follow his leads across several countries to uncover the truth and, with evidence in hand, to advocate for his ancestor's grand legacy.

These six adventures take the PCs to an ancient grove, a basilica in Taldor's shining capital, a fortress-city in the deserts of Qadira, an Andoren farm under siege, a crumbling tomb on the edge of civilization, and finally a formal audience with some of the highest members of Taldor's aristocracy.

RUNNING HONOR'S ECHO

Pathfinder Quests: Honor's Echo is a series of six quests: short adventures designed to take about 1 hour each. Collectively, the quests tell a cohesive story that the players can experience in any order, though it is strongly recommended that the PCs use the *Cacophony* quest as a finale. Remaio's letters to the PCs appear on pages 35-40; each one corresponds to one of the quests. It is recommended that the GM provide these to the players all at once, allowing them to choose which adventures they wish to play and in which order. Each letter is sealed with a noble crest depicting a Pegasus in flight.

As the PCs play through quests, they gain resources and allies that can assist them in future quests. At the beginning of each adventure, check each PC's Chronicle sheet and use the **GM Reference Sheet** on page 41 to determine what the PCs have acquired. As long as at least one PC has an Evidence or Resource box checked, all PCs gain its benefit.

PREGENERATED CHARACTERS

All players must use one of the 1st-level Pathfinder Society pregenerated characters, which are available at paizo.com/pathfinderSociety/gmResources.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *Honor's Echo*, noting which ones he played. He can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). At any time, he can apply the Chronicle sheet to a 1st-level Pathfinder Society character, but if that character gains XP from another Chronicle sheet, he can no longer earn additional rewards for that character for playing the other *Honor's Echo* quests. *Honor's Echo* can be replayed for credit, but the credit must be applied to a different 1st-level character each time. When a GM runs a quest, she also gets credit applied to a character. However, each time she runs one, she can check off any one of the quest boxes on her Chronicle sheet. In this way a GM can continue to earn credit toward a character even if she runs the same quest several times for different groups.



GROVE

By Landon Winkler

For nearly 1,000 years, the Verduran Forest in northern Taldor has been under the control of the druids of the Wildwood Lodge. The deep and dangerous woods sometimes attract criminals seeking to avoid the reach of Taldan law. However, some Taldan military forces are willing to brave the forest's dangers to bring such people to justice. Before she fell into disgrace, Countess Honaria Alcasti led her troops into the forest to root out bandits. One of the forest's ancient blackwood trees, which a long-dead druid awakened to intelligence, shared stories with Honaria, and it remembers tales of her great deeds. While the tree has grown too old to move, it is still willing to speak to those that seek its counsel.

Honaria's descendant Remaio has done his best to arrange for a meeting with the tree, offering the Wildwood Lodge a substantial amount of money to grant his representatives passage. However, some of the more zealous druids take offense to Remaio's bribe and would rather kill his representatives than assist them.

SUMMARY

A group of Wildwood Lodge druids lead the PCs to the ancient blackwood tree. At the foot of the tree, two acolytes

WHERE ON GOLARION?

"Grove" takes place in the Verduran Forest, along the Sellen River in Taldor. For more information on the Verduran Forest, see the *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



plead the case to the tree that they should be allowed to kill the outsiders for the insult their employer offered to the lodge.

Although the tree has no interest in having blood spilled, the acolytes take matters into their own hands. Meanwhile, the tree begs the party to not judge its

caretakers too harshly. If the party defeats the acolytes without killing them, the tree is grateful and more eager to tell its stories. The more violence the PCs use, the more difficult their negotiations with the tree become.

GETTING STARTED

As Remaio promised in his letter, he has hired a small riverboat to take the PCs to the edge of the Verduran Forest, where he has arranged for guides from the wildwood lodge to meet them. The adventure opens as the PCs disembark from the riverboat and meet their guides. Read or paraphrase the following to begin the adventure.

As the boat glides to a stop among the sweet-smelling blackwood trees on the river's edge, a gnome woman with twigs braided into her hair waves to the boat's pilot. A small bear waits patiently at her heel, while a red-bearded dwarf glowers over her shoulder.

Once the PCs leave the riverboat, the vessel's pilot wishes them well and promises to wait here for their return. The gnome introduces herself as Trajet. She also introduces the dwarf, Polgrin, and bear, Firepaw. The druids are happy to lead the PCs to their destination without speaking another word, but they respond if the PCs address them directly. Trajet is not interested in making friends with outsiders, especially any druids who work with them. If anyone makes an honest effort to strike up friendly conversation, she says, "Perhaps it would be best if you all just left the forest." This suggestion earns her disapproving look from Polgrin, but the gnome does not elaborate. Trajet's companion Firepaw is actually quite friendly for a bear, but Trajet sternly calls him back to her side if he shows too much interest in the PCs.

Polgrin does his best to avoid conversation, but he can't keep himself from talking about the tree if the topic comes up. He explains how it was given the gift of speech by one of his ancestors so it could explain the damage that the Taldane nobles at the time were doing to the forest. Since then, it's become an advisor and judge for the local druids.

A PC who succeeds at a DC 20 Sense Motive check discovers that Trajet and Polgrin are quite unhappy with the party and just want to get to the tree as soon as possible. While Polgrin finds the party distasteful, Trajet is concealing raw hostility.

If Polgrin notices the PCs casting spells, he attacks. If this happens, or the party decides to get into a fight early for whatever reason, proceed to area **A1**.

A. BLACKWOOD GROVE

This part of the Verduran Forest is filled with blackwood trees and shows little sign of logging. Forest life is plentiful but harmless here, with birds singing in the trees and

GM RESOURCES

"Grove" uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG NPC Codex*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *NPC Codex* are printed in Appendix 1 for the GM's convenience.

frogs croaking in the leaf litter, but nothing large enough to challenge the party.

A1. Upstream

A rain-fed stream rushes between the trees, back towards the Sellen River. The canopy above is thick enough to cast the area into green twilight and provide home to the dozens of birds chattering above. The path breaks away from the stream to the southeast, leading past a small clearing that holds several weathered tombstones.

If the party asks about the tombstones, Polgrin explains one of the tombstones belongs to his ancestor, who granted the tree its ability to speak, and the two beside it belonged to her children. A PC who inspects the stones and succeeds at a DC 15 Perception check deciphers the writing on the central stone: "Aurenia, speaker of the forest."

Creatures: A fight may begin with the party's guides here. If necessary, refer to **A2** for their statistics.

A2. Foot of the Blackwood (CR 3)

A massive old blackwood tree stands at the side of the trail. Sheets of moss cling to its bark, covering it entirely except for a jagged crack that suggests a mouth.

The tree here is the ancient blackwood that the PCs seek, an *awakened* tree no longer able to move but still quite capable of gravelly speech. Unfortunately for the PCs, Trajet seeks the tree's permission to punish the PCs for Remaio's transgression.

When the guides and PCs reach the blackwood, Trajet calls out to the tree, asking for its judgment against these outsiders. She entreats the tree for permission to "punish these outsiders who shame the Wildwood Lodge with their bribes and treat the sacred tree as a mere servant." She adds more targeting insults and barbs against any druids who have fallen in with outsiders or anyone who annoyed her on the way to the tree. The tree refuses her request calmly, explaining that the outsiders are guests. However, Trajet's

A. Blackwood Grove



A2

A1

1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodlands

anger prevails, and she takes matters into her own hands and attacks the PCs. The PCs may initiate combat at any time during the conversation or wait for Trajet to attack them. However, if they let Trajet strike first, the tree respects their restraint (see *Getting the Story* for more details).

At the start of the battle, the tree pleads with the PCs to show mercy to his “children.” It is both unable and unwilling to directly intervene, however, and lets the battle play out with only the occasional plea for leniency.

If the PCs fought Trajet and the others in area A1, the tree greets the party cautiously, but it would still rather talk to them and learn how they managed to find this place than ignore their presence. It assumes the worst, increasing the DC of Diplomacy checks against it by 5 unless the PCs present proof that its caretakers survived.

Creatures: Trajet, Polgrin, and Firepaw make their stand here. Trajet uses the statistics for a sylvan protector, except that she has an animal companion instead of a domain. Remove her domain spell-like ability and spells.

FIREPAW

CR —

Bear (*Pathfinder RPG NPC Codex* 299, see page 42)

hp 16

TACTICS

During Combat Firepaw engages the PCs in melee.

Morale As long as Trajet continues to fight, Firepaw fights to the death to protect her.

POLGRIN

CR 1/2

Initiate of flame (*Pathfinder RPG NPC Codex* 62, see page 42)

hp 15

TACTICS

During Combat Polgrin fights with his spear, prioritizing those who attack Trajet. He casts *burning hands* if he can do so without catching any surrounding trees and *faerie fire* on anyone attempting to hide.

Morale Polgrin surrenders if he is reduced to 4 hit points or fewer, or if Trajet surrenders.

TRAJET

CR 2

Sylvan protector (*Pathfinder RPG NPC Codex* 63, see page 42)

hp 24

Other Gear In addition to the listed gear, Trajet wears a *treeform cloak*^{UE}.

TACTICS

During Combat Trajet stays out of melee if she can, using *summon swarm* to call a bat swarm to attack the party's back line. The statistics for a bat swarm appear on page 42. If Firepaw falls below 8 hp, Trajet attempts to heal her companion with *cure light wounds*.

Morale Trajet typically surrenders if she is reduced to 5 hit points or fewer. However, if the PCs kill Firepaw, she fights to the death.

SCALING ENCOUNTER A2

To accommodate a party of four PCs, Polgrin accedes to the tree's request and stays out of the fight, only attacking the PCs if they damage the tree.

GETTING THE STORY

The tree remembers Honaria Alcasti and her exploits in the Verduran Forest. The difficulty of convincing it to share its knowledge depends upon how the party handled its druid caretakers.

Convincing the tree to answer a question requires the PCs to succeed at a Diplomacy check. The DC for Diplomacy is 10 plus 5 for each of its three caretakers that they killed. The DC also increases by 5 if the party struck first in combat, or 5 if the PCs arrived at the tree without guides. Characters negotiating in Sylvan or Druidic gain a +2 circumstance bonus. The PCs also receive a +2 circumstance bonus on future Diplomacy checks if they mention Aurenia's name as a part of their conversation.

PCs can also attempt to intimidate the tree, but doing so closes off the option for future Diplomacy. The DC



Polgrin

for Intimidate checks is 10 for threats aimed at the tree's caretakers (if any survived), 15 for threats involving fire, and 20 for more general intimidation.

If the PCs fail a skill check, the tree feigns forgetfulness as the consequence of its extreme age. If the PCs succeed at three or more Diplomacy checks, even if they don't specifically ask about evidence of Honaria's deeds, the tree explains that Honaria used a nearby cave to bury many of her fallen foes.

Below are a few possible questions and the tree's answers.

Why was Honaria Alcasti here? "She was a commander in the outlanders' army some years ago, before they split into squabbling nations. She came to round up fugitives in the woods, but she always treated the Wildwood Lodge with respect."

How large was Honaria's command? "Honaria led a few score of warriors, but she lost only a handful. Although the campaign took seasons, she was implacable. Eventually her little group wore the fugitives down, like a rock cracking under roots."

Who were the fugitives? "They were outlanders who Honaria said were stealing from other outlanders. She said they used to be another part of the same army. The fugitives never gave us any problems, but the conflicts of outlanders are non of my concern."

What were the results? "Honaria broke the fugitives' army and captured their leaders. We never heard from them again."

Is there any evidence? "Many of her fallen enemies were buried in a cave not far from here. Their bones are long gone, but a sword or two might remain. You may search through it if you'd like."

THE MASS GRAVE

The cave is not far from the tree, but without the tree's direction, it blends into its surroundings. A quick dig reveals several split helms and broken swords, each bearing the fox insignia of a unit in the ancient Taldan army.

CONCLUSION

Although the tree has many fine things to say about Honaria, its testimony alone is not enough to pass muster in the courts of Oppara. However, the broken equipment of her enemies adds weight to the story, particularly because the unit it belonged to was disbanded for treason. As long as the PCs retrieve a piece of the equipment, check this adventure's Evidence box on each PC's Chronicle sheet.

If Trajet or Polgrin survives, that druid ashamedly leads the PCs back to their boat, and gives the PCs Trajet's *treeform cloak* (*Pathfinder RPG Ultimate Equipment* 269) as a part of their apology. Otherwise, another representative of the lodge appears and leads the PCs back, apologizing for their comrades' actions. The lodge isn't happy that the PCs slew two of its members, but understands the circumstances. If the PCs acquire the *treeform cloak*, check this adventure's Resource box on each PC's Chronicle sheet.



BASILICA

By Landon Winkler

Although it sees more tourists than worshippers since the death of Aroden, the Basilica of the Last Man still provides a commanding view over Oppara. Millennia of Arodenite artifacts gather dust beneath the ancient cathedral. Among the relics, Remaio found a bronze bust celebrating Honaria's religious honors.

This bust is a key piece of evidence for Remaio's claims and he'd like to see it moved to a safer location. A careless priest and a pack of ratfolk thieves accidentally drove his point home. The thieves found the bust unguarded and carried it into tunnels beneath the basilica. Remaio may be able to reclaim the evidence before it disappears forever into the ratfolk warrens, but only with the PCs' help.

SUMMARY

Remaio meets the PCs at the Basilica of the Last Man and leads them to Brother Valicus. The elderly brother was responsible for the collection of artifacts that contained the bust, but he grew careless about protecting it. When the PCs arrive to see the bust, Valicus informs them that it has gone missing.

As the PCs piece together what happened and track down the thieves, time is of the essence. The more information

WHERE ON GOLARION?

"Basilica" takes place in Oppara, the capital of the declining empire of Taldor. For more information on Oppara, see the *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



they gain from Valicus and their own investigation, the easier it is to find the ratfolk and the stolen bust. With enough time to prepare, the ratfolk meet up with allies and set an ambush for the group following them. If the PCs perform an efficient investigation, they can catch the thieves before reinforcements arrive.

GM RESOURCES

"Basilica" uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3* and the *Pathfinder RPG Monster Codex*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and the *Monster Codex* are printed in Appendix 1 for the GM's convenience.

Once the PCs defeat the ratfolk, Remaio reclaims the bust of his ancestor, promising not to let it fall into ratfolk or Arodenite hands again.

GETTING STARTED

The party begins at a side entrance to the Basilica of the Last Man. After they've had a chance to read the handout, read or paraphrase the following.

The blue dome and fluted spires of the Basilica of the Last Man rise from the skyline of Oppara, the capital of Taldor. The basilica rests atop a tall hill, whose rolling, grass-covered slopes are free of the usual bustle of city life. A carriage bearing the symbol of a pegasus on its doors stops at the foot of the hill.

A young man in fine clothing steps out of the carriage and gives a polite nod. "For those of you who have not yet met me, my name is Remaio. Thank you all for coming. We're here to check on the bust I mentioned in my note and, if we can, convince Brother Valicus to let us move it to a safer location. The gods know I've tried, but he just won't listen to reason."

Remaio has visited Valicus several times before and has no trouble leading them to the brother's workshop. As the PCs enter the workshop, they find Valicus incredulously searching the place. When he notices PCs approaching, he explains that the bust has gone missing, along with several other relics. This admission infuriates Remaio, who begins shouting at Valicus, accusing him of losing the bust on purpose by deliberately providing it with inadequate protection. If the PCs allow the argument to play out, Remaio eventually finishes ranting at the apologetic priest and tries to lead the PCs to begin the search.

If the PCs try to calm matters down, Remaio takes a deep breath and Valicus explains that he only left the relics untended for a few minutes. Several metal relics, including the bust, were gone when he got back. A PC who inspects the scene and succeeds at a DC 15 Appraise check can tell that the thieves left more valuable paintings and tools behind. The ratfolk were careful to take items that were shiny but not part of anyone's livelihood.

Valicus is a religious man in name only. The basilica pays him to keep tourists out of the storerooms and perform basic repairs. He answers any other questions the PCs have to the best of his ability, but declines to follow beneath the basilica.

The following two sections cover the investigation. Keep track of the number of rounds the PCs have gained on the ratfolk. This number starts at 0, but the PCs can increase it with successful skill checks and decrease it by tarrying in the following sections. This number becomes important when the party catches up with the thieves.

INSIDE THE BASILICA

The basilica is not as busy as it was before the death of Aroden. Most of its halls are long empty and its side rooms are blanketed in dust. During the investigation each PC can attempt a skill check to learn something and help catch up with the thieves. For each of the skills below that the PCs successfully use, they gain a round on the ratfolk.

The party can slow down and attempt more skill checks, but the time counts against them. Each time the PCs attempt a new set of checks, the ratfolk gain a round on them. If they're heading in this direction, give the players a warning that time might be of the essence.

Even without successful checks, the PCs' search eventually leads beneath the basilica. While the PCs are investigating, Remaio is busy bribing acolytes to share information with him, and he eventually returns with the location of the tunnel entrance.

Diplomacy: A PC who succeeds at a DC 18 Diplomacy check locates a witness to the theft, a young man named Bastinian. He was supposed to be polishing the basilica's pews, but he was instead lying down for a nap. Before he fell asleep, he saw a hunched, halfling-sized humanoid running through the halls. He also saw the general direction that the humanoid was headed. The PCs may use magic, such as *charm person*, in place of a Diplomacy check. The Will save modifier of a typical person working in the basilica is +2.

Knowledge (religion): Arodenite lore suggests that old tunnels and sub-basements riddle the basilica. A PC can find an entrance to those tunnels near Valicus's workshop if she succeeds at a DC 12 Knowledge (religion) check.

Survival: A PC who succeeds at a DC 15 Survival check to follow tracks reveals the passage of several creatures with bare, furred feet through the dust. The individual footprints could be from particularly large rats, but the pattern of the tracks is bipedal.

BENEATH THE BASILICA

The tunnels beneath the basilica have seen even less traffic than the halls above. The only people who have used these corridors recently are a few dozen ratfolk who occasionally

pass through them on the way to their warren. Rat-like tracks are everywhere. The ratfolk collapsed some of the tunnels to discourage humans from exploring.

Remaio follows the party belowground, unless they insist that he remain with Valicus. The tunnels are dark. If the PCs do not provide a better light source, Remaio grabs a torch from the basilica above.

As in the basilica proper, the PCs can catch up to the ratfolk with a proper investigation. Each successful skill check allows the PCs to gain a round on the ratfolk. The whole party can attempt another skill check, but it costs a round.

Knowledge (engineering): If the PCs succeed at a DC 12 Knowledge (engineering) check, they discover that several tunnels have been intentionally collapsed. They also learn which tunnels must have remained intact to prevent the basilica from sinking.

Perception: By listening carefully and succeeding at a DC 18 Perception check, a PC can hear the chittering echoes of a distant conversation.

Survival: The PCs can track the ratfolk with a successful DC 15 Survival check.

B. BASILICA TUNNELS

Ratfolk warrens have long existed beneath the basilica, but the local ratfolk have increased in numbers and boldness with the decline of the temple above. The ratfolk in charge of the theft, Bikka, is currently in area **B2** with a pair of ratfolk accomplices. Another ratfolk, Thessel, is on his way to meet Bikka with a pair of dire rats, to ensure that the thieves aren't followed back home. If the party didn't gain any time on the ratfolk, Thessel's group waits in area **B3**.

Otherwise, Thessel's group arrives through the trapdoor in the floor of area **B3** after the number of rounds that the PCs gained in their investigation have passed.

B1. Landing

The stairs end in a damp room with several deteriorating doors, each decorated with the winged eye of Aroden. A once-imposing set of double doors stands slightly ajar across from the stairs. Another staircase on the western wall once led deeper below the city, but its ceiling has collapsed, blocking further passage.

The chittering echoes of conversation stop as the PCs reach the base of the stairs. A PC who succeeded at a Survival

SCALING ENCOUNTER B2

To accommodate a party of four PCs, remove one ratfolk.

check beneath the basilica learns that the most recent tracks lead to the double doors.

B2. Bikka's Scavengers (CR 3)

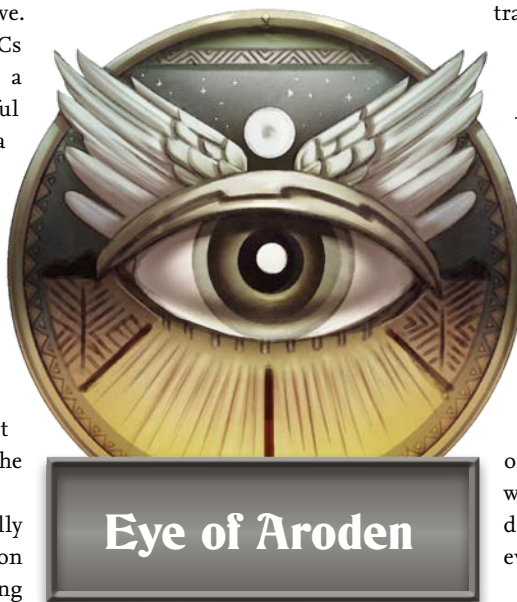
At the north end of this long room, a statue of a winged eye adorns a simple stone altar. Open pits of various sizes riddle the floor. A pair of stone doors hangs into each of the pits, with a texture similar to that of the surrounding ground.

The floor of this room is riddled with pit traps, which the keepers of the basilica once used to capture would-be thieves. The ratfolk disabled these traps when they looted everything of value from the altar.

Creatures: Bikka and her team wait behind the double doors here.

Sneaking up on the ratfolk unnoticed is quite challenging, but if all of the PCs succeed at a DC 18 Stealth check, they can open the door to **B2** and ambush the ratfolk. Otherwise, Bikka and her allies attack the PCs in area **B1**.

The ratfolk know that if news reaches the surface that a noble died beneath the city, Oppara's guards may storm the tunnels. Although Remaio isn't a true noble, he still dresses in noble's attire. The ratfolk avoid attacking Remaio or anyone else dressed in fine clothing until there are no other targets present.



BIKKA CR 1

Ratfolk tinkerer (*Pathfinder RPG Monster Codex* 178, see page 43)
hp 16

TACTICS

During Combat Bikka maneuvers into a flank with the dire rats and attacks.

Morale Bikka flees if she is reduced to 4 hit points or fewer.

RATFOLK (2) CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 3 231, see page 43)

TACTICS

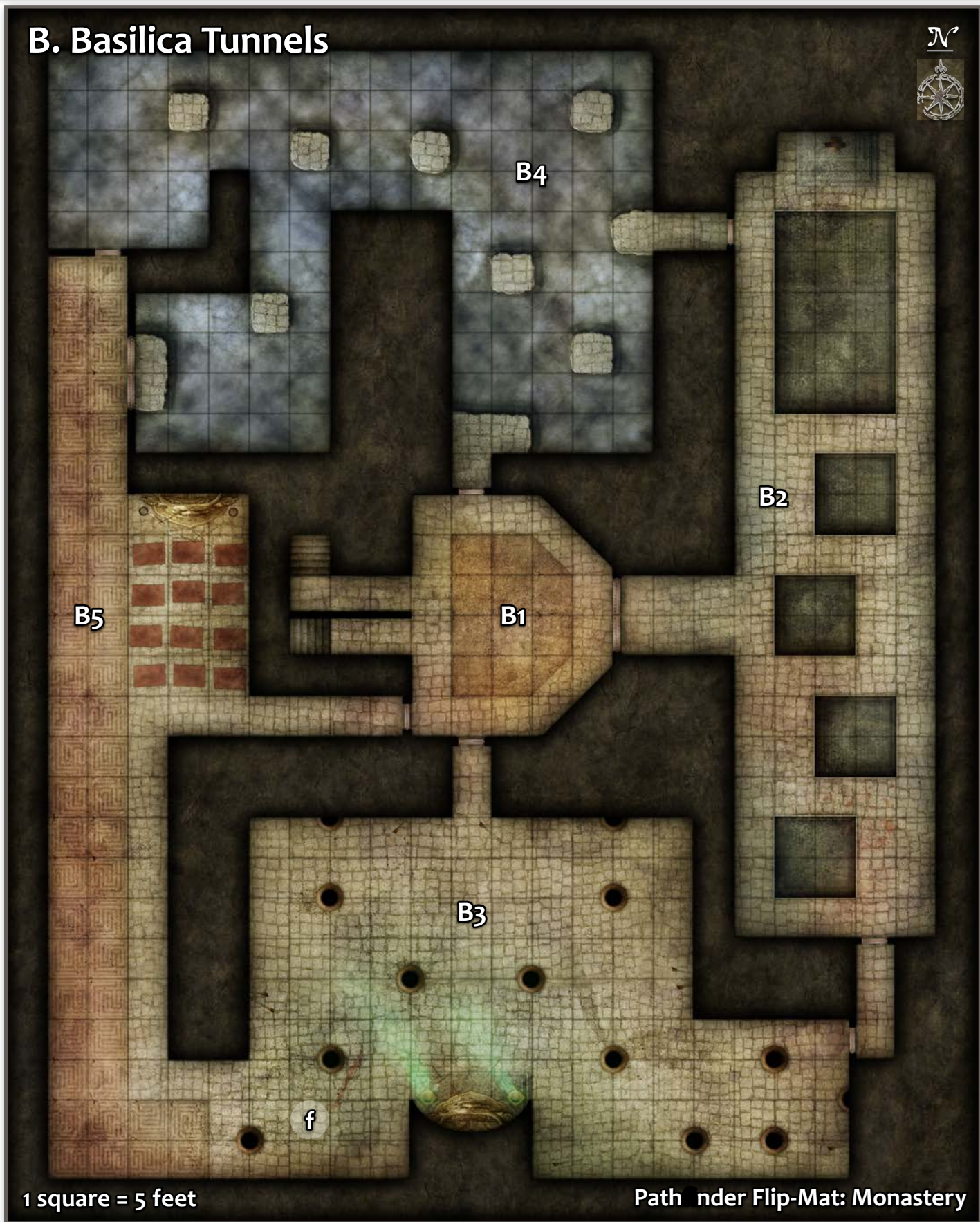
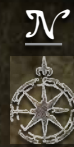
During Combat The ratfolk flank with Bikka.

Morale The ratfolk flee if Bikka falls.

REMAIO CR 2

hp 23 (see page 46)

B. Basilica Tunnels



1 square = 5 feet

Pathfinder Flip-Mat: Monastery

TACTICS

During Combat Remaio assists the party in combat, but remains in the back rank and does his best to stay out of trouble. He activates inspire courage and then attacks with his crossbow.

Morale Remaio flees if he is reduced to 5 hp or less.

Treasure: Bikka carries the shiny bust in a backpack. Her allies carry the other stolen relics, which include a set of embossed bronze offering bowls, a string of prayer beads made of silver, and a collection of holy symbols of Aroden from different regions of Golarion.

B3. Thessel's Reinforcements (CR 2)

Twelve narrow pillars reach from floor to ceiling in this large chamber, each depicting a man engaging in a different profession. In one pillar, a man proudly displays a large fish, while in another, a man tends to a field of wheat.

A PC who succeeds at a DC 15 Knowledge (history or religion) check recognizes the significance on the images on the pillars. They depict the twelve guises that Aroden once used to walk the world: beggar, thief, fisherman, hunter, shepherd, farmer, soldier, merchant, tailor, craftsman, artist, and scholar.

Creatures: Thessel and a pair of dire rats arrive in this room through the trapdoor in the floor. If the PCs did not gain any time on the ratfolk during their investigation, Thessel's team begins in this room. Otherwise, they pass through the trapdoor after the appropriate number of rounds has passed.

DIRE RATS (2)

CR 1/3

hp 5 each (*Pathfinder RPG Bestiary* 232, see page 43)

TACTICS

During Combat The dire rats attack the PC wearing the least heavy armor first. If Thessel and the ratfolk begin in area B3—that is, if the PCs did not gain any rounds on the ratfolk during their investigation—Thessel orders the rats to guard the trapdoor rather than rushing them in to attack the PCs.

Morale The dire rats fight to the death.

THESEL

CR 1

Ratfolk tinkerer (*Pathfinder RPG Monster Codex* 178, see page 43)

hp 16

TACTICS

During Combat Thessel flanks enemies with her ratfolk allies.

Morale Thessel flees if she is reduced to 4 hit points or fewer.

SCALING ENCOUNTER B2

To accommodate a group of four PCs, remove one of the dire rats.

B4. Collapsed Room

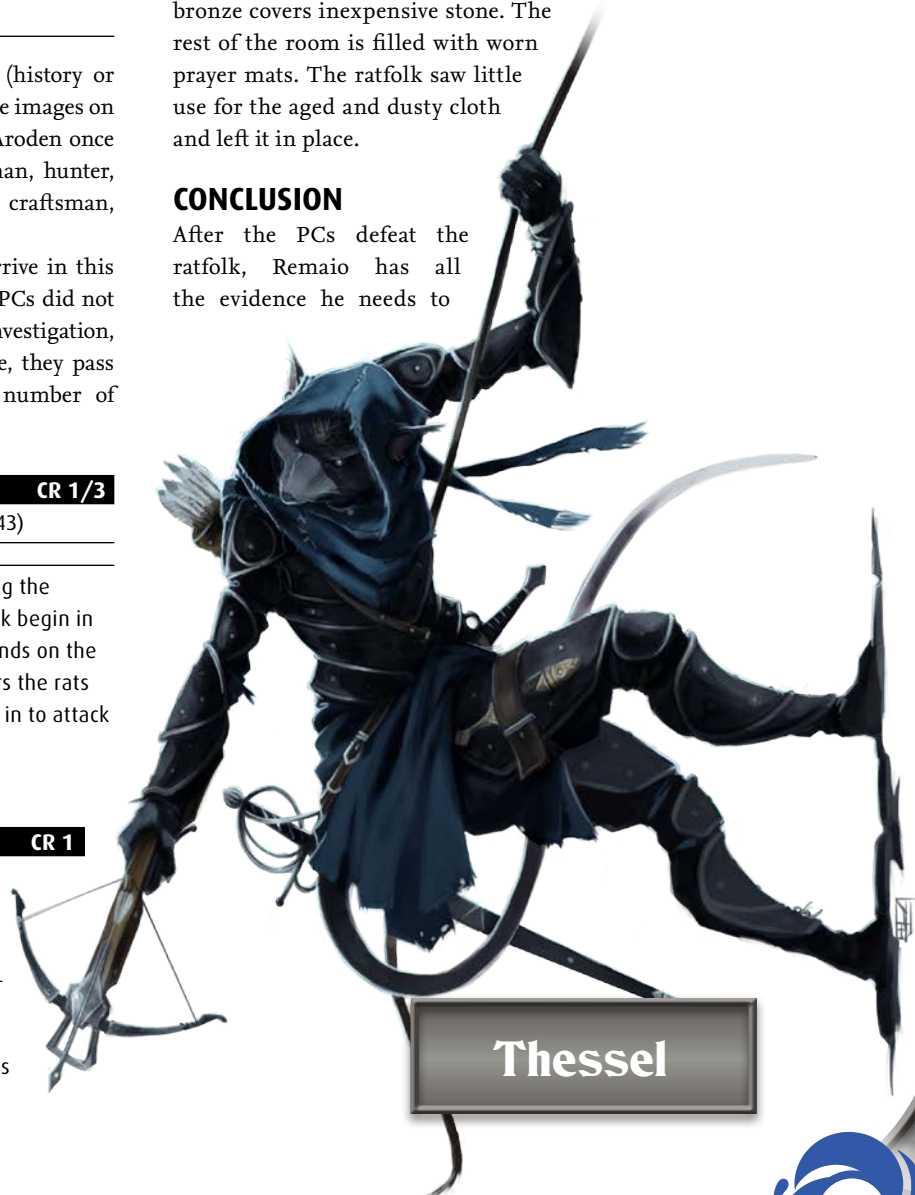
The ratfolk collapsed most of the second story of this room to make navigation more difficult. Only small sections of the second floor remain, atop the pillars that once supported the floor's weight. The lower level 15 feet below is filled with rubble, which provides difficult terrain.

B5. Prayer Room

A 10-foot-tall holy symbol of Aroden takes up the northern wall of this small room. The symbol appears at first glance to be made of solid bronze, but scrapes and scratches in its surface reveal that a very thin layer of bronze covers inexpensive stone. The rest of the room is filled with worn prayer mats. The ratfolk saw little use for the aged and dusty cloth and left it in place.

CONCLUSION

After the PCs defeat the ratfolk, Remaio has all the evidence he needs to



Thessel

convince the Arodenites that Honaria's bust wasn't safe in the basilica, and Brother Valicus allows Remaio to take it without protest. As long as the PCs retrieve the bust, check the Evidence box on each PC's Chronicle sheet. Remaio thanks the PCs and takes them out to a fine dinner if they let him.

Valicus does not press the PCs about the remaining relics. However, if they choose to hand them over, the man who presides over the basilica, Father Basri, grants them an audience, and gladly accepts the relics, blessing the party

in the name of Aroden. This blessing no longer carries any magical weight, but Basri is predisposed to support the PCs in the final quest of this series. Check off the Resources box for the Basilica quest on each PC's Chronicle sheet.

If the ratfolk somehow kill Remaio and let witnesses escape, they return him (or his corpse) to the surface as a peace offering. Although the Alcasti name isn't worth much at this point, Remaio has enough personal wealth to ensure that he is raised from the dead.



BLADE

By Jenny Jarzabski

Four years ago, Remaio Alcasti sold an exquisite sword to the Qadiran Ghazali family in a desperate bid to earn easy coin. Although the sword allegedly once belonged to Honaria Alcasti, claims of its magical properties were, in Remaio's estimation, fiction. Struggling to stay afloat in a state of near-poverty, Remaio delivered the blade to Qadira and never looked back.

A few months ago, everything changed. Remaio's research into Honaria's life led him to the church of Aroden. The church's records detailed a powerful intelligent item gifted to the brave Honaria: a sword matching the description of the one he sold.

Although the sword never revealed its nature to Remaio, it grew fond of the brave spirit of teenaged Aayef Ghazali, who yearned to become a hero. The sword told the boy tales of the valorous soldier who once wielded her. The blade's accounts of Honaria's heroism inspired Aayef, who stole the sword from his family home and ventured into the desert to prove himself.

SUMMARY

Remaio sends the PCs to the Qadiran city of Omash to retrieve Honaria's lost blade from the wealthy Ghazali

WHERE ON GOLARION?

"Blade" takes place in the city of Omash, a fortress-city located in Qadira near its border with Taldor. For more information about Omash and Qadira, see *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores everywhere and online at paizo.com.



family. The Ghazali matriarch begs the PCs to rescue her son, who disappeared hours ago.

The PCs track down Aayef, arriving just in time to witness his losing battle with a giant scorpion. The PCs attempt to save Aayef and persuade him to return home. After the fight, Honaria's sword reveals her true nature

GM RESOURCES

"Blade" uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Bestiary*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* are printed in Appendix 1 for the GM's convenience.

as an intelligent item. The PCs then face the task of convincing the blade to defend Remaio's claims.

GETTING STARTED

The PCs enjoy an uneventful trip to Omash. The guards at the city's main gates help the PCs find the Ghazali family manor. The luxurious estate lies on the outskirts of Omash, outside of the fortress-city's towering walls. Instead, the property uses its own walls for protection. The two-story building boasts intricately patterned stone floors, rich wall hangings, and floor-to-ceiling windows.

A sandstone wall decorated with geometric mosaics surrounds the opulent Ghazali manor. Through the brass front gates, white cobblestone paths wind through a garden of flowering cacti and acacia trees to the manor's entrance. A pair of guards clad in polished armor flanks the heavy wooden door to the residence.

A guard stationed at the door intercepts the PCs and leads the group to Lady Ghazali's study. Once the PCs follow the guard inside, read or paraphrase the following.

The domed ceiling of this grand room soars above red and white tiles whose pattern resembles roses in bloom. Between the mahogany bookshelves that line the chamber, suits of armor stand at attention. An empty weapon rack faces the doorway.

Arajida al-Fakhiri, Lady Ghazali, a middle-aged Keleshite woman, sits alone with her head in her hands. She greets the PCs, but her pleasantries fall flat, and her eyes are slightly bloodshot. If the PCs show her Remaio's documents, she acknowledges that she owns the sword. She also answers the following questions.

Will you trade for the sword? "I'll gladly give you the sword if you bring my son home. Otherwise, I cannot give it to you, even if I wanted to."

Where is the sword? "My son, Aayef, has it. I woke this morning to find him gone and the sword missing. He barely even knows how to use it. It was supposed to go to my eldest daughter."

Can you ask the city guards to help? Lady Ghazali shakes her head in frustration, "They refused to help me.

They said that he was old enough to wield a sword, and they weren't going to bother sending off a search party to look for a young man who has been missing for less than a day. They don't know my son. He's not tough like the academy students in the city. I just know he's gotten himself into trouble."

Where did Aayef go? "Aayef has big dreams. He begged to be allowed to train at one of the war academies in the city, but I couldn't bear the thought. I'm afraid he ran off on his own to slay some imaginary dragon—and found himself a real one."

What kinds of dangers are in the desert? "Wild animals, slavers, and bandits lurk out in the desert. You don't think any of those caught him, do you?"

Development: If the PCs accept Lady Ghazali's deal, she insists they leave at once to find her son.

When Aayef slipped out in the middle of the night, he took care to cover his tracks inside the manor's grounds. He escaped the manor by slipping out through a small gap in the wall. Lady Ghazali and her guards searched the grounds thoroughly earlier in the day and inadvertently made Aayef's trail much harder to follow. However, in the hours since their search, the wind has revealed another clue. When Aayef was slipping through the gap in the wall, a piece of his bright blue shirt tore off, and he hastily buried the scrap in the sand below his feet. PCs who succeed a DC 15 Survival check spot the bright fabric sticking out of the sand. If the PCs succeed at this skill check by 10 or more, they manage to spot Aayef's concealed tracks.

If the PCs struggle with the Survival check, one of the guards at the doors eventually approaches them and assists in the search. The guard finds the scrap of fabric and points it out to the PCs.

Following Aayef's trail beyond the walls of the Ghazali estate is easier, requiring a DC 10 Survival check.

C. THE SUN-SCOURED RUINS

Aayef's trail leads three miles east to the sand blasted ruins of a circular building. Chunks of wall and broken pillars stand as the last testament to what was once a shrine to Sarenrae. Rubble covers the deep sand around the structure, creating difficult terrain. The dais (area C2) is not covered in rubble.

C1. Makeshift Camp

The remnants of Aayef's campfire smolder beside a fallen pillar. Read or paraphrase the following when the PCs come within 20 feet of the pillar in area C1.

A chunk of twisted deadwood rests atop a pile of ashes in the lee of a fallen stone column. Cinders surrounding the driftwood suggest a recent fire.

C. The Sun-Scoured Ruins



C1

S

C2

A

A : Aayef

S : Scorpion

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

SCALING ENCOUNTER C2

To accommodate a group of four PCs, the scorpion is an immature specimen. Reduce its maximum hit points by 5 and the DC of its poison ability by 2.

Aayef attempted to build a fire here, but he lacked the skill to cultivate a true blaze. He failed to notice a pack half-buried in the sand, left by the last traveler foolish enough to rest here. The PCs locate the bag if they succeed at a DC 15 Perception check.

Treasure: The burlap bag contains two vials of antitoxin, a tindertwig, and the shattered pieces of a compass.

C2. The Broken Shrine (CR 3)

Read the following when the PCs approach within 10 feet of area C2.

Steps ascend the wreckage to a smooth stone dais. A cracked stone shrine stands before the eastern wall. Bones and other detritus litter the floor around the altar.

An inquisitive PC may attempt a DC 10 Knowledge (religion) check to identify carvings of Sarenrae on the altar. The bones in this area are the remains of the giant scorpion's previous meals.

Creatures: A giant scorpion nesting in the ruins surprised Aayef as he began exploring the site. The beast proved more than a match for the young noble and is about to finish him off when PCs approach.



Giant Scorpion

GIANT SCORPION

CR 3

hp 37 (27 current, *Pathfinder RPG Bestiary* 242, see page 44)

TACTICS

During Combat The giant scorpion attacks Aayef until the PCs threaten or distract it. It attempts to grapple its foes.

Morale The giant scorpion fights to the death.

AAYEF GHAZALI

CR 2

Heir apparent (*Pathfinder RPG NPC Codex* 251, see page 44)

hp 22 (10 current)

Fort +1, **Ref** +2, **Will** +3 (+1 vs. fear)

Melee *Soldier's Glory* +6 (1d8+2/19–20)

Ranged dagger +5 (1d4/19–20)

Combat Gear none; **Other Gear** as listed in the appendix, except replace the mwk longsword with *Soldier's Glory* (see sidebar on page 19)

TACTICS

Before Combat *Soldier's Glory* cast *aid* on Aayef earlier in the fight. The effects of this spell are included in his statistics.

The intelligent sword has also expended all of her uses of *cure light wounds*.

During Combat Aayef fights defensively.

Morale Aayef does not retreat as long as any PC still stands.

Development: If the PCs defeat the giant scorpion and Aayef is still conscious, he brags that he could have defeated the creature without their help. A PC who succeeds at a DC 15 Sense Motive check realizes that Aayef was truly afraid for his life. If Aayef falls and the PCs revive him, he thanks them profusely for saving his life. If the scorpion kills Aayef, the PCs may succeed a DC 10 Knowledge (nobility) check to identify his signet ring as associated with the Ghazali family. The PCs may also notice that his shirt is made of the same bright blue fabric as the scrap that they found in the Ghazali manor, and that a small piece of his shirt is missing.

Regardless of the battle's outcome, the sword Aayef wields loudly hails the PCs a few moments after combat. Read or paraphrase the following.

"Brave adventurers!" A deep voice cuts through the dry air. Strangely, it seems to originate with the jeweled sword in Aayef's hand. "I am Soldier's Glory, servant of the noble bastions of the Last Azlanti. Identify yourselves!"

Soldier's Glory is the famous blade that once served Honaria Alcasti. She mourned her wielder's death but refused to be interred with her. Unfortunately, none of Honaria's descendants who were alive at the time of her death possessed the noble spirit that the sword

demanding from her next wielder. As the years passed, *Soldier's Glory* settled in to a depressing existence as a decoration and curiosity, and spoke increasingly rarely, until her true nature faded to a footnote in the family's history. When Remaio sold *Soldier's Glory* to the Ghazali family four years ago, she took a liking to young Aayef, whose headstrong nature and desire to be more than a spoiled noble son reminded her of Honaria. Aayef is the first person in centuries to hear her voice.

Soldier's Glory is a lawful good intelligent weapon with a penchant for protecting the weak and fighting with honor. See the sidebar Honaria's Blade on Page 19 for more information on *Soldier's Glory*, including her statistics.

Soldier's Glory refuses to speak further until the PCs identify themselves by name. Once the PCs have all provided their names, she informs them that they may address her as Glory. Glory demands to hear each PC's history and personal allegiance.

After the PCs have introduced themselves to her satisfaction, Glory is willing to listen to any requests that the PCs may have of her. If the PCs succeed at a DC 20 Diplomacy check, they convince Glory to present evidence supporting Remaio's claim to nobility. If the PCs fail this check, the sword refuses to cooperate. The PCs can gain bonuses on the Diplomacy check based on their actions earlier in the adventure. As long as the PCs shared a tale of personal heroism as a part of their introductions, they gain a +4 bonus. In addition to the bonuses accrued for recounting honorable actions to the blade, PCs may earn a bonus for fair treatment of Aayef. Saving Aayef from the scorpion results in a +2 bonus on the skill check, and acknowledging his bravery or encouraging his goals grants an additional +2 bonus. Wise PCs may understand that Glory still cares deeply about Honaria Alcasti. If a PC tells Glory that Honaria's own deeds are in question, reduce the DC to secure her aid by 5. Glory graces the PCs with an account of how, after defeating an enemy battalion in the Conquest, Honaria turned opponents to her cause by treating her prisoners with dignity. The blade believes that Taldor only lost the war because insufficient resources prevented Honaria from implementing her masterful tactics.

Several actions the PCs may take impose penalties on the Diplomacy check to gain Glory's aid. *Soldier's Glory* chides any PC who insults or bullies Aayef, saying, "Were you not young once? Aayef has more backbone than some generals I've known!" Such PCs receive a -2 penalty on their skill check. Similarly, PCs who lie to Glory or Aayef and fail a DC 15 Bluff check receive a -2 penalty.

The PCs likely wish to honor their agreement with Lady Ghazali and bring Aayef back to the family estate. With a successful DC 13 Diplomacy or Intimidate check, the PCs convince Aayef to return home.

HONARIA'S BLADE

If the PCs can convince *Soldier's Glory* that they are worthy of the task of restoring Honaria's legacy, the sword proves a valuable ally to their cause. Unlike a typical intelligent item, *Soldier's Glory* only imposes a negative level upon evil wielders, rather than upon all wielders that do not match her alignment. She provides her full benefits to a lawful good wielder, and allows wielders that are either lawful or good to use her as a +1 *longsword*. If a character who is neither lawful nor good attempts to wield the sword, she complains vociferously. Additionally, she forces the character to succeed at a DC 8 Will save to avoid dropping her immediately and being unable to pick her up for the rest of the day. In the hands of such a wielder, she functions as a standard masterwork longsword.

SOLDIER'S GLORY

PRICE
23,415 GP

SLOT none	CL 6th	WEIGHT 4 lbs.
AURA moderate divination		
ALIGNMENT lawful good		
SENSES 30 ft.	WISDOM 10	EGO +8
CHARISMA 14	INTELLIGENCE 10	
LANGUAGE speech (Common)		

This magnificent jeweled longsword's pommel is styled after a pegasus in flight. *Soldier's Glory* is a +2 *benevolent^{UE} longsword*. She can cast *cure light wounds* 3/day and *aid* 1/day.

CONSTRUCTION REQUIREMENTS

COST 11,865 GP

Craft Magic Arms and Armor, *aid*, *cure light wounds*, *magic weapon*

CONCLUSION

If the PCs return to the Ghazali estate with Aayef, his mother greets him affectionately. Aayef's resolve to seek adventure has not dimmed, but he has learned his lesson about charging off alone. He secretly plans to seek audience with Lady Gloriana Morilla. Check this quest's Resource box on each PC's Chronicle sheet. If the PCs bring back Aayef's body, Lady Ghazali tearfully confirms her son's identity. As long as the PCs do not return without Aayef, Lady Ghazali allows the PCs to leave with *Soldier's Glory*.

Back in Taldor, Remaio is relieved to see the blade, and he asks the PCs if the rumors about it are true. If PCs convinced *Soldier's Glory* to help Remaio, the blade addresses Remaio and explains her intent to restore Honaria's good name. Check this quest's Evidence box.



HOMESTEAD

By Jenny Jarzabski

Over six centuries ago, the Even-Tongued Conquest saw numerous failures for imperial Taldor, including the secession of Andoran. Countess Honaria Alcasti was among those that the Emperor punished for the war's outcome.

After the crown stripped the decorated veteran of her lands and titles, her cousin Jonorus settled in the upstart nation. Jonorus severed all ties to Taldor but kept a collection of Alcasti family heirlooms, including some of Honaria's correspondences and her personal journal.

Vereena, the last of the Andoren Alcasti line, curates an amateur museum of sorts in the family homestead. Unfortunately, a band of kobolds believing themselves to be Eagle Knights attacked the farm a week ago. Before the kobolds could democratically decide what to do with their prisoner, the elderly woman succumbed to a heart attack. The band buried her in the yard and transformed her home into their base of operations. Remaio Alcasti last corresponded with Vereena shortly before her death.

SUMMARY

Remaio asks the PCs to visit his distant cousin, Vereena Alcasti, and investigate her trove of family heirlooms

WHERE ON GOLARION?

"Homestead" takes place in the rural Carpenden region of Andoran. For more information about Andoran, see *Pathfinder Campaign Setting: Inner Sea World Guide* and *Pathfinder Campaign Setting: Andoran, Birthplace of Freedom*, available in bookstores and game stores everywhere, and online at paizo.com.



for evidence of Honaria's accomplishments. The PCs stumble into several kobold-designed traps as they explore Vereena's residence. Most of Vereena's treasures are broken or missing, but a cache of letters and diary entries penned

GM RESOURCES

"Homestead" uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* are printed in an appendix for the GM's convenience.

by Honaria Alcasti herself remains intact.

Finally, the kobolds ambush the PCs in Vereena's bedroom. The PCs may discover Vereena's body and learn the truth of her demise before returning to Remaio.

GETTING STARTED

Remaio provides the PCs with a map of Andoran's countryside and pays for their transportation costs. After traveling by boat to Almas, Andoran's capital, the PCs journey via west carriage across the Carpenden Plains, along increasingly narrow roads. Along the way, they pass dozens of small farming villages. Vereena's homestead is isolated, several miles from the nearest village. The final stretch of the PCs' journey takes them on footpaths that are barely wide enough for a single horse, let alone a carriage.

D. ALCASTI FARM

Fields of overgrown crops surround a squat, shingle-roofed farmhouse. A pair of clay pots filled with cheerful yellow marigolds stands to either side of the house's front door. Broken boards covered in graffiti are nailed over the door and windows.

The Andoran offshoot of the Alcasti family lived and labored on this patch of land for generations. The wooden walls and floors of the structure, though ancient, are well cared for and appear to be in good condition. However, all of the windows are boarded over, as is the door leading into area **D1**. The barred door has a break DC of 25. The painted words across the boards read "keep out" in Draconic. A PC who does not speak Draconic can attempt a DC 15 Linguistics check to identify the language; a PC who succeeds by 5 or more discerns meaning of the words. A rusty tin bell hangs from a bit of twine near the door. Ringing the bell produces no response from within. Both exterior doors are secured with rusty old locks (DC 15 Disable Device).

D1. The Dining Room

Thick rugs cover baseboards worn smooth by years of occupation. An unfinished meal sits on a polished oak table. Broken dishes

and overturned bookshelves chairs clutter the floor. Books and sheaves of parchment are stacked haphazardly in and around the fireplace, some charred beyond recognition.

The kobolds sacked this room for useful goods, paying little mind to the priceless family porcelain now shattered on the floor. They planned to use Vereena's extensive document collection for fuel once they ran out of wood, and some manuscripts are already lost.

A PC who succeed at a DC 15 Perception check spots a wax seal with a pegasus motif on one of the papers in the fireplace. This motif matches the wax seal on the letter from Remaio that the PCs received at the beginning of the adventure. Closer inspection reveals a letter signed "Countess Honaria Alcasti". The PCs can spend one hour sifting through the mess to find a dozen letters to and from the Countess, as well as a leather-bound notebook detailing her experiences leading a battalion in the Even-Tongued Conquest.

Development: If the PCs spend time piecing together evidence before confronting the kobolds in area **D3**, the creatures notice their presence and take a whispered vote on their course of action. Allow the PCs to attempt a DC 13 Perception check to hear signs of movement and hushed speech. PCs who succeed at a DC 18 Perception check hear more details about what the kobolds are saying (area **D3**).

D2. The Museum

A broken grandfather clock on the southern wall announces the hour with a distorted chime. Shards of glass carpet the western half of the room around a series of shattered display cases. Paintings and tapestries cover the walls from floor to ceiling. Jagged rips and tears deface a grand painting of a heavily armored human woman slaying a red dragon.

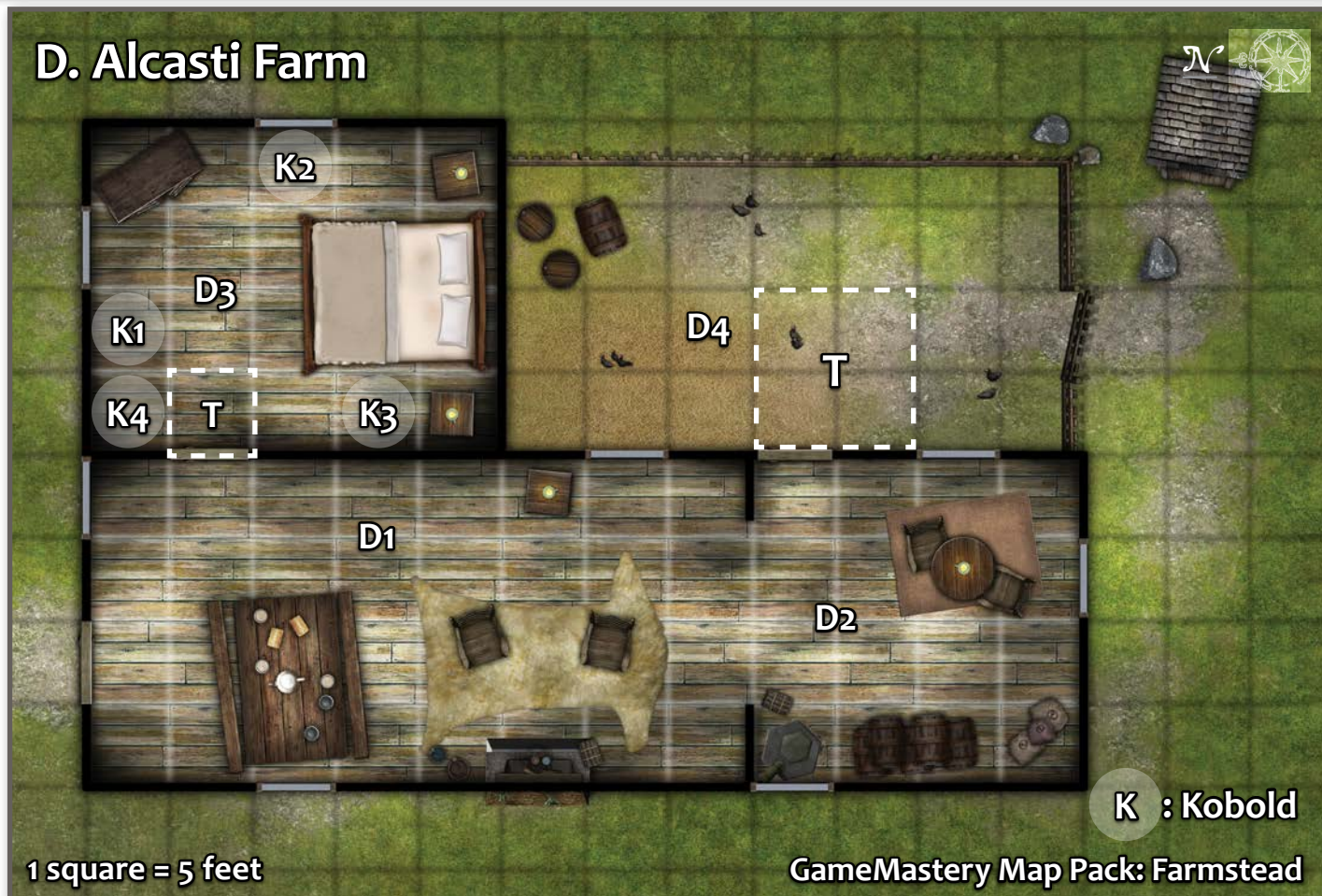
Vereena kept most of her family's heirlooms in this room. The western half of the floor is covered with broken glass and discarded knickknacks.

In the week since their raid, the kobolds ham-handedly picked through this room for anything of use. The image of a human triumphing over dragonkind enraged the kobolds, so they vandalized the offensive painting but left the others intact. Much of the artwork depicts portraits of men and women who bear a noticeable family resemblance to Remaio Alcasti.

A wooden door leads outside to area **D4**.

Treasure: The contents of the smashed display cases now lie discarded on the floor. Though kobolds moved most shiny objects to their den in **D3**, they missed a few items. Among the bric-a-brac is a silver signet ring depicting the pegasus sigil of House Alcasti. A gilded buckler and a mahogany case of calligraphy pens bear the same symbol.

D. Alcasti Farm



K : Kobold

GameMastery Map Pack: Farmstead

D3. The Eagles' Den (CR 3)

This once-tidy bedroom's furnishings have been pushed against one wall. A pile of assorted objects seeps out from under an unmade bed. A framed painting of a verdant pasture hangs askew on the southern wall.

The kobolds now hoard stolen and recovered items from their conquests in what once Vereena's bedroom.

Traps: The kobolds used a pitchfork and other farm equipment to jury-rig a trap on the door to their inner sanctum. The trap is currently active and threatens unwary PCs.

SWINGING PITCHFORK TRAP CR 1

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

Creatures: A band of kobolds clad in ill-fitting cloaks and helmets stolen from an Eagle Knight outpost wait in this room to ambush the PCs. This group became

disillusioned with tribal life in the mountains and hatched a plan to form their own free society in southern Andoran. When the kobolds notice the PCs, they take a whispered vote about how to handle the intruders. Even PCs who do not understand Draconic recognize mispronounced Common words among the babbling, such as "liberty," and "democratic." If the PCs do not seem to notice the kobolds, one of their number grows tired of waiting to be discovered, and decides to take matters into his own hands. He makes stomping footsteps, and clears his throat loudly enough to catch the PC's attention, much to the chagrin of his comrades.

KOBOLDS (4) CR 1/4

N kobolds (*Pathfinder RPG Bestiary* 183, see page 44)

hp 4 each

TACTICS

Before Combat The kobolds hold their position and wait for the PCs to enter the room.

During Combat The kobolds prefer to attack the PCs in pairs, flanking a target whenever possible.

Morale The kobolds fight tenaciously to protect their hoard, but the last kobold standing tries to surrender to the PCs rather than be killed.

SCALING ENCOUNTER D3

To accommodate a group of four PCs, the trap fails. The pitchfork swings toward the PCs, but the rope snaps and the weapon clangs harmlessly to the floor.

Treasure: The kobolds piled everything deemed shiny enough to be valuable into a hoard under Vereena's bed. Among the coins and trinkets are a few items of note: a set of silverware printed with a pegasus motif, a pair of gold-rimmed spectacles, a snuffbox with a gilded scarab attached to the lid, and a magic figurine of an alabaster pegasus with a golden bridle. One of the pegasus's wings has broken off. The small statuette is a *broken figurine of wondrous power* (alabaster pegasus). Its statistics appear on the Chronicle sheet.

D4. The Side Yard (CR 2)

Barrels and bales of hay populate the scrubby yard. The kobolds removed



Kobold

chunks of the fence to cover the windows and doors of the farmhouse. A PC who succeeds at a DC 10 Perception check spots a mound of recently disturbed dirt in the southern corner of the yard. This is the grave of Vereena Alcasti, who died of a stress-triggered heart attack while the kobolds ransacked her home. If the PCs choose to investigate, they find her body wrapped in a patchwork quilt. A PC may determine that her death was not violent with a successful DC 10 Heal check.

Traps: The kobolds used some of the broken porcelain from the dining room to construct a spiked pit trap here. The kobolds typically use this door to enter and exit their new lair, and meticulously avoid the trap whenever they pass. A PC who succeeds a DC 15 Survival check can follow these tracks to avoid falling in the pit.

SPIKED PIT TRAP

CR 2

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

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

D5. Chicken Coop

This small wooden chicken coop is currently unoccupied, but a scattering of feed suggests that animals were once kept here. The kobolds enjoyed a chicken dinner to celebrate their first night in their new lair. Several frightened birds wandered off into the fields to the east. The PCs can round them up with a successful DC 10 Handle Animal check.

CONCLUSION

As long as the PCs spend the required amount of time searching the fireplace, they are able to recover the documents about Honaria Alcasti's life. The records provide detailed information about Honaria's leadership, depicting her as a skillful leader with a brilliant command of tactics, and also reference her repeated inability to receive sufficient resources during some of her campaigns. Check this quest's Evidence box on each PC's Chronicle sheet. If the PCs retrieved the *broken figurine of wondrous power* (alabaster pegasus), check the Resource box on each PC's Chronicle sheet.

Remaio greets the PCs warmly. Over drinks, he inquires about Vereena's health and lifestyle. If the PCs break the news of her death to Remaio, he is crestfallen, and discusses plans to host a proper burial and memorial service for her as soon as possible.



BREAKDOWN

By Eleanor Ferron

Countess Honaria Alcasti's downfall did not affect her alone. Syagra Tetranella, one of Honaria's comrades in arms, had always held out faith that the Empire would come to its senses and Honaria would be exonerated. When Honaria instead died in public ignominy, Syagra began a long slide into bitterness and resentment. Swearing vengeance for her friend, Syagra cast the blame on Italice Cenabri, a prominent adviser to the crown. In truth, many people shared responsibility for Honaria's disgrace, but Italice served as a convenient scapegoat for Syagra's rage and sorrow.

After years of preparations, Syagra carried out her plan to assassinate Italice, fleeing from justice and escaping into the wilderness. She eventually made her way to the mountains where the Alcasti family had given Honaria a hero's burial in the family tomb. In her single-minded devotion, Syagra broke into the tomb, planning to leave Italice's head as an offering to Honaria's memory. Ironically, in her attempts to honor her friend, Syagra was forced to smash apart the tomb guardians and vandalize most of the magical wards.

As Syagra turned to exit Honaria's burial chamber, Italice's clockwork familiar Amantius confronted her.

WHERE ON GOLARION?

"Breakdown" takes place in border of the World's Edge Mountains, an ice-swept mountain range by Taldor's eastern border. For more information on the World's Edge Mountains, see the *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



Syagra struck him down and left him as another twisted offering to Honaria's memory.

When the Alcasti family next returned to the tomb and saw its ruined state, they resolved to find another

place to bury their dead, and to one day restore the tomb to its former glory. However, the family's failing fortunes prevented them from paying for repairs. Eventually, the tomb itself became an embarrassing symbol of the family's disgrace and it faded into obscurity. No one has ventured beyond its doors in centuries.

SUMMARY

Remaio Alcasti asks the PCs to retrieve Honaria's many decorations and honors from her burial chamber. The PCs reach the tomb without incident. Inside, they encounter signs of previous struggle, and do battle with the crumbling remnants of the Alcasti tomb guardians. When they reach Honaria's final resting place, they encounter the crippled clockwork owl Amantius, who is still leaking corrosive fumes from his damaged mechanisms.

GETTING STARTED

The PCs receive a letter from Remaio Alcasti, as well as a vial of holy water and a mausoleum key. Allow the PCs time to read the associated handout and to attempt a skill check to learn about noble tombs in Taldor.

KNOWLEDGE (HISTORY) OR KNOWLEDGE (NOBILITY)

PCs who know about Taldor's history or its noble families may know details about Taldor's burial customs. Each PC knows all of the information for any DC less than or equal to the result of her check.

10+: As the empire began to crumble, Taldan nobles increasingly began to build tombs in remote locales to avoid the depredations of vandals and scavengers.

15+: To further deter the attention of tomb robbers, most Taldan tombs contain magical curses and powerful guardians to protect the bodies and treasures within.

20+: Some Taldan tomb guardians can only be harmed with weapons belonging to the noble house they guard.

E. THE TOMB

The PCs long journey through the foothills of the World's Edge Mountains is uncannily desolate, and a lonely pall hangs over the entire trip. When they reach the entrance to the tomb, read or paraphrase the following.

A white marble tomb emerges from the shadow of a low mountain. Two composite columns frame the tomb's tarnished silver door with cracked hinges. The rain-streaked relief of a pegasus head sits in place of a keyhole.

If the PCs pour holy water on the door as Remaio's letter instructed, a keyhole appears in the pegasus's forehead, which they can open with Remaio's key. Alternatively, they can break down the damaged door with a DC 15 Strength check.

GM RESOURCES

"Breakdown" uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide*, and *Pathfinder RPG Bestiary 2*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary 2* are printed in an appendix for the GM's convenience.

E1. Record of the Dead

A large granite tablet covered with names and dates stands in the center of this small room.

The tablet provides a chronological record of the Alcastis buried within the tomb. About halfway down the stone the list stops, ending with "Honaria Alcasti, 4049 AR–4123 AR."

E2. Fountain of Triumph

A statue of a soaring pegasus rises above the pool of stagnant water in the center of the room.

The pool in this room was once a fountain, but its pipes broke over years of neglect. Now the water is dusty and still.

E3. Hall of Statues

Somber statues of Alcastis past line this hallway, their hands broken apart and lying at their feet. A pile of shattered rubble lies strewn across the floor, the stone pierced through with abandoned spears and swords. The air is thick with dust and neglect.

The rubble is what remains of the Alcastis' tomb guardians. A PC who inspects the rubble and succeeds at a DC 13 Perception check notices distinct features in the shape of the stone, such as a paw and an ear, that suggest that it was once part of a statue of a dog. The weapons all came from the hands of the Alcasti statues—spears from the statues on the south wall, and swords from the statues on the north wall. All of the weapons bear a pegasus crest upon them, which matches the wax seal on the letter that the PCs received from Remaio. The weapons bypass the damage reduction of the ruined tomb guardian (see Encounter E2). There are 3 longswords and 4 spears.

PCs who succeed at a DC 15 Perception check hear scraping and crackling noises through the door to the next room.

SCALING ENCOUNTER E4

To accommodate a group of four PCs, remove one of the crawling hands and reduce the DC of the saving throw to resist the guardian's electrical burst by 2.

E4. Ceremony Room (CR 3)

Stairways lead up to a marble dais, where rotted wooden offerings lie in splinters. The tiles of the floor are scorched black, and the smell of magical ozone fills the air. A sickly pale glow sputters amid a pile of debris, illuminating a shattered sword upon the ground. In the chamber's walls, rows of niches bear ceramic urns labeled with bronze plaques. A repetitive grinding sound echoes through the chamber, erratic and yet unceasing.

The shattered sword has the same design and style as the longswords in area E3. The urns hold the remains of members of the Alcasti family.

Creatures: The grinding sound and pale glow come from the tomb's last remaining guardian, who Syagra smashed into pieces centuries ago. Despite Syagra's efforts, the ruined guardian clings to life, vainly attempting to perform its duty. Formerly a statue of a proud, doglike creature, it now lies in fragments, only able to move its intricate metal frame with its magical animating force. The guardian's jaws spark wildly as the disparate pieces drag themselves towards the PCs, struggling to destroy the intruders.

When the PCs spot the ruined guardian, they may attempt a DC 15 Wisdom check or DC 10 Knowledge (arcana) check to discover that it is magically unstable and likely to explode. The remnants of the tomb's magical wards animated three of the stone hands from the statues in area E3. These function as crawling hands, except that they have construct traits instead of undead traits, and they lack the mark quarry ability.

CRAWLING HANDS (3)

CR 1/2

hp 9 each (*Pathfinder RPG Bestiary 2* 59, see page 45)

TACTICS

During Combat The crawling hands attempt to strangle spellcasting PCs.

Morale The crawling hands fight until they are destroyed.

DAMAGED GUARDIAN DOG

CR 2

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSES

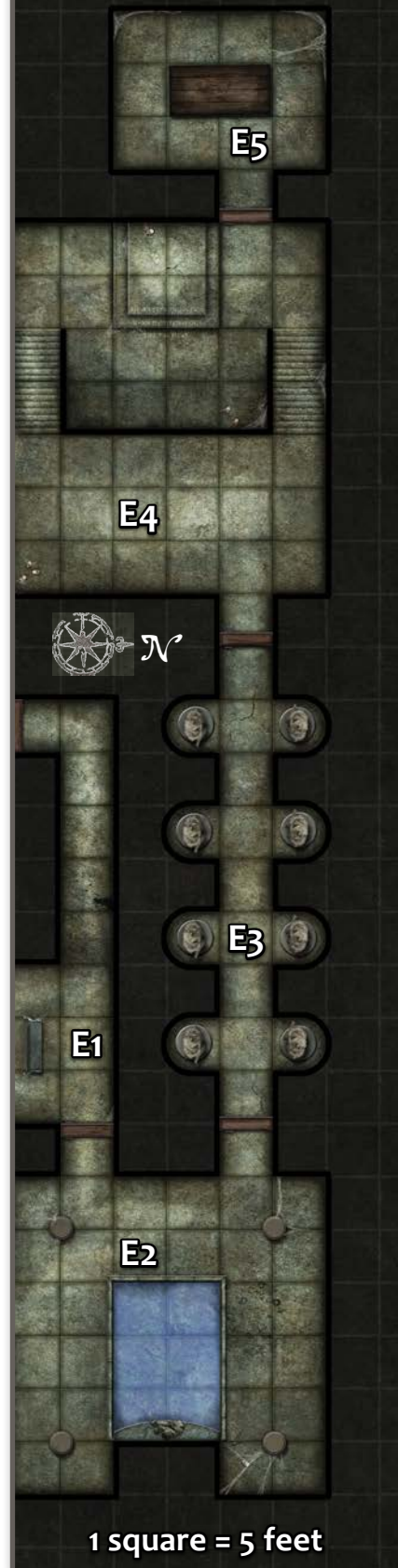
AC 15, touch 13, flat 13 (+2 Dex, +2 natural, +1 size)

hp 21 (2d10+10)

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

DR 5/Alcasti weapons **Immune** construct traits

E. Alcasti Tomb



1 square = 5 feet

OFFENSE

Speed 20 ft.

Melee bite +5 (1d4+2 plus 1d4 electricity and trip)

Special Attacks electrical explosion

TACTICS

During Combat The guardian is staggered for the first round of combat. On future rounds, it bites the PCs with its jaws.

Morale The damaged guardian dog fights until destroyed.

STATISTICS

Str 14, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 4

Base Attack +2; **CMB** +3; **CMD** 15

SPECIAL ABILITIES

Guardian's Resistance (Su) Only members of the Alcasti family or people wielding weapons belonging to the Alcasti family bypass the guardian's damage reduction.

Electrical Explosion (Ex) If the guardian is reduced to 0 hit points, it releases burst of electricity in a 10-foot radius that deals 2d6 electricity damage (DC 13 Reflex half). The save DC is Constitution-based, and includes a +2 racial bonus.

E5. Honaria's Tomb

This sparse room holds little beyond a lacquered wooden coffin. A human skull sits on a plate in front of the casket, while a mangled clockwork owl lies a few feet away. An engraved plaque is propped up behind the skull against the wooden pall. The smell of corrosion fills the air.

The plaque reads, "Here lies Honaria Alcasti, betrayed by her inferiors and those she served. We shall remember her deeds and restore her honor." The letters are faded and the plaque appears to be centuries old. If the PCs examine the plate, they find a hairpin with a noble crest on it. A PC who succeeds at a DC 15 Knowledge (nobility) check recognizes the insignia as the symbol of the Cenabri family, a Taldan noble house with a long history of involvement in legislation and bureaucracy.

The coffin itself contains Honaria's corpse and her accolades, including an impressive collection of military ribbons and medals.



Crawling Hand

Creature: The clockwork owl is Amantius, the former familiar of Italice Cenabri. His confrontation with Syagra destroyed the right half of his face and damaged his connections to a wand inside his body, causing him to spew corrosive acid in a 10-foot-radius cloud around him. He is still conscious and can speak, albeit in a broken and stuttering voice, but he is otherwise immobile and unable to assist or further hinder the PCs.

The acid cloud deals 1d6 points of damage per round (DC 14 Reflex negates). The PCs can neutralize the broken wand if they succeed at a DC 15 Disable Device check, a DC 13 Craft (construct) check, or a DC 15 Use Magic Device check. Whichever skill they choose, neutralizing the wand takes 1d4 rounds. If the PCs succeed on this skill check, they are able to save a few of the wand's charges. It is a *wand of heightened awareness* with 10 charges remaining (*Pathfinder RPG Advanced Class Guide* 183).

Alternatively, if the PCs deal a total of 8 points of damage to Amantius, he implodes and melts into slag, stopping the spray of acid. Amantius's Armor Class is 14 (touch 12, flat-footed 12), and his saving throw bonuses are Fortitude +1, Reflex +3, and Will +2. In his damaged state, he has no resistances or immunities. Amantius has lost all hope for a better fate and does not mind his own destruction, but he begs the PCs to return Italice's head to her family.

If the PCs disarm Amantius without destroying him, or speak to him before dealing with him, he answers their questions concerning

his master and the events that led him here. He punctuates his answers with black humor, self-recrimination, and violent shaking fits. He is aware that Syagra killed his master, and is certain that she acted out of a desire for revenge. Though he initially blamed Honaria for Italice's death as well, his centuries of reflection in her tomb have changed his opinion. Despite his bitterness and despair, he admits that he believes in Honaria's innocence—though he does not hold a high opinion of Honaria, he does not believe any of this to be something she would have wanted.

Development: Though Honaria had nothing to do with Italice's murder and would have been

horrified to know it was done in her name, there is no doubt some would seek to cast the blame on her nonetheless. Should the PCs seem tempted to bury this inconvenient fact, the plaque by the coffin suddenly cracks in half; the remaining inscription now reads, "Remember her deeds and restore her honor." If the PCs promise to return Italice to her family, a feeling of peace suffuses the tomb, healing the PCs for 10 hit points each.

CONCLUSION

So long as the PCs return with Honaria's laurels, Remaio is pleased with their efforts, eagerly explaining those that he recognizes and basking in secondhand pride. Check the Evidence box for this quest on each PC's Chronicle sheet. If the PCs return with Amantius or Italice's head, Remaio

complains this will taint their petition to restore Honaria's good name, but otherwise does not push the subject.

As long as Amantius survives, he insists upon making the truth about Italice's fate known. So long as the PCs arrange for Italice's remains to be returned to her family, the familiar is grateful to the PCs, though somewhat lost after so many years spent hopeless and imprisoned. He asks them to send him along with the remains. Before the PCs send him on his way, he insists that they take the partially charged *wand of heightened awareness* within his body, as it is the only means he has to repay them for their kindness. He informs the PCs that even if the Cenabri family pays for his repairs, he plans to keep his broken face to remember Italice. If the PCs send Italice's remains back to her family, check this scenario's Resource box.



CACOPHONY

By Eleanor Ferron

Remaio's blood, sweat, and tears have finally paid off. Through bribery and political favors, the would-be nobleman has managed an invitation to the court of Princess Eutropia herself, and he's determined not to let this opportunity go to waste. With the evidence the PCs have collected, Remaio is certain that Honaria's name will be cleared and his family will be reinstated to the nobility. Honaria's absolution appeals to more than just Eutropia's sense of justice; to the reform-minded princess, it's a valuable piece of propaganda. The tragic story of Honaria paints Taldor's opulent elite as the villains, a subtle insinuation that many nobles do not look upon kindly. The PCs may have to navigate Taldor's convoluted politics if they wish to win more than a token acknowledgment for Remaio—assuming they still desire it, should Remaio's unsavory financial activities come to light.

SUMMARY

The PCs arrive at court before it officially commences, giving them time to speak with the assembled guests. While the PCs can simply wait to make their case and leave, they can also take the chance to navigate Taldor's political web,

WHERE ON GOLARION?

"Cacophony" takes place in Oppara, the affluent capital city of the Taldor Empire. For more information on Oppara, see the *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



making allies and possibly enemies. Depending on their actions in previous adventures, the other nobles present may help or hinder them. At the end of the evening, Princess Eutropia unexpectedly calls upon the PCs to make the case for Honaria; she also asks the PCs to either endorse Remaio's

GM RESOURCES

"Cacophony" uses the *Pathfinder RPG Core Rulebook*. This adventure assumes that the GM has access to this sourcebook. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

claim to nobility or refute it. Should the PCs refuse to back Remaio's petition, their shattered employer challenges them to a duel.

GETTING STARTED

In addition to his letter, Remaio sends each PC a courtier's outfit. He meets the PCs outside the palace where Eutropia is holding court. Although he appears outwardly confident and cheerful, a PC who succeeds at a DC 15 Sense Motive check recognizes that Remaio is nervous. If the PCs press him about his anxiety, Remaio dismisses them, assuring them that he has everything under control and suggesting that the PC calm her own nerves. When the PCs are ready, Remaio accompanies them inside.

KNOWLEDGE (NOBILITY)

PCs may already be familiar with Taldor's progressive princess. Each PC knows all of the information whose DC is less than or equal to the result of her check.

10+: Eutropia is the only child of Grand Prince Stavian III, the ruler of Taldor. She intends to inherit the throne upon the death of her father, even though according to the current laws of Taldor, only male heirs are eligible to inherit the throne.

15+: Some Taldan nobles fear that Eutropia's ambitions may lead to a costly civil war. Others believe that Eutropia's efforts to make a case for her inheritance to the Senate will eventually succeed, and believe that the progressive vision of Taldor that she supports is the best way to shake off centuries of stagnation.

THE COURT

This ancient and grand palace is decorated with ornate arches of patterned stone. Robed greeters bow as the building's massive iron doors swing open. Light illuminates the hall through dozens of windows in the ceiling. Shining panels of gold decorate the marble walls.

The PCs arrive before official proceedings begin, so they have time to converse with other guests before they are called upon to speak. Remaio does not talk to the PCs during the event, nor does he speak with any of the important figures at the event at the same time as the PCs. The GM should be aware of session time constraints, and give the PCs some indication of how long they have

before court begins.

For a typical 1 hour slot, aim to keep interactions each NPC to 5 minutes or less.

Unless the text notes otherwise, all court NPCs begin with an Indifferent attitude toward the PCs. The PCs can improve an NPC's attitude to Friendly with a successful DC 16 Diplomacy check, or Helpful if they succeed at this check by 5 or more. The PCs can only improve a given NPC's attitude with Diplomacy once, although they may use aid another to work together to make a favorable impression.

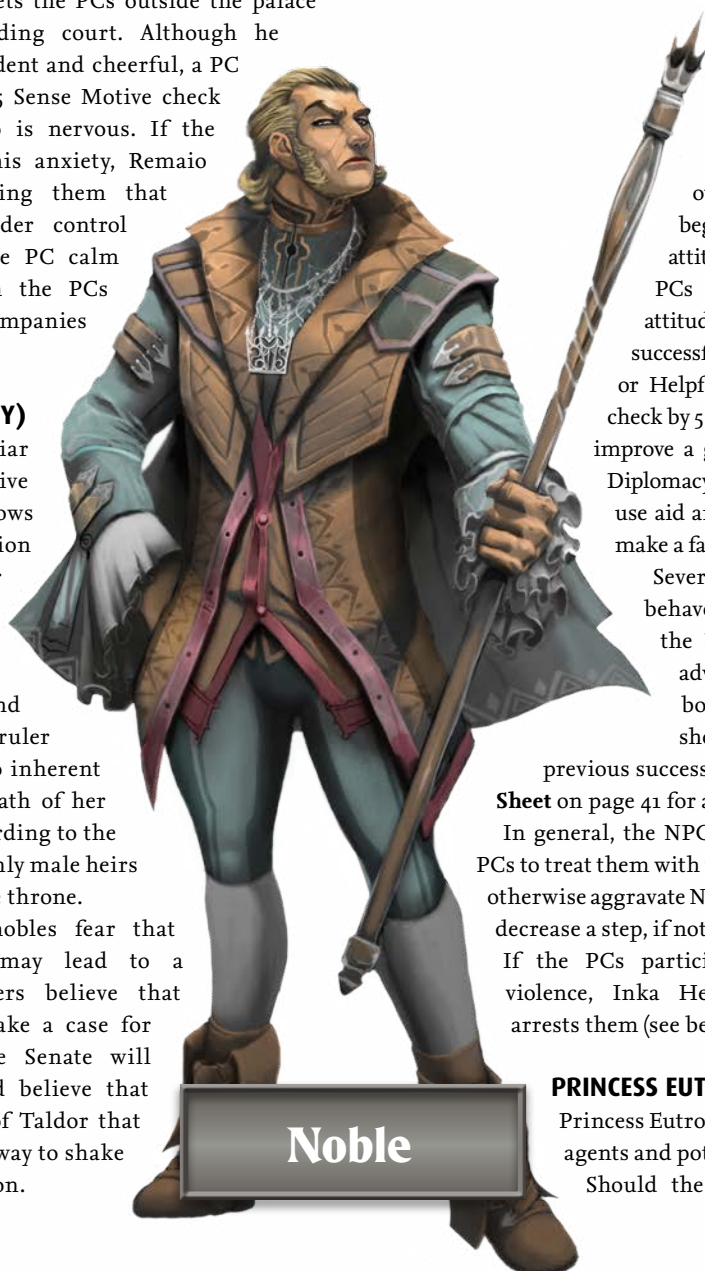
Several of the NPCs below behave differently based on the PC's actions in previous adventures. The Resource boxes on the PCs' Chronicle sheets capture their

previous successes. See the **GM Reference Sheet** on page 41 for a guide.

In general, the NPCs at the court expect the PCs to treat them with respect. PCs who insult or otherwise aggravate NPCs cause their attitude to decrease a step, if not become Hostile outright. If the PCs participate in non-sanctioned violence, Inka Heldotor apprehends and arrests them (see below).

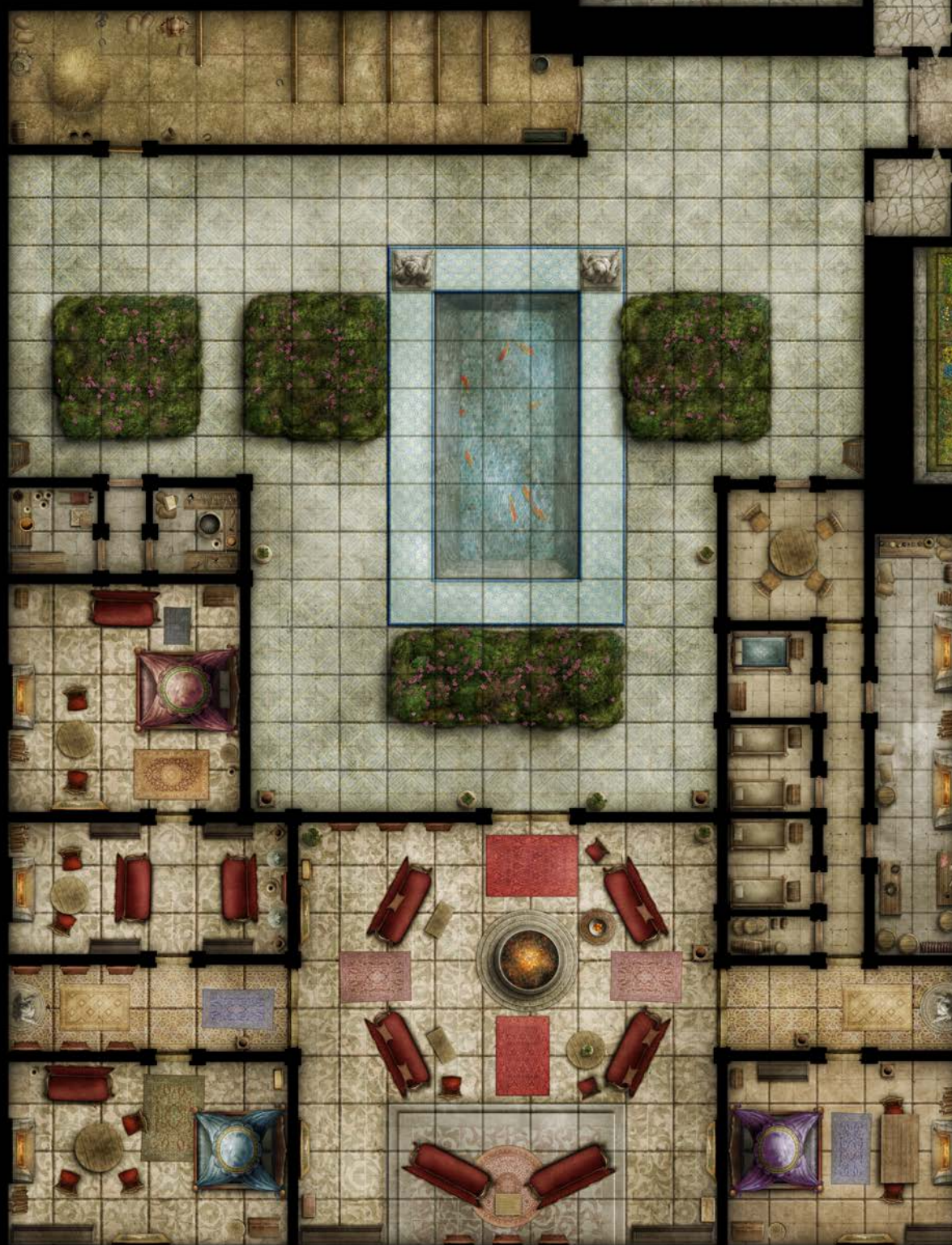
PRINCESS EUTROPIA

Princess Eutropia is looking for virtuous agents and potential allies for her cause. Should the PCs approach her, she



Noble

The Court



1 square = 5 feet

Pathfinder Flip-Mat: Noble Estate

engages them in challenging conversation, trying to get a sense of who the PCs are, where their morals lie, and if they can be trusted. The PCs cannot use Diplomacy to sway Princess Eutropia, as she is holding out judgment until the end of the evening. However, the Princess is hoping to make inroads with Dominicus Rell and the Ulfen Guard, as future assets in her bid for the throne. If the PCs win over Inka Heldotor for the Princess or improve Dominicus' attitude to Friendly (see below), Princess Eutropia becomes Friendly to the PCs.

GLORIANA MORILLA

Here to aid Princess Eutropia, Gloriana has concerns that several other nobles are on the cusp of finding out information about some of the princess's clandestine political maneuvering. In particular, she knows that Solmon Menander (see below) has some suggestive letters—while not incriminating, they are enough to create suspicion if the wrong person got hold of them. Gloriana asks the PCs to try to take a look at the letters. See Solmon's information below for more details.

If the PCs rescued Aayef Ghazali during the "Blade" adventure, he is speaking with Gloriana, despite the sneers of others in attendance. When the PCs approach, he is making clandestine arrangements to join the Sovereign Court. Barring unusual circumstances, Aayef is Helpful to the PCs and has already spoken eloquently to Gloriana on their behalf. Gloriana begins the evening with a Friendly attitude as a result.

DOMINICUS RELL

Dominicus considers Princess Eutropia naive and in danger of causing the kingdom instability, and he is idly antagonistic to the PC's cause. The PCs cannot influence Dominicus with Diplomacy checks. Although he begins with an attitude of Unfriendly, he happily talks to anyone who approaches him. He is mostly concerned with probing the PCs for information. Dominicus is a top advisor to Grand Prince Stavian III, and is secretly the leader of the Lion Blades, Taldor's spy organization. He has a keen interest in the history the PCs have uncovered; the PCs can improve his attitude to Indifferent with a DC 15 Knowledge (History) check, or by permanently surrendering a piece of their historical evidence to him.

Dominicus is carefully watching how the PCs handle themselves in the court. If the PCs improve the attitude of six of the other court NPCs to Friendly or better, Dominicus's attitude improves to Friendly.

FATHER BASRI

Tired and broken, Father Basri has little interest in anything beyond his church. If the PCs have not completed the "Basilica" adventure, Father Basri is here to petition

additional funding for his deteriorating cathedral. The PCs improve his attitude to Friendly if they make a good-faith effort to assist him in this task. If the PCs retrieved his stolen relics in "Basilica", his attitude is Helpful, and he offers to aid the PCs in their presentation by placing his blessing on the proceedings. If the PCs kept the stolen relics, he is both Unfriendly and planning to petition Princess Eutropia to have the relics returned.

INKA HELDOTOR

The Ulfen guard Inka is present only to keep the venue secure for future visits from the crown. She takes her duties seriously, but has no interest in politics and is somewhat bored. The PCs can amuse her with tales of their heroic exploits or impress her with a DC 15 Strength check; either of these actions increases her attitude by one step. If Inka has a Friendly or better attitude toward the PCs, they can attempt a DC 15 Diplomacy check to warm her opinion on Princess Eutropia.

CAPTAIN SEFERI

Captain Seferi bullied her way into court via blackmail and bribery, and it's clear that many nobles do not care for her presence. She is a Zimar Corsair, a pirate in service to Taldor's Imperial Navy. Her reason for coming is deceptively innocent—Seferi admires Princess and seeks her approval. Seferi is aware she is uncouth and is afraid of putting the wrong foot forward. PCs can attempt to coach Seferi with a DC 15 Knowledge (nobility) check or Sense Motive check on Eutropia; they can also lend Seferi better clothing or help her find a suitable gift to offer. Aiding Seferi in this fashion improves her attitude by one step. If the PCs played "Blade" but none of them rescued Aayef, the Qadira-loathing corsair begins the evening as Friendly to the PCs.

SOLMON MENANDER

A bitter and overworked bureaucrat, Solmon is jaded with his fellow nobles and wants to watch them suffer. PCs can easily win his approval by aggravating other members of the court, though this approach decreases the attitudes of the offended parties. PCs may also attempt a DC 13 Perform (oratory) check to complain about Taldor's bureaucracy. Either method improves Solmon's attitude by one step.

Solmon hints about Remaio's illicit financial behavior, and offers to tell the PCs a secret for 20 gold pieces (if Solmon's attitude is Helpful, he tells the PCs for free). Should the PCs pay him, he reveals Remaio's long history of taking bribes, and notes that Remaio funded the PCs' quests with ill-gotten gold. Solmon wryly admits he sympathizes—the Taldan government is dysfunctional, and Remaio is barely given one month's pay for six months of work. If the PCs point out the irony of Solmon condemning someone

else for taking bribes, Solmon winces slightly and says, "Unlike Remaio, I don't accept the tainted coin of people who engage in unsavory practices. I provide information to generous and upstanding people as a way of showing my gratitude."

The PCs may attempt to learn about the contents of the letters that Gloriana Morilla claims Solmon is carrying. Solmon is particularly focused on the events of the evening and unaware of his surroundings, so as long as the PCs make an effort to reach for the letter when other guests are not paying attention, the PCs can take them with a successful DC 15 Sleight of Hand check. If the PCs fail this skill check, Solmon demands to know why they are rooting around in his pockets, and unless they can come up with a sufficient explanation for their behavior, his attitude toward the PCs decreases by 2 steps. Alternatively, the PCs can try to convince Solmon to show them the letters. The DC of the Diplomacy check to convince Solmon to show the letter is 20 if his attitude is Friendly, or 15 if his attitude is helpful. The PCs gain a +1 circumstance bonus for every 10 gold pieces they present him (to a maximum of +5).

THEON CENABRI

Theon is a distant descendant of Italice Cenabri from the "Breakdown" adventure. He is against Honaria's reinstatement on general principle, but he bears no ill will toward the PCs in particular. If none of the PCs played "Breakdown", he begins the event with an Indifferent attitude toward the PCs.

If the PCs played "Breakdown" and returned his ancestor's remains to her family, his attitude begins at Friendly, and he gives the PCs 20 platinum pieces as a reward. Theon's attitude shifts to Helpful if PCs promise to include Italice's story at the court proceedings, though the PCs take a -2 penalty on checks during the presentation should they do so. On the other hand, if the PCs played the quest and left her remains in Honaria's tomb, his attitude begins at Unfriendly. If Theon is Unfriendly, he is resistant to Diplomacy, and the PCs must succeed at DC 21 Diplomacy check to improve his attitude.

IN DEFENSE OF HONOR (CR 2)

As Princess Eutropia calls court to session, she has a surprise in store. After allowing Remaio to make a flowery preamble and confirming with Remaio that the PCs retrieved most of the proof, she asks the PCs to present it instead of Remaio. This is primarily a roleplaying challenge to give the PCs a chance to play up Honaria's tragic downfall, as well as their own heroic adventures. If Dominicus Rell is Unfriendly to the PCs or worse, he plays devil's advocate as the PCs speak, challenging the

story at every turn. Throughout the presentation, the princess asks insightful questions of the PCs, discerning whether they think Honaria's deeds reflect upon her descendant Remaio. Should the PCs support Remaio's noble bid, Eutropia grants him the title of baron.

Presenting the case requires the PCs to succeed at a DC 25 Diplomacy, Perform (oratory), or Profession (barrister) check. The case is quite difficult to argue without evidence or support; fortunately, the PCs are likely to have obtained evidence in their previous adventures and made positive impressions upon several of the nobles in the court. For each piece of evidence the PCs provide, they gain a +2 circumstance bonus on the check. Refer to the Evidence checkboxes on the PC's Chronicle sheets to determine how many of the five central pieces of evidence the PCs have acquired. More information about each of these items appears in the **GM Resources Handout** on page 41.

Any Friendly or Helpful NPCs speak out to support the PCs at key points, each granting a +1 bonus on their skill checks rolled. However, any Unfriendly or Hostile NPCs speak out against the PCs, each inflicting a -1 penalty instead. The GM can also award circumstance bonuses for roleplaying or clever arguments, and any number of PCs can attempt to aid in the argument. If the PCs succeed at the skill check, Princess Eutropia moves to clear Honaria's name and knights them for their service in restoring glory to Taldor.

The PCs may also chose to glorify Honaria and specifically make an effort to slight Remaio. Making this more difficult case requires them to succeed at a DC 30 Diplomacy, Perform (oratory), or Profession (barrister) check. Failure provokes an argument among the nobles, with Eutropia caving and granting Remaio a title to settle the matter. If the PCs succeed, Eutropia declines to give Remaio special treatment, but grants each PC a visbarony for their integrity. The enraged and shattered Remaio is likely to challenge a PC champion to a duel. There is some whispering among the crowd, but Eutropia grants him permission to engage in a duel that does not include lethal force. So long as time permits and the PCs are interested, run a duel between Remaio and the PCs' chosen representative. Servants at the event provide any PC who chooses to take up Remaio's challenge with wooden practice weapons. These practice weapons as normal for weapons of their type, except that they deal nonlethal damage. The PCs can find wooden versions of any weapon they want except firearms. If the PCs do not wish to duel or time is running short, whichever of Aayef, Dominicus, Seferi, or Theon has the most positive opinion of the PCs offers to duel in their place, and Remaio flees the court in shame.

Creatures: If Remaio challenges the PCs to a duel, use the statistics below.

REMAIO ALCASTI

CR 2

hp 23 (see page 46)

TACTICS

During Combat Remaio brings his own high-quality practice rapier to the duel. Like the practice weapons provided to the PCs, it does nonlethal damage. He begins combat by activating his bardic performance before entering into melee. If he is reduced below 10 hit points, he casts *hideous laughter*.

Morale Remaio can't bear the shame of surrendering in such illustrious company, so he fights until knocked unconscious.

CONCLUSION

So long as the PCs backed Remaio's bid, he proves true to his word, granting the PCs their pick of his family heirlooms and proving a valuable contact among the nobility. He remains financially corrupt, however, leaving Princess Eutropia with severe misgivings about his role in Taldor's future. If the PCs refused to speak for him, they

will have a foe in Remaio as long as he lives, but they may have gained their own noble titles. However the PCs chose to advocate for Honaria, they enjoy increased respect in Taldor, as well as the personal acquaintance of many of the nation's most important political figures.

If the PCs successfully restored Honaria's name and have not yet completed all of the adventures in *Honor's Echo*, Eutropia requests the PCs continue their search in order to fully commemorate the newly restored Taldan hero. Other NPCs, such as Gloriana Morilla, may clandestinely approach the PCs to recruit them into their respective organizations.

Once a PC completes all six parts of *Honor's Echo*, she gains a boon corresponding to the outcome of "Cacophony". If the PCs successfully earned knighthood, cross the Noble of Taldor boon off their Chronicle sheets. Alternatively, if they earned visbaronies, cross the Knight of Taldor boon off their Chronicle sheets. Finally, if they earned neither, cross both boons off their Chronicle sheets.

GROVE

Greetings,

My esteemed ancestor Honaria Alcasti led an army into the Verduran Forest to the north. No records remain of their victories or even what they hoped to accomplish in the forest, at least not in Oppara. The druids of the Wildwood Lodge, however, tell of a blackwood tree that remembers that time and has been granted the power of speech. I'm not sure I believe the tree worshippers, but we can't afford to let her battles vanish into memory.

I've purchased safe passage from the Wildwood Lodge and hired some local guides once you get there. See if this tree can really talk and if it has evidence of her victories. I am certain that you will find the compensation for your trouble worthwhile.

*Safe travels,
Remaio Alcasti*

BASILICA

Greetings,

Early in her military career, my ancestor Honaria received knightly honors from the church of Aroden. Although Aroden's blessing may not seem like a great honor now, it was a tremendous prize before his death, particularly for a person as young as she was at the time.

A bronze bust commemorating the occasion still rests in the vaults below the Basilica of the Last Man. I don't believe that it is properly guarded there and would like your help in convincing the Arodenites to relinquish it to me. Once you have returned the bust to me, I will ensure that you are generously rewarded for your time.

*Sincerest thanks,
Remaio Alcasti*

BLADE

Trusted associates,

Ah, Qadira, our fiery neighbor! I need you to travel to its deserts and visit the Ghazali family. They've acquired Honaria's lost sword, an item that's appeared in my research into her life. This is no common blade, but a powerful weapon given to Honaria by the Church of Aroden. Its existence alone might prove the Alcastis's worth.

I've included the original record of the sword's transfer to Honaria as a reward for her services to the Church and the Empire. Show this record to the Ghazali matriarch, Arajida. She should be reasonable.

*Safe travels,
Remaio Alcasti*

HOMESTEAD

Dearest colleagues,

I just received a letter from my cousin Vereena. She's the only family member who is as interested as I am in the cause of restoring my ancestor Honaria's good name. Vereena keeps a wonderful collection—you could even call it a museum—of our family history. She curates paintings, heirlooms, and old records from the Alcasti glory days. I don't know how she manages the hobby with what I imagine is backbreaking labor on her farm, especially at her age.

At any rate, she stumbled across something remarkable: letters and a diary written by Honaria herself! She hasn't had time to read it all, but she says it's about the war, and it looks promising.

I won't ask her to make the trip herself, so I have a favor to ask of you. Travel to her farm in Andoran and bring back the documents. I wrote that you are coming. I don't have time to wait for such a busy woman to find the time to write back to me, but I assure you, she loves visitors.

*Sincerest thanks,
Remaio Alcasti*

BREAKDOWN

Salutations!

I have finally confirmed the location of my family's mausoleum. My most admirable ancestor Honaria was buried there with the respect she deserved, despite some protest from her ungrateful enemies who profited from slandering her name. Please, go to her and retrieve her laurels and medals of service. She should have been buried with them—even her detractors couldn't strip those from her. While it pains me to disturb her eternal rest, I am sure she would understand. I will pay you handsomely for this invaluable proof of her heroism.

I've enclosed the mausoleum key and a vial of water with the note. Pouring the water on the door should reveal the keyhole. Please be careful with the key—you do not want to know the trouble I had to go through to get it.

*Best of luck,
Remaio Alcasti*

CACOPHONY

Most esteemed allies,

You will be proud of me, I hope. Not only have I managed us all invitations to court, but I have also caught the ear of Princess Eutropia herself! With your evidence of Honaria's greatness in hand, I know the princess will listen to us. I've provided you with fine clothes for the evening so you won't look too out of place, and written a lovely speech for the occasion. Don't worry; I'll signal you to chime in at the proper points. I've taken care of everything, so just focus on looking your best.

*Regards,
Remaio Alcasti*

GM REFERENCE SHEET

EVIDENCE

The Evidence boxes on the PCs' Chronicle sheets track the support that they have gained for Honaria's cause.

Grove: The PCs have evidence that Honaria took care of a traitorous group of soldiers in the Verduran Forest who slipped into banditry. An awakened tree told them the story, and they found armor with the traitorous group's insignia buried nearby.

Basilica: The PCs retrieved a bust of Honaria commemorating the day she received a blessing at the Basilica of the Last Man, a prominent temple of Aroden.

Blade: The PCs retrieved *Soldier's Glory*, Honaria's intelligent longsword, and the blade is eager to testify on her behalf. Glory also allows the PCs to fight with her. She can cast *aid* 1/day and *cure light wounds* 3/day. In the hands of a lawful good character, she functions as a +2 *benevolent longsword* (*Pathfinder RPG Ultimate Equipment* 136). In the hands of a lawful or good character, she functions as a +1 longsword. Characters who are neither lawful nor good must succeed at a DC 8 Will save or drop her every time they attempt to pick her up for the rest of the day. More information about *Soldier's Glory* appears on page 19.

Homestead: The PCs recovered a collection of letters detailing several of Honaria's military campaigns.

Breakdown: The PCs took Honaria's medals and commendations from her grave as records of the forgotten military honors that she received.

RESOURCE

The Resource boxes on the PCs Chronicle sheet track additional items and allies that they have gained.

Grove: The PCs obtained a *treeform cloak* (*Pathfinder RPG Ultimate Equipment* 269).

Basilica: The PCs returned stolen artifacts to Father Basri.

Blade: The PCs rescued Aayef Ghazali.

Homestead: The PCs retrieved the broken *figurine of wondrous power* (alabaster pegasus) from Vereena's farmstead (see Chronicle sheet for Statistics).

Breakdown: The PCs returned Italice Cenabri's body to her family.

APPENDIX 1: STAT BLOCKS

The following stat blocks appear in the Honor's Echo quests and are reprinted here for the GM's convenience.

GROVE

BAT SWARM	CR —
N Diminutive animal (swarm)	
Init +2; Senses blindsense 20 ft., low-light vision; Perception +15	
DEFENSE	
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)	
hp 13 (3d8)	
Fort +3, Ref +7, Will +3	
Defensive Abilities swarm traits; Immune weapon damage	
OFFENSE	
Speed 5 ft., fly 40 ft. (good)	
Melee swarm (1d6)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction (DC 11), wounding	
STATISTICS	
Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4	
Base Atk +2; CMB —; CMD —	
Feats Lightning Reflexes, Skill Focus (Perception)	
Skills Fly +12, Perception +15; Racial Modifiers +4 Perception when using blindsense	
SQ swarm traits	
DESCRIPTION	
Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.	
SPECIAL ABILITIES	
Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.	

BEAR	CR —
Bear animal companion (<i>Pathfinder RPG NPC Codex</i> 299)	
N Small animal	
Init +3; Senses low-light vision, scent; Perception +5	
DEFENSE	
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)	
hp 16 (3d8+3)	
Fort +4, Ref +6, Will +2	
Defensive Abilities evasion	
OFFENSE	
Speed 40 ft.	
Melee bite +6 (1d4+3), 2 claws +6 (1d3+3)	
STATISTICS	
Str 16, Dex 16, Con 13, Int 2, Wis 12, Cha 6	

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)
Feats Endurance, Run
Skills Perception +5, Survival +2, Swim +7
SQ tricks (attack, come, defend, down, guard, heel, perform, stay)

INITIATE OF FLAME	CR 1/2
<i>Pathfinder RPG NPC Codex</i> 62	
Dwarf druid 1	
LN Medium humanoid (dwarf)	
Init +0; Senses Perception +6	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 armor)	
hp 15 (1d8+7)	
Fort +5, Ref +0, Will +4; +2 vs. poison, spells, and spell-like abilities	
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)	
OFFENSE	
Speed 20 ft.	
Melee spear +2 (1d8+3/×3)	
Ranged sling +0 (1d4+2)	
Special Attacks +1 on attack rolls against goblinoid and orc humanoids	
Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—fire bolt	
Druid Spells Prepared (CL 1st; concentration +3) 1st— <i>burning hands</i> ⁰ (DC 13), <i>endure elements</i> , <i>faerie fire</i> 0 (at will)— <i>detect poison</i> , <i>flare</i> (DC 12), <i>stabilize</i> D Domain spell; Domain Fire	
STATISTICS	
Str 15, Dex 10, Con 16, Int 12, Wis 15, Cha 6	
Base Atk +0; CMB +2; CMD 12 (16 vs. bull rush or trip)	
Feats Toughness	
Skills Climb +4, Handle Animal +2, Knowledge (geography) +5, Knowledge (nature) +3, Perception +6 (+8 to notice unusual stonework), Survival +8	
Languages Common, Druidic, Dwarven, Giant	
SQ nature bond (Fire domain), nature sense, wild empathy –1	
Combat Gear alchemist's fire (2), smokesticks (2); Other Gear mwk hide armor, sling with 20 bullets, spear, climber's kit, healer's kit, holly and mistletoe, spell component pouch, 8 gp	

SYLVAN PROTECTOR	CR 2
<i>Pathfinder RPG NPC Codex</i> 63	
CN Small humanoid (gnome)	
Init +2; Senses low-light vision; Perception +8	
DEFENSE	
AC 18, touch 13, flat-footed 16 (+3 armor, +2 Dex, +2 shield, +1 size)	
hp 24 (3d8+7)	
Fort +5, Ref +3, Will +5; +2 vs. illusions	
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)	

OFFENSE

Speed 20 ft.

Melee sickle +1 (1d4-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—lightning arc

Gnome Spell-Like Abilities (CL 3rd; concentration +5)
1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Druid Spells Prepared (CL 3rd; concentration +5)
2nd—*flaming sphere* (DC 14), *summon swarm*, *wind wall*^o
1st—*cure light wounds* (2), *obscuring mist*^o, *speak with animals*
0 (at will)—*flare* (DC 12), *light*, *stabilize*, *virtue*
D Domain spell; **Domain** Air

STATISTICS

Str 6, **Dex** 14, **Con** 15, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** -1; **CMD** 11

Feats Augment Summoning, Spell Focus (conjunction)

Skills Handle Animal +7, Heal +6, Knowledge (nature) +6, Perception +8, Spellcraft +6, Stealth +8, Survival +10

Languages Common, Druidic, Gnome

SQ nature bond (Air domain), nature sense, wild empathy +5, woodland stride, trackless step

Combat Gear *scroll of cure light wounds* (3), *scroll of spider climb*, tanglefoot bags (2); **Other Gear** +1 *leather armor*, mwk heavy wooden shield, sickle, holly and mistletoe, spell component pouch, 95 gp

BASILICA

DIRE RAT

CR 1/3

Pathfinder RPG Bestiary 232

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

DESCRIPTION

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

RATFOLK

CR 1/3

Pathfinder RPG Bestiary 3 231

Ratfolk expert 1

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 4 (1d8)

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

OFFENSE

Speed 20 ft.

Melee dagger -1 (1d3-2/19-20)

Ranged light crossbow +3 (1d6/19-20)

Special Attacks swarming

STATISTICS

Str 6, **Dex** 15, **Con** 11, **Int** 14, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** -3; **CMD** 9

Feats Skill Focus (Perception)

Skills Appraise +6, Craft (alchemy) +8, Diplomacy +3, Handle Animal +3 (+7 with rodents), Perception +9, Sense Motive +4, Survival +4, Use Magic Device +5; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common

DESCRIPTION

This small, ratlike humanoid has a twitching, whiskered snout, pointed ears, and a long, leathery tail.

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

RATFOLK TINKERER

CR 1

Pathfinder RPG Monster Codex 178

Ratfolk rogue 2

N Small humanoid (ratfolk)

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 16 (2d8+4)

Fort +1, **Ref** +6, **Will** -1

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee mwk dagger +6 (1d3/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks sneak attack +1d6, swarming

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +8, Climb +5, Craft (alchemy) +5, Disable Device +11, Escape Artist +8, Knowledge (dungeoneering, local) +7, Perception +6, Sleight of Hand +8, Stealth +12, Swim +5, Use Magic Device +7

Languages Common, Gnome, Goblin, Undercommon

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of cure light wounds*, *potion of pass without trace*, acid, alchemist's fire, mwk bolts (5), tanglefoot bag; **Other Gear** leather armor, light crossbow with 10 bolts, mwk dagger, mwk thieves' tools, 121 gp

BLADE

GIANT SCORPION

CR 3

Pathfinder RPG Bestiary 242

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

Special Attacks constrict (1d6+4)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

DESCRIPTION

The sixteen-foot-long scorpion scabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

HEIR APPARENT

CR 2

Pathfinder RPG NPC Codex 251

LG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk longsword +4 (1d8/19–20)

Ranged dagger +4 (1d4/19–20)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13

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

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5

Languages Common, Elven

Combat Gear *oil of bless weapon*, *potion of cure moderate wounds*, *potion of spider climb*; **Other Gear** mwk breastplate, dagger, mwk longsword, noble's outfit, signet ring, 253 gp

HOMESTEAD

KOBOLD

CR 1/4

Pathfinder RPG Bestiary 183

Kobold warrior 1

LE small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6–1)

Ranged sling +3 (1d3–1)

STATISTICS

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

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty

DESCRIPTION

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

BREAKDOWN

CRAWLING HAND

CR 1/2

Pathfinder RPG Bestiary 2 59

NE Diminutive undead

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 9 (1d8+5)

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

Immune undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee claw +5 (1d1+1 plus grab)

Space 1 ft.; **Reach** 0 ft.

Special Attack mark quarry, strangle

STATISTICS

Str 13, **Dex** 11, **Con** —, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** -4 (+0 grapple); **CMD** 7

Feats Toughness

Skills Climb +9, Perception +4, Stealth +12, Survival +4; **Racial**

Modifiers +4 Survival

Languages Common (can't speak)

DESCRIPTION

With a jolt, this severed hand springs to life, its fingers propelling it forth at great speed like a deformed spider.

SPECIAL ABILITIES

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Strangle (Ex) An opponent grappled by a crawling hand cannot speak or cast spells with verbal components.

APPENDIX 2: REMAIO ALCASTI

Remaio Alcasti plays a central role in the Honor's Echo quests. The PCs may fight by his side, or even fight against him, as they unravel the history of his ancestor Honaria.

REMAIO ALCASTI

CR 2

Human bard 3

LN Medium humanoid (human)

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

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 23 (3d8+6)

Fort +2, **Ref** +4, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6+2/18–20) or
practice rapier +4 (1d6+2 nonlethal/18–20)

Ranged mwk shortbow +4 (1d6/19–20)

Special Attacks bardic performance 11 rounds/day
(countersong, distraction, fascinate [DC 14], inspire
competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +6)

1st (4/day)—*charm person* (DC 14), *cure light wounds*,
grease, *hideous laughter* (DC 14)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*

STATISTICS

Str 14, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Iron Will, Step Up

Skills Acrobatics +6, Bluff +9, Escape Artist +7, Perception +5,
Perform (oratory) +9, Spellcraft +6, Stealth +6

Languages Common

SQ bardic knowledge +1, versatile performance (oratory)

Combat Gear *potion of cure light wounds* (4); **Other Gear** mwk
chain shirt, mwk rapier, mwk shortbow with 20 arrows,
practice rapier, belt pouch, noble's outfit, ostrich feather cap,
pegasus signet ring, spell component pouch, pair of black
pearls (worth 350 gp each), 48 gp





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PATHFINDER SOCIETY SCENARIO

Pathfinder Quests: Honor's Echo

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ The Exchange
☐ Silver Crusade
☐ B

☐ Grand Lodge
☐ Sovereign Court
☐ C

☐ Liberty's Edge
☐ D

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

Character # _____

Prestige Points

Character Name _____

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Prestige Points

Character Name _____

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☐ Scarab Sages

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☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

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Pathfinder Quests: Honor's Echo

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Variable Rewards: The gold, XP, and Prestige Points you earn on this Chronicle sheet are based on how many of the quests you complete. Until you play an adventure other than *Honor's Echo*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the name of the quests you have completed and check off the appropriate evidence and resource boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below.

Quests	Gold Pieces	XP	Prestige Points	Other	Grove	<input type="checkbox"/> Evidence	<input type="checkbox"/> Resource
1	100 gp	1	1		Basilica	<input type="checkbox"/> Evidence	<input type="checkbox"/> Resource
2	250 gp	1	1		Blade	<input type="checkbox"/> Evidence	<input type="checkbox"/> Resource
3	250 gp	1	1	Impressive Find boon	Homestead	<input type="checkbox"/> Evidence	<input type="checkbox"/> Resource
4	350 gp	1	2		Breakdown	<input type="checkbox"/> Evidence	<input type="checkbox"/> Resource
5	500 gp	1	2		Cacophony		
6	500 gp	1	2	Well-Earned Reward and either Knight of Taldor or Noble of Taldor			

☐ **Knight of Taldor:** You successfully supported Remaio's bid to redeem the Alcasti name and restore his status in Taldan society. In recognition of your services to Taldor, Princess Eutropia herself made you a knight of Taldor. You gain a +1 bonus on Diplomacy checks when interacting with nobles in Taldor, and a +1 bonus on Intimidate when interacting with the common people in Taldor. After your considerable assistance, Remaio is in your debt. You gain a free courtier's outfit. Additionally, Remaio helps you prepare for one of your future missions. After rolling a Knowledge check at the beginning of an adventure, you may call upon Remaio's contacts to gain a +5 bonus and treat the Knowledge skill as if you were trained in it. Alternatively, you may grant Remaio's bonus to another PC. When you use this bonus, check off the box next to this boon.

Impressive Find: A representative from the Pathfinder Society—an organization of archaeologists and explorers—has heard of your discoveries in Taldor and its former colonies and invites you to join the Society as a field agent. Once you earn 12 or more Fame, your superiors award you one additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or lost.

Noble of Taldor: You convinced Princess Eutropia that unlike his valiant ancestor Honaria, Remaio is unfit to carry on the Alcasti name. As a reward, Princess Eutropia herself granted you a visbarony. You gain a +2 bonus on Diplomacy checks when interacting with nobles in Taldor, and a +2 bonus on Intimidate when interacting with the common people in Taldor. In addition, you gain a free noble's outfit and several pieces of jewelry to complete the ensemble.

Well-Earned Reward: You restored Honaria's good name in Taldor. If you helped Remaio reclaim his own nobility, he is extremely grateful and offers to subsidize the cost of purchasing several items that you found during your adventures. If you instead spurned Remaio, others within the court found your actions amusing and offer you the same discount. You may purchase the treasures listed below at a reduced price: *broken figurine of wondrous power (alabaster pegasus)* (1,000 gp), *treeform cloak* (4,500 gp), and *wand of heightened awareness* (10 charges; 100 gp).

broken figurine of wondrous power (alabaster pegasus): When animated, this figurine has the statistics of a horse with a movement speed of 60 feet but can make no attacks. The item can be used three times per week for up to 12 hours per use.

When 12 hours have passed or when the command word is spoken, the creature again becomes a tiny statuette. **Aura** moderate transmutation; **CL** 11th (1,250 gp, limit 1)

figurine of wondrous power (alabaster pegasus): Other than its appearance, this figurine's functions identically to a *figurine of wondrous power (ebony fly)*. You may upgrade into this item from the broken version above by paying 8,750 gp (10,000 gp; limit 1)

treeform cloak (6,000 gp; *Pathfinder RPG Ultimate Equipment* 269)

wand of heightened awareness (10 charges; 150 gp, limit 1; *Pathfinder RPG Advanced Class Guide* 183)

SUBTIER ☐ Slow ☐ Normal

1 50 100

SUBTIER ☐ Slow ☐ Normal

2–3 125 250

SUBTIER ☐ Slow ☐ Normal

4 175 350

SUBTIER ☐ Slow ☐ Normal

5–6 250 500

MAX GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

EXPERIENCE

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

=

Prestige Spent

FAME

Current Prestige Final Fame

GOLD

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

=

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #