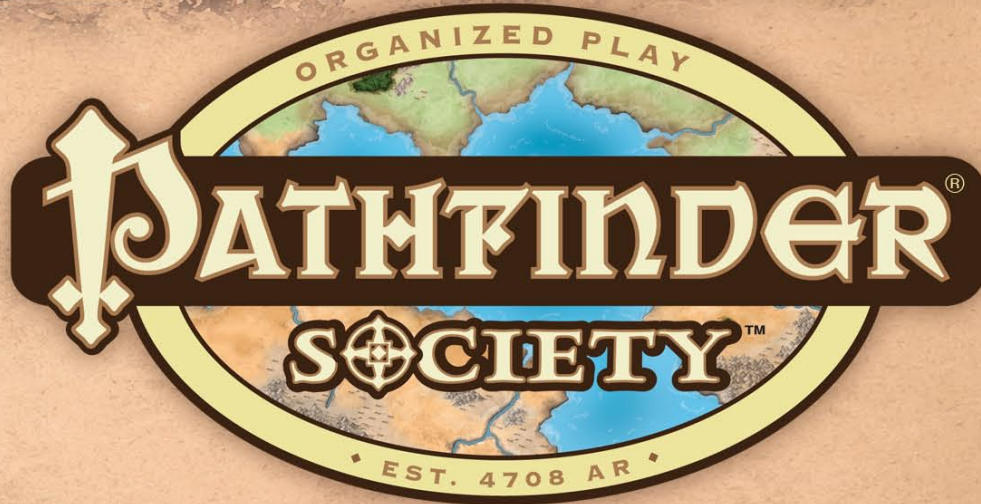


A PATHFINDER SOCIETY SCENARIO



THE INFERNAL VAULT™

By Thurston Hillman



THE INFERNAL VAULT

PATHFINDER SOCIETY SCENARIO 55

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The OGL can be found on page 19 of this product.

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THE INFERNAL VAULT

BY THURSTON HILLMAN

The Decklands were an expanding noble family within the social hierarchy of Absalom, owing much of their rise in fame to close ties with the nation of Cheliox. Led by a powerful patriarch, the last leader of the family in Absalom was the esteemed Orias Deckland, a bear of a man who tried to distance his family from their Chelioxian relations. For many years, Orias was considered to be one of the more influential nobles in Absalom—a true proponent of the people.

It was during one of many periods when Absalom's relations with Cheliox were most strained that Orias was truly tested. Covertly asked by Cheliox agents to turn over important documents relating to the defenses of the city, Orias found himself torn between loyalty to his home and to Cheliox, whose support his family had benefited from many times over the years. Despite the ramifications, Orias stood with his city and refused to give any plans to Cheliox forces.

The arms of politically inclined Cheliox were longer than even Orias had predicted, and suddenly the Deckland patriarch found himself receiving constant threats against both his family and his own life. The final straw came when Chelioxian agents began to threaten Orias' only daughter, a lovable young girl named Celeena whom Orias treasured more than all the gold in his family's possession. In an act of both weakness and compassion, Orias Deckland promised to hand over several defensive plans for the city of Absalom to his Chelioxian contacts in exchange for sparing Celeena.

After hiding a copy of the documents in his family's vaults, Orias planned to drop the original off with his Cheliox contacts as planned, but he was instead apprehended by forces of the city, who had discovered the treachery. As Orias and his family had been a force of great good for Absalom, his treasonous actions were given leniency and the family was merely expelled from the walls of Absalom. With no other options left, Orias and his family made their way to Cheliox, where they were forced into a minor noble role for Orias' failings. Since that time, the Decklands have been unable to rise above their minor status, and remain a small and abused family in the often brutal politics of Cheliox.

ABSALOM

The Infernal Vault takes place in Absalom, the City at the Center of the World. Though everything you need to run this scenario is included here, enterprising GMs may wish to purchase a copy of the Pathfinder Campaign book *Guide to Absalom*, available at your local book or hobby store or online at paizo.com.

Recently a *Pathfinder Chronicle* was discovered in Cheliox that spoke of Orias and a Deckland family vault hidden beneath Absalom. The *Chronicle* stated that the Decklands were not given the chance to take all of their possessions with them when they were exiled. After its publication, the author of the *Chronicle* questioned Orias about the abandoned family vault, believing he had discovered its location. Said to contain the wealth of the Deckland family, the site was located in a townhouse owned by the family under a fake name.

The Decklands' daughter Celeena, now a young woman, took a keen interest in these tales of the vault and the documents therein. Raised on stories of her family's former grandeur in Absalom and bitter at the disrespect they received in their current home nation of Cheliox, Celeena held fanciful dreams of revenge. She reasoned that if she could reach the vault first, she would be able to acquire the plans Orias had intended to hand over to Cheliox. If she gave them to Cheliox in his stead, she could get the revenge she desired against Absalom and improve her family's state in Cheliox.

Celeena first took on hired mercenaries from the Devil's Claw Company, a small company of men and women largely composed of failed Hellknights. They forcefully acquired a copy of the inquisitive Pathfinder's notes regarding the location of the vault, but the theft did not come without a price—the Pathfinder was accidentally killed in the attack by a Devil's Claw named Janks. Fortunately for the Society, however, the Pathfinder had already dispatched another copy of his notes regarding the vault's location to Absalom before he was murdered.

With the vault's location in hand, Celeena hastily made her way to Absalom along with her Devil's Claw force in order to reclaim her family's legacy. Upon her arrival, she

immediately began searching it for the documents that detail many of Absalom's defensive weaknesses.

When the news arrived that the Pathfinder researching the Deckland family vault had been murdered, probably by Celeena, the Society concluded that she would likely make her way to Absalom next. Venture-Captain Drangle Dreng is even now sending Pathfinders to investigate the long-lost Deckland family vaults.

SUMMARY

The PCs are asked by Venture-Captain Drangle Dreng to immediately make their way to the rediscovered Deckland Vault to find both it and Celeena Deckland, whom the Society believes murdered a Pathfinder in Cheliah. The Society guesses (correctly) that she seeks to find her family's old documents regarding the defenses of Absalom and sell them to highest bidder. Though the documents may seem outdated, they still contain information on various hidden passages under the city and through its walls.

When the PCs arrive at the townhouse containing the vault, they encounter a group of Devil's Claw mercenaries watching over the entrance. One of the thugs—a jittery ruffian by the name of Janks—retreats into the vault through a secret door to warn the others, inadvertently giving away the location of the door to the PCs. The PCs then need to work out the puzzle of the vault entrance in order to proceed.

After descending a spiral staircase into the vault, the PCs arrive in a large storage room. From within a stairway across the room, Janks flips a switch that lowers a portcullis, blocking the entrance into the deeper sections of the vault. The PCs must then flip the four nearby switches to open the portcullis, while fighting Celeena's devils.

Continuing on, the PCs enter a long, narrow hallway, at the end of which is Janks. Pulling yet another lever to activate a series of traps, the thug proceeds to attack the PCs at range with a crossbow as they either endure or disable the activated traps.

In the lowest portions of the vault, the remaining Devil's Claw mercenaries are hard at work looting the Deckland family crypts. As the PCs arrive, the mercenaries ready for a fight, but then the ancient Deckland corpses begin to rise against the tomb robbers. Given a choice to ally with the Devil's Claw against the creatures, the PCs must either defeat the remaining mercenaries or talk them into leaving the vault.

Right next to the crypts are the family archives, where the PCs at last come face to face with Celeena Deckland. Now in possession of her family's reports on Absalom's defenses, she makes her final stand against the PCs.

GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Drangle Dreng's pinched face is hard to see from behind the stack of books that divide the front of his office from the space behind his desk. A shockingly old man with white hair and slightly milky eyes, he is surprised by the appearance of outsiders in his office, and looks up, half startled and half relieved.

"Thank you for coming on such short notice. I'd been meaning to give this assignment to you at a later date, and with less pressing time constraints, but it seems that time has conspired against us." Dreng mumbles to himself as he passes out a stack of notes and maps from behind the wall of books. "These notes are from a recent *Chronicle*—it contains some interesting finds, but one of them is now the utmost priority to the Society."

Dreng lightly taps a bony finger on a map, on which can be seen a section of Absalom with a small corner townhouse circled in deep red.

"This townhouse is a façade for an underground vault. The vault belonged to an old noble family of Absalom that was expelled a decade ago—the Decklands. The family was forced out when their patriarch—a man known as Orias—was discovered to have written documents detailing the city's defenses, documents he intended to hand over to hostile forces loyal to Cheliah. The *Chronicle* indicates that a copy of these documents exist within the vault.

"A Pathfinder looking into the Decklands and their *Chronicle* references in Cheliah was attacked and killed ten days ago. The thugs made off with a copy of his notes—fortunately, he'd already sent us another. We have reason to believe it was the work of the Decklands' oldest child, a young woman named Celeena, and she's the reason this assignment is now urgent. The fact that Celeena and her forces were willing to kill a Pathfinder for this information shows how desperate they are to retrieve the documents. If she were able to get these documents and return them to Cheliah, it would undermine the defenses of the whole city, as well as cause the Society undue headaches. Find Celeena, find the documents in her vault, and prevent this situation from turning into one big mess for the Society."

Despite the urgent nature of the situation, doddering Drangle Dreng is more than willing to supply the PCs with any additional information he knows. Below are some likely questions the PCs might ask and Dreng's responses.

What can you tell me about the Deckland family?

"Orias was a beloved Absalom nobleman until 10 years ago, when he was forced out of the city. Rumors have it that Cheliah agents threatened young Celeena's life

and Orias felt he know recourse but to betray the city's defenses. I can only imagine the hardship the man had to endure for the safety of his family."

Why not tell the authorities an exiled Deckland has returned? "The time it would take to get the proper attention of the authorities would give Celeena more than enough time to recover the documents. And considering she and her mercenaries killed a Pathfinder in Cheliox, we feel it better to play this one close to the chest."

What kind of force does Celeena have with her? "The agents in Cheliox report that Celeena hired mercenaries from the Devil's Claw Company, a mercenary organization of failed Hellknights."

Can we just wait for her to come out? "Her vault is likely to contain many entrances and exits. We only know of the one beneath the townhouse. Therefore, you must enter there and find her before she has time to flee."

Why would these old plans still matter? "The architecture of Absalom is ancient. There are lost tunnels below that, if known of by an enemy force, would spell disaster for the city."

What does the Chronicle explain about the vault? "There's not much that can be said about the vault. It was reportedly used to store a portion of the family's wealth and was ingeniously trapped when the Decklands fled Absalom. The family archives, where the documents should be stored, should be right next to the family crypt in the lower levels."

A1: Townhouse (CR 2 or CR 4 or CR 6)

Sitting on the corner of a quiet street, the red brick Deckland townhouse melds in with the middle class buildings in this portion of Absalom. A small, flickering candle can be seen through a barred window on the building's west side and a single door can be seen on the building's south face.

The townhouse is located in the Eastgate district on Absalom's quiet east side.

There are two potential methods the PCs can use to enter the townhouse: they can either through the main door or through the barred window. The window opens into a small room that serves as both a kitchen and a living room. The PCs need to make a DC 15 Strength check to remove the simple metal bars that line the window, an act that alerts the mercenaries inside (any PCs who approach the window can make a DC 15 Perception check to hear the two men arguing about a card game). The door on the building's south face leads into a short entry hall, but the door itself has a simple string and bell apparatus set up to warn the guards of

any intrusion. Discovering the bell trap requires a DC 13 Perception check, followed by a DC 11 Disable Device check to prevent it from ringing. Any PCs who approach the townhouse from the south side can make a DC 20 Perception check to hear the mercenaries in the living room arguing about their card game.

The final room of the townhouse was once the bedroom, but has been used as a storage room for many years. Boxes and barrels fill several sections of the walls, and cheap rugs cover the floor. One of the crates is currently laid out in the center of the room as a makeshift card table. A trapdoor leading down to the vault entrance currently stands open.

Creatures: Two Devil's Claw mercenaries (three for Tier 6–7) are on guard in the storage room of the townhouse, and are sitting around a crate, playing a game of cards. A third mercenary—Janks—peeks his head out of the trapdoor in conversation with the guards. The three are discussing what they intend to do with their split of the profits from the job (listing various taverns and brothels they intend to visit).

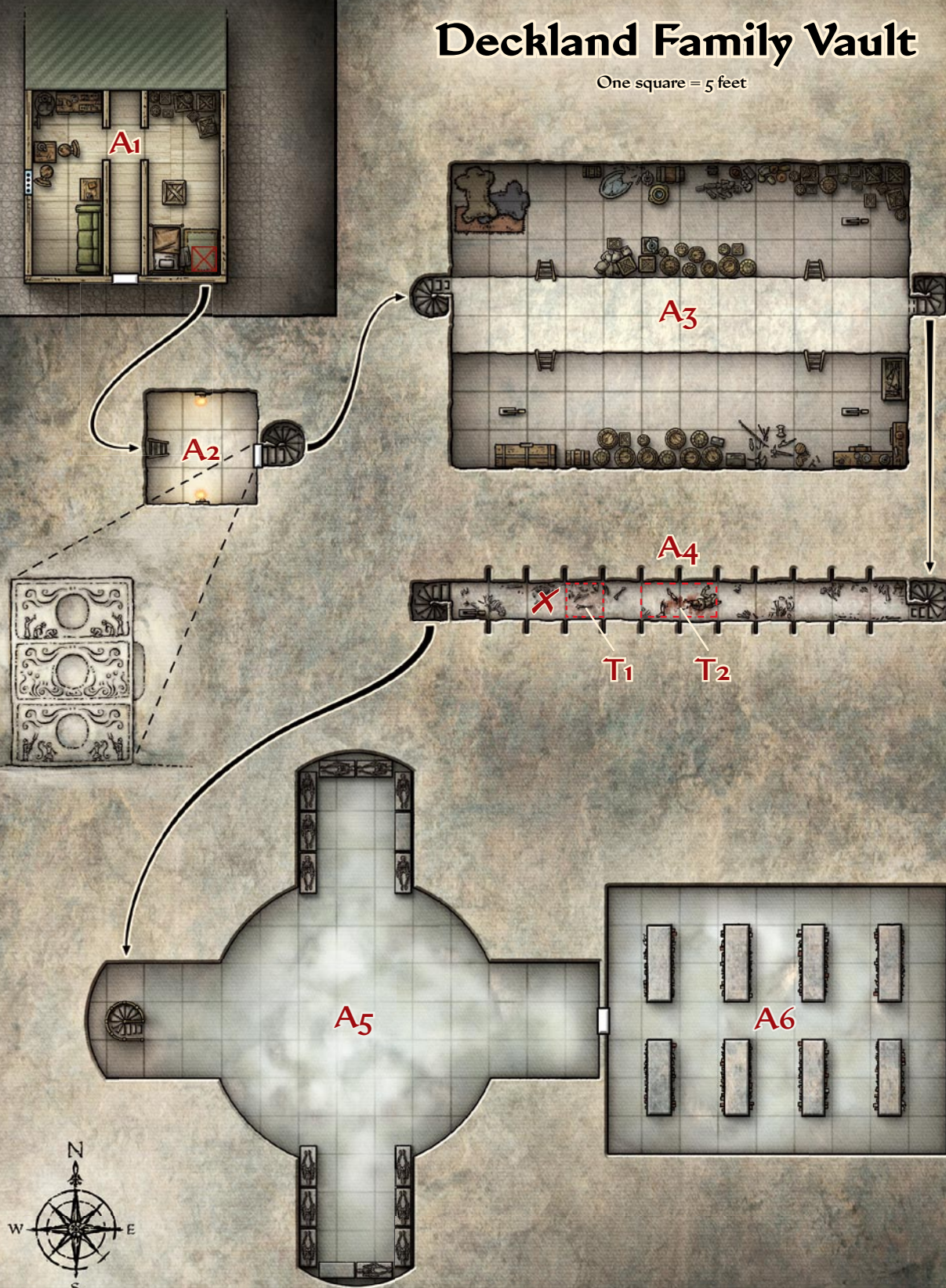
Unless the PCs were extraordinarily stealthy in their approach, the Devil's Claw mercenaries are likely alert and awaiting their arrival. The moment he hears or sees the PCs, Janks slides down the ladder and rushes to the vaults to warn Celeena. In his haste, he leaves the trap door open.

Tier 1–2 (CR 1)

DEVIL'S CLAW MERCENARIES (2)	CR 1/2
Male or female human fighter 1	
NE Medium humanoid	
Init +5; Senses Perception +1	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)	
hp 17 (1d10+7)	
Fort +5, Ref +1, Will +1	
OFFENSE	
Speed 30 ft.	
Melee short sword +3 (1d6+3/19–20)	
TACTICS	
During Combat These mercenaries do their best to team up on targets, attempting to overpower them with brute force.	
Morale If reduced to fewer than 2 hit points, the mercenaries throw down their arms and surrender.	
STATISTICS	
Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8	
Base Atk +1; CMB +3; CMD 15	
Feats Dodge, Improved Initiative, Toughness	
Skills Climb +6, Intimidate +3, Ride +5	
Languages Common	
Gear chain shirt, short sword	

Deckland Family Vault

One square = 5 feet



Tier 3–4 (CR 4)

DEVIL'S CLAW MERCENARIES (2) CR 2

Male or female human fighter 3

NE Medium humanoid

Init +5; **Senses** Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 shield)

hp 37 (3d10+15)

Fort +6, **Ref** +2, **Will** +2 (+1 vs. fear)

OFFENSE

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

Melee mwk longsword +7 (1d8+2/19–20)

TACTICS

During Combat These mercenaries do their best to team up on targets, attempting to overpower them with brute force. They use Power Attack on spell casters or other opponents with light or no armor.

Morale If reduced to fewer than 5 hit points, the mercenaries throw down their arms and surrender.

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword)

Skills Climb +7, Intimidate +5, Ride +6

Languages Common

Gear masterwork chainmail, heavy steel shield, masterwork longsword

Tier 6–7 (CR 6)

DEVIL'S CLAW MERCENARIES (3) CR 3

Male or female human fighter 4

NE Medium humanoid

Init +5; **Senses** Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 shield)

hp 46 (4d10+20)

Fort +7, **Ref** +2, **Will** +2 (+1 vs. fear)

OFFENSE

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

Melee mwk longsword +9 (1d8+5/19–20)

TACTICS

During Combat These mercenaries do their best to team up on targets, attempting to overpower them with brute force. They use Power Attack on spell casters or other opponents with light or no armor.

Morale If reduced to fewer than 5 hit points, the mercenaries throw down their arms and surrender.

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19

Feats Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +8, Intimidate +6, Ride +8

Languages Common

Gear masterwork chainmail, heavy steel shield, masterwork longsword

Treasure: For Tier 1–2 only, the PCs find two doses of *oil of bless weapon* on the table where the mercenaries were playing cards.

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

Tier 1–2:

Give each player 35 gp.

Tier 3–4:

Give each player 106 gp.

Tier 6–7:

Give each player 106 gp.

A2: Vault Entrance (CR 2 or CR 4 or CR 6)

This small, stuffy square room was cut from the building's stone foundation. The room's east wall features a large stone mosaic of stone that shows several faceless people worshipping at the top, and others being condemned at the bottom, with no figures in the middle pattern. The mosaic contains a set of three identical circular indentations: one set within the top section, one in the empty center, and another set within the bottom section. Illuminating the room are two lit torches in sconces on the north and south walls.

This simple puzzle was left behind by Orias as a minor deterrent for any who would trespass into his vault (he never believed anyone would actually learn of the vault and find it). The PCs likely arrive after Janks has run through; he sealed the door behind him but forgot the three stone keys. A DC 10 Perception check notices three circular stone disks stacked neatly against the east wall by the door. The stones represent a happy looking female child, a grandiose city, and a brooding devil. Placing the stone disks in the correct locations opens the door. The correct sequence is (from top to bottom): the child disk, the city disk, and then the devil disk.

Once the disks are placed in the correct order, the door pops open, spitting out the three stone keys in the process. The stairs lead down to area A3.

Traps: A magical trap was set on the door; it goes off should the PCs place the stone keys in the wrong order. The traps do not reset, so they only go off the first time the PCs place the stone keys incorrectly.

Tier 1–2 (CR 2)

BURNING HANDS TRAP CR 2

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger special (see Traps section above); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

Tier 3–4 (CR 4)

ELECTRICITY ARC TRAP CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger special (see Traps section above); **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half); multiple targets (all targets in the 15-ft. line from the east door to the ladder)

Tier 6–7 (CR 6)

FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger special (see Traps section above); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Mission Notes: Osirion faction PCs need to recover the three stone disks that function as the door's lock.

Development: After solving the simple puzzle, the PCs gain access to the vault proper via a set of spiral stairs that lead down to area A3. The rest of the rooms (A3–A6) are all well lit by torches left behind by Janks, Celeena, and their team. The walls are all made of thick, sturdy stone, and the ceilings are 10 feet high unless otherwise noted.

A3: Vault Storage (CR 2 or CR 4 or CR 7)

This room is split by a long, ten-foot-wide stone walkway, extending sixty feet east to west between two spiral staircases. Two ladders rest on the north side of the walkway and two more on the south, leading down into a fifteen-foot-wide trench twenty feet below. These sub-rooms are filled with objects ranging from decrepit suits of rusted armor, to piles of rotting furs, and to various over-stuffed footlockers.

Janks sealed the staircase down to A4 with a metal portcullis. From area A3, the portcullis can only be opened by pulling four large levers, one in each corner

of the room. The northwest lever is obscured by a dusty set of rugs casually draped over it; a DC 14 Perception check notices the ruse from afar, though clever PCs can also deduce the lever's location based on that of the other levers. Pulling down all four of the levers lifts the portcullis blocking the east staircase. The levers are old and have rusted in some sections, requiring a DC 12 Strength check to properly activate them. If for some reason any of the levers are returned to their upright position, the portcullis once again closes. Janks used a hidden master switch on the other side of the portcullis to close the portcullis. Discovering the master switch requires a DC 22 Perception check while on the spiral staircase.

Creatures: Celeena left behind several devilish minions to guard this room while she worked below. The creatures vary by tier.

Tier 1–2 (CR 2)

LEMURES (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 79)

TACTICS

Before Combat The lemurs stand stupidly in the center of the walkway, waiting for anyone to attack.

During Combat The lemures are under orders from Celeena to attack anyone aside from the Devil's Claw mercenaries who enters this room. They advance as quickly as they can and always engage the nearest opponent.

Morale The lemures fight to the death.

Tier 3–4 (CR 4)

IMPS (2) CR 2

hp 16 (*Pathfinder RPG Bestiary* 78)

TACTICS

Before Combat The imps are invisible and hiding near the ceiling at the center of the room. Once the PCs start flipping switches, the imps do their best to flip them back while staying invisible, hoping to fool the PCs into thinking the switches need to be flipped in a certain order.

During Combat The imps are mobile fighters, and swoop in on the PCs, stinging them one turn and then flying away the next. They work together to harass single, isolated targets.

Morale The imps are under orders from Celeena and fight to the death.

Tier 6–7 (CR 7)

BEARDED DEVILS (2) CR 5

hp 57 (*Pathfinder RPG Bestiary* 73)

TACTICS

Before Combat The bearded devils guard the portcullis blocking

access to the east staircase and bicker irritably with one another in Infernal.

During Combat The bearded devils act independently, shouting insults at each other in Infernal as they attack the PCs. The moment the PCs enter **A3**, the devils charge, each picking a different target and attacking it. Under no circumstances will they attack the same target—instead each tries to show the other one up by doing massive damage to a PC.

Morale The bearded devils are under orders from Celeena and fight to the death.

Treasure: Most of the Deckland family wealth has already been hauled away by Celeena and waits for her on a ship in the harbor. What remains is tattered, rotting, old, broken, or rusted and of very little value.

Mission Notes: Both Andoran and Taldor faction PCs can find their respective items with a DC 15 Perception check. The missing Taldan assassin's blade is in the north side of the room, and the lost Andoren flag is in the south side of the room. The assassin's blade can be used as a masterwork short sword, though it's old and rusted and suffers a –2 penalty on damage when used. The Andoren flag is well bundled and easy for transport. Cheliox faction PCs must ensure the death of all devils in this room in order to complete one of their missions.

A4: Trapped Hall (CR 3 or CR 4 or CR 7)

This long hallway stretches sixty feet east to west between two spiral staircases. The walls of this hall contain deep notches and cuts at five-foot intervals, and a lever lies in the down position beside the western staircase. Skeletal remains litter the floor, and among them rests the recently slain corpse of an elf, his arms torn off and several feet from the body.

This hallway was once littered with traps to protect the Deckland vaults, but today only a scant few remain active. The lever at the end of the hall has activated the traps, and enterprising PCs may be able to use it to deactivate the them. If the lever is set to the up position, then all of the traps in this hall are deactivated; otherwise, the traps are active and the PCs must tread carefully or risk setting them all off.

The elven body is a dead Devil's Claw mercenary caught by one of the traps as they explored the hallway. He should serve as a clue to the PCs that something is amiss here.

Creatures: Janks, the current leader of the Devil's Claw has decided to make his last stand against the PCs here.

Traps: Depending on the sub-Tier, there are either one or two active traps here. **T1** is a swinging axe trap and is active for all sub-Tiers. **T2** is a wall scythe trap and is

active for sub-Tier 6–7 only. Janks knows the locations of these traps and avoids them.

Tier 1–2 (CR 3)

SWINGING AXE 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)

JANKS CR 1

Male human fighter 1/rogue 1

CE Medium humanoid

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 19 (2 HD; 1d10+1d8+5)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.,

Melee short sword +2 (1d6+1/19–20)

Ranged mwk heavy crossbow +5 (1d10+1/19–20)

Special Attack sneak attack +1d6

TACTICS

During Combat Janks stands in the square marked **X** and attacks the PCs at range with his crossbow, preferring to target anyone wearing light or no armor first. He hopes to draw the PCs into the swinging axe trap by making himself a target. Once the axe trap has been activated, Janks backs toward the staircase in the west wall, firing and moving each turn. Janks prefers not to enter melee, but will as a last resort.

Morale Janks fights until he has 5 or fewer hit points and then tries to flee up the staircase to area **A5**.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Point Blank Shot, Rapid Reload

Skills Acrobatics +6, Bluff +4, Disable Device +5, Escape Artist +5, Intimidate +4, Knowledge (local) +5, Perception +5, Sense Motive +4, Sleight of Hand +7, Stealth +5

Languages Common, Elven

SQ trapfinding

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, masterwork heavy crossbow with 10 +1 bolts, short sword

Tier 3–4 (CR 4)

SWINGING AXE 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)

JANKS CR 3

Male human fighter 1/rogue 3

CE Medium humanoid

Init +8; **Senses** Perception +7

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 34 (4 HD; 1d10+3d8+11)

Fort +5, **Ref** +8, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+1/19–20)

Ranged +1 *heavy crossbow* +9 (1d10+1/19–20)

Special Attack sneak attack +2d6

TACTICS

During Combat Janks stands in the square marked X and attacks the PCs at range with his crossbow, preferring to target anyone wearing light or no armor first. He hopes to draw the PCs into the swinging axe trap by making himself a target. Once the trap has been activated, Janks backs toward the staircase in the west wall, firing and moving each turn. Janks prefers not to enter melee, but will as a last resort.

Morale Janks fights until he has 5 or fewer hit points and then tries to flee up the staircase to area A5.

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (crossbow)

Skills Acrobatics +8, Bluff +6, Disable Device +7, Escape Artist +7, Intimidate +6, Knowledge (local) +7, Perception +7, Sense Motive +6, Sleight of Hand +10, Stealth +7

Languages Common, Elven

SQ rogue talent (combat trick), trap sense +1, trapfinding

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *breastplate*, +1 *heavy crossbow* with 10 bolts, masterwork short sword

Tier 6–7 (CR 7)

SWINGING AXE 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)

WALL SCYTHE TRAP CR 4

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

EFFECTS

Trigger location; **Reset:** automatic reset

Effect Atk +20 melee (2d4+6/x4)

JANKS CR 5

Male human fighter 2/rogue 4

CE Medium humanoid

Init +9; **Senses** Perception +8

DEFENSE

AC 23, touch 16, flat-footed 17 (+7 armor, +5 Dex, +1 dodge)

hp 48 (6 HD; 2d10+4d8+16)

Fort +7, **Ref** +9, **Will** +1; +1 vs. fear

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+1/19–20)

Ranged +1 *heavy crossbow* +12 (1d10+1/19–20)

Special Attack sneak attack +2d6

TACTICS

During Combat Janks stands in the square marked X and attacks the PCs at range with his crossbow, preferring to target anyone wearing light or no armor first. He hopes to draw the PCs into the traps by making himself a target. Once the axe trap (T1) has been activated, Janks backs toward the staircase in the west wall, firing and moving each turn. Janks prefers not to fight in melee but will as a last resort.

Morale Janks fights until he has five or fewer hit points and then tries to flee up the staircase to area A5.

STATISTICS

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 22

Feats Deadly Aim, Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (crossbow)

Skills Acrobatics +10, Bluff +7, Disable Device +9, Escape Artist +9, Intimidate +7, Knowledge (local) +9, Perception +8, Sense Motive +8, Sleight of Hand +13, Stealth +10

SQ bravery +1, rogue talents (bleeding attack +2, combat trick), trap sense +1, trapfinding

Languages Common, Elven

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *breastplate*, +1 *heavy crossbow* with 20 bolts, masterwork short sword, *belt of incredible Dexterity* +2

Treasure: For Tier 1–2, Janks is wearing a backpack laden with gold and trade bars worth 800 gp, for Tier 3–4, it contains gold and trade bars worth 2,700 gp, and for Tier 6–7, it contains 12,000 gp worth of promissory notes drawn on a local Abadaran bank.

Mission Notes: Osirion faction PCs need to disable (or observe the disabling of) one of the traps with a successful Disable Device check, then spend at least 1 minute carefully studying the mechanism. If unable to disable one of the traps, the Osirion faction PC may either make a successful DC 15 Perception check after a trap is sprung or

simply spring the trap themselves. Regardless, 1 minute of careful study of the trap's mechanism is required. Qadira faction PCs who examine the dead elf's body discover a ledger belonging to the Devil's Claw mercenaries. The ledger lists prices for various jobs, giving Qadira faction PCs an edge when dealing with this mercenary company in the future.

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

Tier 1–2:

Give each player 368 gp.

Tier 3–4:

Give each player 834 gp.

Tier 6–7:

Give each player 2,718 gp.

A5: Crypt (CR varies)

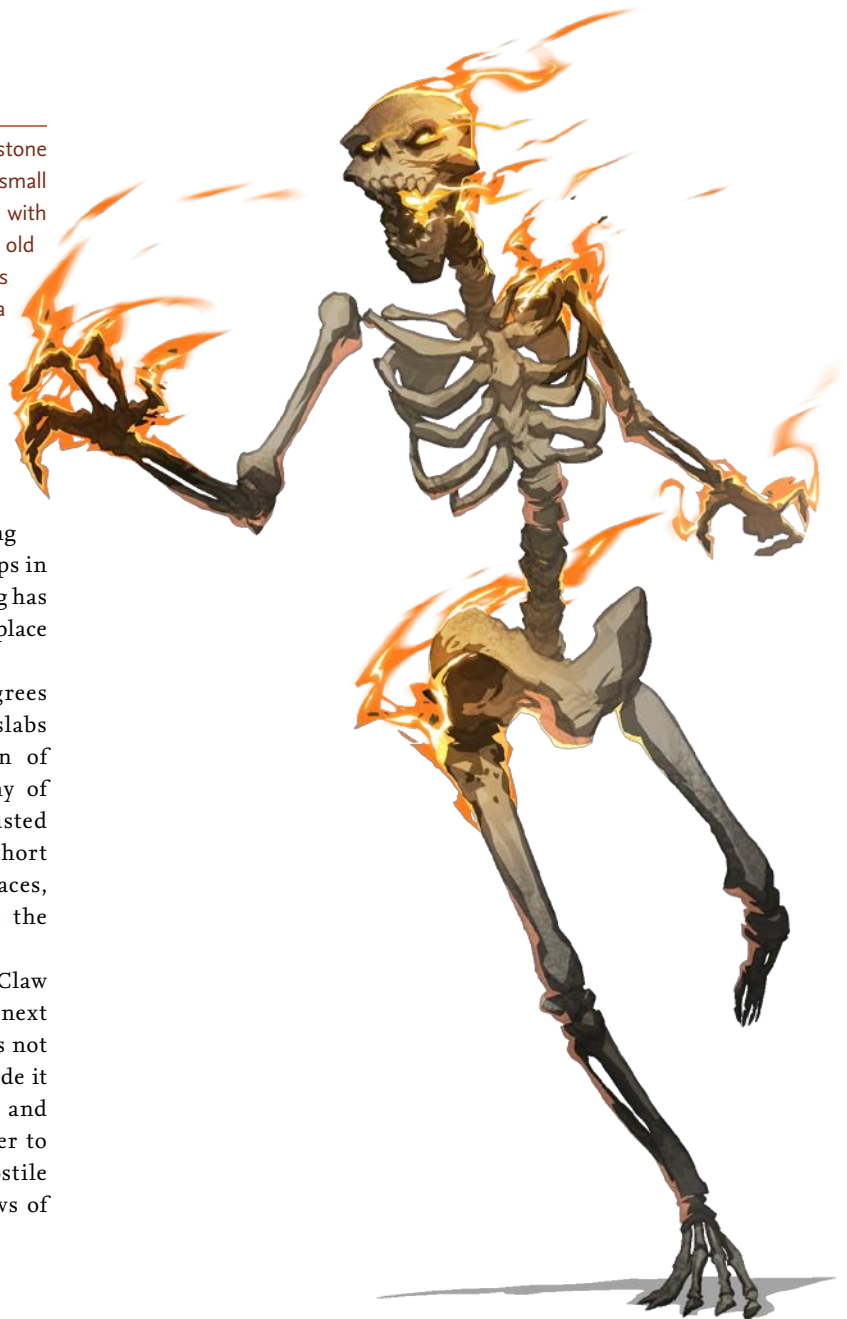
A perpetual thick gray fog covers the floor of this ancient stone room to a height of six inches. Four alcoves extend from a small circular center. The north and south alcoves are lined with ceremonial slabs on which rest skeletal bodies garbed in old finery, the west alcove contains a spiral staircase that winds down from the room, and the east alcove contains only a simply wooden door in the east wall.

This room served as the ancestral family crypts for the Deckland family. The Decklands maintained this crypt until they were forced out of Absalom. In recent times, the lack of anyone to perform the necessary rites gives the location a feeling of despair, reinforced by the unnatural fog that creeps in through the many cracks in the walls. Though the fog has no physical effect on those in the room, it gives the place an unnerving look.

There are 14 slabs with skeletons of varying degrees of decomposition, and two empty ones. The slabs and their occupants were recently picked clean of any valuables by Celeena's forces; however, many of the bodies are adorned with ancient and long rusted weapons ranging from swords, to maces, to short spears. There are a total of six long swords, two maces, and one short spear. All of these weapons have the broken condition.

Creatures: The two remaining Devil's Claw mercenaries are on guard in this room, standing next to the east door. Their initial reaction to the PCs is not to attack them, but rather to question how they made it so far. The mercenaries here are not fans of Janks and so hearing of his death actually makes them easier to deal with. The mercenaries begin the encounter hostile but can be quickly be made indifferent by the news of Janks's death.

The looting of the tomb has not gone unnoticed, though, and as the PCs initially encounter the mercenaries, allow them to make a DC 18 Perception check to notice some of the skeletons moving. The defiling of this ancestral crypt is the last in a long line of travesties that have befallen the entombed Decklands, and the bodies are animated by spirits filled with grief and anger over what has happened to their once great family. A group of skeletons soon rises up to attack the PCs and the grave robbing Devil's Claws alike. If the mercenaries are still hostile, they use the attack as an opportunity to attack the PCs as well. If they are indifferent or better, they aid the PCs in assaulting the skeletons.



Tier 1–2 (CR varies)

DEVIL'S CLAW MERCENARIES (2) CR 1/2
hp 17 each (use the stats on page 5)

SKELETON (6) CR 1/3
hp 4 each (Pathfinder RPG Bestiary 250)
TACTICS

During Combat As mindless undead, these skeletons move to attack the nearest opponent and continue targeting that intruder until it is destroyed.

Morale The skeletons fight until destroyed.

Tier 3–4 (CR varies)

DEVIL'S CLAW MERCENARIES (2) CR 2
hp 37 each (use the stats on page 6)

BURNING SKELETONS (6) CR 1
(Pathfinder RPG Bestiary 251)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

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

DR 5/bludgeoning; **Immune** fire, undead traits

Weaknesses cold

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6 plus 1d6 fire) and claw –3 (1d4+1 plus 1d6 fire) or

2 claws +2 (1d4+2 plus 1d6 fire)

TACTICS

During Combat As mindless undead, these skeletons move to attack the nearest opponent and continue targeting that intruder until it is destroyed.

Morale The skeletons fight until destroyed.

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

SQ fiery aura, fiery death

Gear broken chain shirt, broken scimitar

SPECIAL ABILITIES

Fiery Aura (Ex) Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Fiery Death (Su) A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage. A DC 12 Reflex save halves this damage.

Tier 6–7 (CR varies)

DEVIL'S CLAW MERCENARIES (2) CR 3
hp 46 each (use the stats on page 6)

SKELETAL CHAMPIONS (4) CR 2
hp 17 each (Pathfinder RPG Bestiary 252)
TACTICS

During Combat The skeletal champions work in pairs of two to flank a single target. They start with whoever is closest (whether PC or mercenary) and only switch targets when their first is down or they start taking a lot of damage from another PC or mercenary.

Morale The skeletal champions fight until destroyed.

Development: Several faction missions involve one or more of the Devil's Claw mercenaries surviving the battle; any mercenary who does so offers his gear as frantic thanks for not being killed by the PCs. Thus, the rewards below are also awarded to PCs who negotiate through this encounter.

Treasure: The mercenaries each have a sack at their feet filled with antique items that are of little actual value, though the mercenaries are not aware of this fact. They willingly surrender these sacks, which contain various armlets, bracers, and decorative weapons worth no more than 50 gold pieces.

Mission Notes: Andoran faction PCs need to convince the Devil's Claw mercenaries to leave without their ill-gotten gains through diplomacy. As these are the only surviving Devil's Claw mercenaries in the vault, Qadira faction PCs should make a DC 15 Diplomacy check to convince them to meet with Qadiran contacts in the city of Absalom.

Rewards: If the PCs defeat the skeletons and either defeat the guards or convince them to leave, reward each tier thusly:

Tier 1–2:

Give each player 18 gp.

Tier 3–4:

Give each player 106 gp.

Tier 6–7:

Give each player 284 gp.

A6: Archives (CR 3 or CR 6 or CR 8)

Great, upright stones dominate this room, evenly spaced out to allow for easy passage between them. The stones have been perfectly carved to form bookshelves, each with six different shelves containing various books, notes, maps, and other crammed-in documents. A perpetual thick gray fog covers the floor of this room to a height of six inches, and most of the documents on the lowest shelves of the bookcases appear

to have rotted away because of condensation from this fog, giving the room a pungent, musty aroma.

The Deckland Family archives contain all the stored knowledge of the family prior to their expulsion from Absalom. While it lacks much of the infernal lore the family acquired in Cheliax, the collection of information stored inside the archives is one of the most extensive in Absalom's history. A portion of the archives has long since rotted, but the vast majority of documents survived the long centuries and can be examined with careful study. Fire-based attacks do not spread in this room, and because of the stonework construction of the archives, a stray damaging fire spell or alchemical item will affect only a single shelf. Radius fire effects like *fireball* destroy all documents within the radius.

Each of the shelves in the room is 10 feet wide and twelve feet high, made of solid stone, and weigh around 1,500 pounds. The shelves require a DC 22 Strength check to tip over—should one be tipped into the next, make the same Strength check with a +4. Success means the first shelf causes the second to fall and so on.

Creatures: Celeena Deckland is here reading the copy of her father's notes about Absalom that she came to find.

Tier 1–2 (CR 3)

CELEENA DECKLAND	CR 3
Female human sorcerer 4	
LE Medium humanoid (human)	
Init +1; Senses Perception +1	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)	
hp 30 (4d6+16)	
Fort +3, Ref +2, Will +5	
Defensive Abilities +2 vs. poison; Resist fire 5	
OFFENSE	
Speed 30 ft.	
Melee mwk shortspear +2 (1d6–1)	
Ranged mwk shortspear +4 (1d6–1) or ranged touch +3 (by spell)	
Special Attacks corrupting touch (2 rounds, 7/day)	
Sorcerer Spells Known (CL 4th; concentration +8)	
2nd (4/day)— <i>summon monster II</i>	
1st (7/day)— <i>burning hands</i> (DC 15), <i>color spray</i> (DC 15), <i>protection from good</i> , <i>ray of enfeeblement</i> (DC 15)	
0 (at will)— <i>acid splash</i> , <i>detect magic</i> , <i>detect poison</i> , <i>mage hand</i> , <i>prestidigitation</i> , <i>read magic</i>	
Bloodline Infernal	
TACTICS	
Before Combat When the PCs attack or talk to the mercenaries in area A5, Celeena is alerted to their presence. At this point she uses her <i>scroll of mage armor</i> and hides behind the	

northwest shelf. Once she thinks the PCs have either allied with her mercenaries or killed them, she casts *summon monster II* and summons a lemur, directing it to stand in the square just north of the door and attack the first PC who enters the room.

During Combat Celeena casts *ray of enfeeblement* first, hitting the PCs fighting the lemur and trying to weaken them. She then uses her *wand of magic missile* for ranged attacks and casts *color spray* and *burning hands* once the PCs get closer. If the lemur falls and she has time, she summons another to prevent the PCs from reaching her.

Morale Celeena is obsessed but not stupid—if reduce to 5 hit points or fewer, she surrenders.

Base Statistics AC 11, touch 11, flat-footed 10 (+1 Dex)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 12

Feats Augment Summoning, Eschew Materials, Spell Focus (conjuration), Toughness

Skills Appraise +6, Diplomacy +10, Knowledge (arcana) +6, Linguistics +1, Spellcraft +5

Languages Common, Infernal



SQ bloodline arcana, infernal resistances

Combat Gear *potion of cure light wounds*, *scroll of mage armor* (already used), *wand of magic missile* (50 charges); **Other Gear** masterwork shortspear

SUMMONED LEMURE CR —

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 17 (2d10+6)

Fort +6, **Ref** +3, **Will** +0

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison;

Resist acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+2)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** 14

Tier 3–4 (CR 6)

CELEENA DECKLAND CR 6

Female human sorcerer 7

LE Medium humanoid (human)

Init +5; **Senses** Perception +1

DEFENSE

AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +4 shield)

hp 52 (7d6+28)

Fort +5, **Ref** +4, **Will** +9

Defensive Abilities +2 vs. poison; **Resist** fire 5

Immune *magic missile*

OFFENSE

Speed 30 ft.

Melee mwk shortspear +3 (1d6–1)

Ranged mwk shortspear +5 (1d6–1) or
ranged touch +4 (by spell)

Special Attacks corrupting touch (3 rounds, 7/day)

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (5/day)—*sleet storm* (DC 19), *suggestion* (DC 17), *summon monster III*

2nd (7/day)—*acid arrow*, *glitterdust* (DC 18), *scorching ray*, *summon monster II*

1st (7/day)—*burning hands* (DC 15), *color spray* (DC 15), *grease* (DC 17), *obscuring mist*, *protection from good*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *mage hand*, *message*, *prestidigitation*, *read magic*

Bloodline Infernal

TACTICS

Before Combat When the PCs attack or talk to the mercenaries

in area **A5**, Celeena is alerted to their presence. At this point she uses her *scroll of mage armor* and her *scroll of shield* and hides behind the northwest shelf. Once she thinks the PCs have either allied with her mercenaries or killed them, she casts *summon monster III* and summons a dretch, directing it to stand in the square just north of the door and attack the first PC who enters.

During Combat Celeena casts *glitterdust* first, hitting the PCs fighting the dretch. She then uses her *wand of magic missile*, and casts *scorching ray* and *acid arrow* for ranged attacks, and casts *suggestion*, *color spray*, and *burning hands* once the PCs get closer. If the dretch falls and she has time, she summons another to prevent the PCs from reaching her.

Morale Celeena is obsessed but not stupid—if reduce to 5 hit points or fewer, she surrenders.

Base Statistics **AC** 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex); remove immunity to *magic missile*

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 14

Feats Augment Summoning, Eschew Materials, Greater Spell

Focus (conjunction), Improved Initiative, Iron Will, Spell Focus (conjunction), Toughness

Skills Appraise +7, Diplomacy +12, Knowledge (arcana) +8, Linguistics +2, Spellcraft +8

Languages Abyssal, Common, Infernal

SQ bloodline arcana, infernal resistances

Combat Gear *potion of cure moderate wounds*, *scroll of mage armor* (already used), *scroll of shield* (already used), *wand of magic missile* (CL 5th, 50 charges); **Other Gear** masterwork shortspear, *cloak of resistance* +1, *ring of protection* +1

SUMMONED DRETCH CR —

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

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 22 (2d10+11)

Fort +7, **Ref** +0, **Will** +3

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

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d4+3) and bite +6 (1d4+3)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13)

STATISTICS

Str 16, **Dex** 10, **Con** 18, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

Tier 6–7 (CR 8)

CELEENA DECKLAND

CR 8

Female human sorcerer 9

LE Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 22, touch 13, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +1 natural, +4 shield)**hp** 67 (9d6+36)**Fort** +6, **Ref** +8, **Will** +10**Defensive Abilities** +4 vs. poison; **Resist** fire 10**Immune** magic missile

OFFENSE

Speed 30 ft.**Melee** mwk shortspear +4 (1d6–1)**Ranged** mwk shortspear +7 (1d6–1) or
ranged touch +6 (by spell)**Special Attacks** corrupting touch (4 rounds, 7/day), hellfire (9d6 fire, DC 18, 1/day)**Sorcerer Spells Known** (CL 9th; concentration +13)4th (5/day)—*black tentacles* (DC 22), *charm monster* (DC 20),
*summon monster IV*3rd (7/day)—*sleet storm* (DC 21), *slow* (DC 19), *suggestion* (DC 19), *summon monster III*2nd (6/day)—*acid arrow*, *eagle's splendor* (already cast once),
glitterdust (DC 20), *scorching ray*, *summon monster II*1st (7/day)—*burning hands* (DC 17), *color spray* (DC 17),
grease (DC 19), *obscuring mist*, *protection from good*, *ray of enfeeblement* (DC 17)o (at will)—*acid splash*, *detect magic*, *detect poison*, *mage hand*,
message, *open/close*, *prestidigitation*, *read magic***Bloodline** Infernal

TACTICS

Before Combat When the PCs attack or talk to the mercenaries in area A5, Celeena is alerted to their presence. At this point she uses her *scroll of mage armor* and her *scroll of shield*, casts *eagle's splendor* on herself, and hides behind the northwest shelf. Once she thinks the PCs have either allied with her mercenaries or killed them, she casts *summon monster IV* and summons a hell hound, directing it to stand in the square just north of the door and attack the first PC who enters.**During Combat** Celeena casts *black tentacles* and *glitterdust* first, hitting the PCs fighting the hell hound. She then uses her *wand of magic missile*, casts *scorching ray* and *acid arrow* for ranged attacks, and casts *suggestion*, *color spray*, and *burning hands* once the PCs get closer. If the hell hound falls and she has time, she summons another to block the PCs from reaching her.**Morale** Celeena is obsessed but not stupid—if reduce to five hit points or fewer, she surrenders.**Base Statistics** **AC** 14, touch 13, flat-footed 12 (+1 deflection, +2 Dex, +1 natural); remove immunity to *magic missile*; reduce all spell DCs by 2; **Cha** 18; **Diplomacy** +14

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 22**Base Atk** +4; **CMB** +3; **CMD** 16**Feats** Augment Summoning, Eschew Materials, Greater Spell Focus (conjunction), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (conjunction), Toughness**Skills** Appraise +10, Diplomacy +16, Knowledge (arcana) +10, Linguistics +2, Spellcraft +7**Languages** Abyssal, Common, Infernal**SQ** bloodline arcana, infernal resistances**Combat Gear** *potion of cure moderate wounds*, *scroll of mage armor* (already used), *scroll of shield* (already used), *wand of magic missile* (CL 5th, 50 charges); **Other Gear** masterwork shortspear, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1

SUMMONED HELL HOUND

CR —

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 38 (4d10+16)**Fort** +8, **Ref** +5, **Will** +1**Immune** fire**Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft.**Melee** bite +7 (1d8+3 plus 1d6 fire)**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 16 for half)

STATISTICS

Str 17, **Dex** 13, **Con** 19, **Int** 6, **Wis** 10, **Cha** 6**Base Atk** +4; **CMB** +7; **CMD** 18 (22 vs. trip)**Feats** Improved Initiative, Run**Skills** Acrobatics +8, Perception +7, Stealth +13, Survival +7; **Racial Modifiers** +5 Stealth**Languages** Infernal (cannot speak)**Development:** The documents contained here are only valuable for the information they contain, and would generally be of interest only to the Pathfinder Society or local Absalom historians. None are particularly rare or valuable, and a DC 15 Appraise check reveals they would go for no more than a few gold pieces on the open market. Should the PCs gather and sell them, assume their reward for doing so is built into the rewards listed for this encounter.**Mission Notes:** As long as Celeena Deckland is not damaged by an area of effect spell or alchemical item, the documents in her possession remain intact at the end of the combat, and Cheliox faction PCs can recover them. Taldor faction PCs will want to ensure that Celeena survives the combat—they need her to meet with Taldan representatives before she's imprisoned for treason.

Rewards: If the PCs defeat Celeena (either through combat or negotiation), reward each tier thusly:

Tier 1–2:

Give each player 92 gp.

Tier 3–4:

Give each player 588 gp.

Tier 6–7:

Give each player 754 gp.

CONCLUSION

With Celeena stopped and the documents secured or destroyed, Absalom is once again safe from invasion. If Celeena survives and the PCs free her, she makes her way back to Cheliah in disgrace, possibly making contact with Taldan agents if the PCs of that faction were successful in convincing her to surrender. If Celeena is captured by the PCs and turned over to the Absalom authorities, she's put on trial for treason (a family tradition, it seems) and sentenced to a lengthy prison term.

Areas A5 and A6 are cleared out by various members of the Society who catalog the unique items therein (unless the PCs choose to do something else with the documents and objects contained therein). The Society brings in a cleric to consecrate the remains of the Deckland family interred in the crypts, and properly restore the crypts to a manageable status.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who recover the lost flag earn 1 Prestige Award. PCs from the Andoran faction who also manage to convince the remaining Devil's Claw mercenaries in the crypts to leave without taking the stolen Deckland items with them earn 1 bonus Prestige Award.

Cheliah Faction: PCs from the Cheliah faction who recover the documents on Celeena Deckland earn 1 Prestige Award. PCs from the Cheliah faction who also ensure the destruction of Celeena's devils earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who recover the three disks earn 1 Prestige Award. PCs from the Osirion faction who also successfully disable and investigate one of the traps earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who take the ledger from the dead Devil's Claw elf earn 1 Prestige Award. PCs from the Qadira faction who also successfully arrange for talks between the surviving Devil's Claw members and Qadiran intermediaries earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who successfully recover the hidden assassin's blade earn 1 Prestige Award. PCs from the Taldor faction who also convince Celeena to back down or surrender earn 1 bonus Prestige Award.

Andoran Faction Handout

Free Citizen,

The discovery of the Deckland vault is a great find for the Society, but also for our own glorious nation. During their time in Absalom, the Decklands made several gestures of goodwill to our people, and were once gifted with a magnificent flag of Andoran.

This precious piece of history would better serve to inspire our citizens by being displayed in the streets than by moldering away in some dank vault—retrieve it if possible. Also, know that the current Deckland heir brought with her an unsavory mercenary company—convince them not to loot the crypts so that our agents in the Society can sort through their contents once the vault is secured. You may do so with wit or the sword.



Capt. Colson Maldris For Andoran,
Captain Colson Maldris

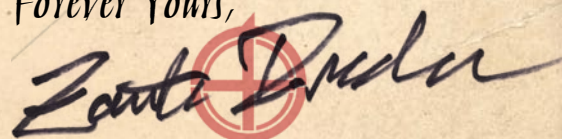


Cheliox Faction Handout

Valued Puppet,

With the location of the Deckland family vault now basically public knowledge, it didn't take long for the heir of that minor house, Celeena, to take notice. Though her goals may be admirable, we believe the information she seeks to obtain in this long-forgotten vault will not be given back to Cheliox as would be proper. Ensure the documents Celeena searches for are not destroyed, and obtain them for me so we can be sure they will not end up in the hands of our enemies. Celeena's betrayal, while forgivable, may cause some commotion among the higher nobles of our country, so be sure to dispose of any devil advisors the girl may have brought with her, as their presence will likely connect her more closely to our government.

Forever Yours,



Paracountess Zarta Draldeen

Osirion Faction Handout

Devoted Subject of the Ruby Prince,

The vault under Absalom that you will soon be asked to search was rumored to hold many valuable treasures—treasures guarded by equally valuable defenses. If you encounter any locked or encrypted doors, be sure to study them and bring back any pieces you are able to remove. Most of the treasures inside will be worthless to Osirion, but the mechanical defenses in place could revolutionize our own defenses. Be sure to study any traps along the way, preferably before they are activated. It is a dangerous task to be sure, but one we are quite sure you are capable of handling.



In Honor of the Past,



Amenopheus, The Sapphire Sage

Qadira Faction Handout

Servant of the Satrap,

Your quarry for your latest assignment has hired out a fascinating mercenary force from the lands of Cheliax. Made up of dropped out and former Hellknights, this Devil's Claw organization is of great interest to us. Though we do not often interest ourselves in the affairs of such pathetic foes, it would be wise to somehow acquire some documentation of this group's former dealings. Bring me any such documentation you may find.

And while I disdain their abilities and will likely never work with them, it's always good to have options. Communicate with at least one of these Devil's Claw mercenaries and convince her to meet with my representatives in Absalom. We would like to negotiate a fair price for potential future dealings. While the fools are likely to try to kill you rather than talk to you, offering a little money goes a long way toward persuading someone to listen to your proposal.

Sincerely,

Pasha Muhlia Al-Jakri



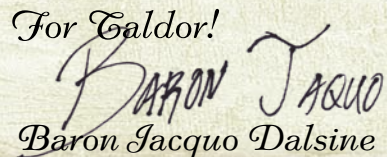
Taldor Faction Handout

Glorious Servant of the Emperor,

Rumors of unrest in Cheliax whisper like honeyed words on the night's air, and we are quite keen to capitalize on them. The rebellious actions of Celeena Deckland do not concern us and we care not about her so-called invasion plans locked in the Deckland vault. We are concerned, instead, with Celeena's life and wish for you to instead speak with her and convince her to speak with our own representatives in the city before she is sent back to Cheliax or imprisoned.

As a brief aside, though history does not record this, the Decklands employed Taldan agents long ago in a darker period of their history. Though this episode is long behind us, we would prefer that it not come to light—should you find any Taldan weapons in the vault, be sure to destroy them.

For Taldor!



Baron Jacquo Dalsine



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SCENARIO #55: THE INFERNAL VAULT

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER
1-2

Oil of bless weapon (100 gp)
Wand of magic missile (50 charges) (750 gp)

TIER
3-4

Cloak of resistance +1 (1,000 gp)
Potion of cure moderate wounds (300 gp)
Ring of protection +1 (2,000 gp)
Wand of magic missiles (50 charges, CL 5th) (**Limit 1**; 3,750 gp)

TIER
6-7

Amulet of natural armor +1 (2,000 gp)
Belt of incredible Dexterity +2 (4,000 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	
1-2	513
TIER	
3-4	1,634
TIER	
6-7	3,862

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #