

PATHFINDER SOCIETY®

SEASON OF THE TEN



WHAT PRESTIGE IS WORTH

By Matt Duval



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HOW TO PLAY

Pathfinder Society Scenario #10–08: What Prestige is Worth is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is 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 PathfinderSociety.club.



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GM RESOURCES

What Prestige Is Worth makes use of the Pathfinder *RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Book of the Damned* (BOTD), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Planar Adventures* (PA), *Pathfinder RPG Ultimate Magic* (UM), and *Pathfinder RPG Villain Codex* (VC). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the Bestiary volumes, the Codex volumes, and Book of the Damned are reprinted throughout this adventure and in its appendices for the GM's convenience.

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WHAT PRESTIGE IS WORTH

By Matt Duval



In 4410 AR, following the Everwar—Chelias's century-long war of conquest that added territory in present-day Molthune, Nidal, Nirmathas, Varisia, and the Hold of Belkzen—Chelias elevated dozens of families to noble status, the houses of Davian and Thrune among them. The latter had distinguished itself in battle, thanks to the exploits of Lieutenant Alivia Thrune. However, within 7 years, accusations of fraud against Alivia's brother, Gellius, brought the family's reputation to the brink of ruin. Gellius narrowly avoided repercussions through a series of clever trials, during which he not only cleared his name and shielded his family, but also redirected the blame against the noble house that had originally accused him. Famous as Thrune was for its barristers, Gellius managed this feat by signing an infernal contract with a contract devil named Leventi. Not only did Gellius receive devious legal advice from Leventi, he also acquired a *melancholic talisman* connected to the city of Dis. This talisman now resides in vaults beneath the Grand Lodge.

Gellius lived a long life of pleasure interspersed with obsessive attempts to escape his contract. In death, his soul traveled directly into Leventi's possession, where he's remained since. To the devil, Gellius's soul was a significant acquisition, made more so when Abrogail I sold her soul to Asmodeus nearly two centuries later. Seeing an opportunity to prove his worth and earn a significant promotion, Leventi has embarked on several decades of ambitious contract schemes that seem watertight but are reckless by Hell's standards. His exploits have earned him several years of scrutiny by infernal reviewers expected to file their assessment and recommendation to Dispater, and the contract devil is now only a month away from securing what he's sure will be a significant promotion.

Not everyone's so convinced. Vetrivides, an osyluth (bone devil) tasked with sniffing out disloyalty and discord, believes that Leventi or someone he associates with has behaved in a manner unbefitting Hell. However, Vetrivides lacks the authority and the evidence to denounce Leventi, and lacks the influence to perform more exacting searches of a hierarchically superior fiend. With a proper case built, Vetrivides could formally accuse Leventi and ensure the

Where in the Multiverse?

What Prestige Is Worth begins in the Grand Lodge in Absalom but quickly moves to the city of Dis and the second layer of Hell. Dis is the Infernal City, a twisted metropolis of iron towers, fiery canals, and sinister alleys that fan outward in concentric circular districts around the Iron Scepter, home of the archdevil Dispater. Hell is a dangerous realm that embodies remorseless law and evil, slowly eroding the will of visitors who do not match the plane's tyrannical edicts. For more information on Dis, see *Pathfinder Campaign Setting: Distant Realms* or *Pathfinder RPG Book of the Damned*. A map of the city appears on page 43 of this adventure.

proper punishment (ranging from censure to transformative demotion into a lesser devil).

Leventi's missteps include not keeping a suitably careful eye on Gellius's soul, which is incorporeal and bound in a glass jar. Gellius attempted to call upon his personal *melancholic talisman* and, with the aid of his imp familiar, slip through the resulting hellmouth. Although he successfully activated the talisman, the gateway appeared too far away for him to exploit. Instead, a flight of imps investigated the hellmouth, found themselves in the vaults beneath the Grand Lodge, and ultimately fell prey to Zarta's traps and assistants.

After questioning a surviving imp and inspecting the area, Zarta concluded the talisman could activate again. Smashing the talisman might cause additional issues while simultaneously destroying the key to shutting down this phenomenon once and for all, so, after her assistants had set up wards and a perimeter, Zarta reactivated the talisman and stepped through it into Dis. Although she no longer actively seeks out devils as cohorts, Zarta still has plenty of infernal contacts and, after calling on a few, she believes that the source of the problem is somehow Gellius Thrune. Zarta's inquiries have intrigued Vetrivides, who would benefit from mortal assistance uncovering Leventi—the registered possessor of Gellius's soul—and his local crimes.

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If the Pathfinders can prove Leventi is at fault, any personal effects would become property of the state, and a portion of those (i.e. Gellius and his infernal contract) could be awarded as a bounty. With Gellius handed over, Zarta believes that she could cleanly close down the hellmouth and properly seal the talisman.

Zarta has her own reasons for pursuing this lead, though. Raised as a ward of House Dralneen, a noble family loyal to House Thrune, Zarta served Chelias as a loyal agent and as the country's liaison to the Pathfinder Society. This continued to her satisfaction until a rival framed her for crimes against Chelias, after which she was abducted by state agents and condemned to an infernal prison. The Pathfinder Society uncovered the fraudulent basis of this accusation and secured her freedom, but Chelias never acknowledged or apologized for punishing Zarta. Disillusioned, she forsook her loyalties to House Thrune and has worked for the Pathfinder Society ever since. Only a few years ago, though, Pathfinders uncovered evidence that Zarta is the last known survivor of House Davian, Thrune's enemy from the Chelish civil war. Her lineage is hardly enough to leverage the Chelish people against their tyrannical government, but with more secrets—like those Gellius might possess—she believes she could be a true thorn in Thrune's side. Whether that's worth jeopardizing her role in the Society is less clear.

SUMMARY

Venture-Captain Ambrus Valsin and Dark Archive faction leader Zarta Dralneen meet with the PCs in the archives beneath Skyreach to discuss a hellmouth that opened there. Zarta asks the PCs to accompany her through the portal to the city of Dis to search for the source of this breach: the soul of Gellius Thrune.

Upon arriving in Hell, the PCs learn the bone devil Vetrivides is investigating the contract devil Leventi, who holds Gellius's soul. Working either alone or as agents of Vetrivides, the PCs pursue several leads to gather evidence and gain access to Leventi's lair, with Zarta following any leads the PCs do not investigate. The PCs may bargain in the Market of Breaths, research contracts in the Fallen Fastness, battle for Gellius's imp familiar at Widow's Cry, or help a desperate Aspis agent at Eleusys. Leventi's agents attack the PCs partway through their investigation to keep them from uncovering their patron's mistakes. Once the Pathfinders have enough evidence, they can present it to one of two authorities—Vetrivides or Rowan, handmaiden of Dis's queen—to gain access to Leventi's residence.

The PCs must navigate Leventi's dangerous collection of Thrune artifacts before facing the devil. There, they can either make a deal or defeat Leventi to retrieve Gellius and his contract.

The PCs return to Absalom and close the portal with Gellius' help, but Gellius also holds information that could destabilize

Chelias's Thrune rulers and allow Zarta to seek revenge as the last member of the fallen House Davian. She looks to the PCs for advice on whether she should pursue her legacy or remain with the Pathfinders as leader of the Dark Archive.

GETTING STARTED

Zarta Dralneen urgently requests the PCs' assistance in the archives beneath Skyreach in Absalom. The vaults hum with nervous tension as researchers and guards hastily scribe warding circles and erect defensive constructs around a scorched circle of melted stone and smashed shelves. Nearby, a sphinx carefully directs the containment of several sparking crystals fallen from a smashed Osirion urn. Venture-Captain Ambrus Valsin keeps his eyes firmly focused on the scorched circle, while engaged in heated conversation with Zarta Dralneen. A handful of singed hairs mar her otherwise carefully composed appearance.

Once they arrive, read or paraphrase the following to get the adventure underway.

Valsin continues, "...a needless risk of agents and resources. Your countermeasures worked. Just accept that success and let's be rid of the thing."

Zarta gives an acknowledging smile to the new arrivals and lightly places a hand to direct Valsin's attention. "We aren't sure of another way to safely close the portal permanently. And here we have some of the Society's best, eager to assist." Valsin frowns, but Zarta quickly stymies further argument. "This is a risk but also an opportunity. Think of what censored history we might uncover from a pre-war Thrune. And if we fail, you'll still have the pleasure of smashing the talisman. I have the experience and... this is something I need to do, Ambrus."

Valsin gives an exasperated sigh, "If you don't return and leave me to clean up this mess, trust that I will find you and give you a dressing down to remember."

As Valsin stalks off, Zarta smirks as though about to make a cheeky response. She quickly refocuses, producing a dark iron talisman set with a ruby and inscribed with Infernal script. "This, my friends, is a melancholic talisman, a device of diabolic manufacture that opens a portal to a specific point in Hell. It activated spontaneously yesterday, allowing a flight of imps access to Skyreach." Zarta continues with pride. "The Dark Archive has prepared for such planar incursions after last year's intrusions, and we quickly destroyed or captured the devils. With information gleaned from the imps, I carefully reopened the portal and ventured through. I found myself in the city of Dis in the Nine Hells. I learned through my contacts there of the talisman's connection to Gellius Thrune, a scion of Chelias's ruling family from just after the Everwar about 300 years ago. Gellius sold his soul to a devil named Leventi. Another devil, the osyluth Vetrivides, noticed my investigation, as they too are investigating this Leventi for acting against the interests of Hell. If we can find proof of Leventi's wrongdoing, Vetrivides will award us the soul of

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Gellius Thrune, who we can then question on how to permanently close the hellmouth. Vetrivides provided me with writs to act as their agent for the next 48 hours.”

She smiles impishly and concludes, “As you’ve no doubt heard your enemies shout, it’s time to go to Hell.”

Zarta produces a bone scroll tube with two writs scribed in Infernal, detailing the Pathfinders’ right to legally move about the city of Dis as Vetrivides’ agents for 48 hours after arrival, providing one copy to the PCs. She also explains the risks of drawing Dispaters’ Attention (see page 7). The PCs have two hours to make preparations before departure.

Zarta answers the Pathfinder’s questions to the best of her ability.

What can you tell us about Dis? Zarta brushes back a singed hair. “It is an immense city of iron and fire and delights and torments of the flesh, with sights of wonder and horror in equal measure. Most there will be eager to learn your heart’s desire and provide it at a price.” Zarta considers this sufficient information to start, but she can provide more detail if pressed—see the Knowledge (local or planes) entry on page 6.

Why not destroy the talisman? “There’s risk. It may destabilize the portal, close it, or open it permanently.” Zarta appears lost in thought for a moment. “Also, I... we can’t miss this opportunity to question a Thrune who witnessed sights the current regime long ago excised from Cheliox’s history.”

Do we have to work with a devil? “While Vetrivides is a convenient ally, there are other leads to pursue if you find even the temporary partnership distasteful.”

Won’t the devils kill or enslave us? Zarta rubs at her wrists. “Rest assured, they will strip you of freedom and hope in rapid succession given the chance. Don’t let a friendly demeanor deceive you. But there are rules to this, and we can use them to travel safely. Keep to your word, and use caution in giving it.”

Who are your contacts? “I worked with and for Cheliox and House Thrune until about 5 years ago, after which my employment ended on...poor terms. However, my training makes me familiar with Hell and its devils, and I still have numerous acquaintances willing to provide me intelligence. I hold them at more than arm’s length, though.

KNOWLEDGE (HISTORY)

Based on the result of a Knowledge (history) check, the PCs

Presenting Zarta

Over the course of this adventure, the PCs have numerous opportunities to interact with or adventure directly alongside Zarta Dralneen. While they are in the same group, give the players **Handout #2** (see page 31), which details her statistics.

Roleplaying: Zarta Dralneen is poised, cultured, and charming, with a playful, flirtatious wit. She has slowly shifted away from her diabolist past and wants to stop this incursion and prove the Dark Archive’s worth. The revelation she is the last living heir to House Davian stirred her grievances against House Thrune, and further reminders only stoke her desire for revenge.

Rules: The following mechanics apply when presenting Zarta during this adventure.

- Zarta does not roll initiative; she instead acts at a set point in the initiative count.
- She can take a move action and a standard action each round. She cannot take a full-round action.
- Zarta’s melee and ranged attacks automatically hit and deal the listed damage. She can make dagger attacks against adjacent targets and light crossbow attacks against targets within 240 feet.
- Zarta has several spells and special abilities she can use. When activating one of these abilities, check one of the boxes

that precede the ability. When all of an ability’s boxes are checked, she can no longer use that ability. If she takes 8 hours to rest, she resets each box so that it can be checked again.

- Zarta automatically succeeds at saving throws during combat.
- Enemies can target and damage Zarta, though she tends to avoid making herself a target. Zarta refuses tactical advice that puts her at undue risk.
- Zarta does not initiate skill checks, but she provides the PCs a +2 bonus on an array of different skills. This represents her support and expertise.
- Zarta can read and speak Infernal.

might know more about House Thrune and Gellius Thrune specifically. They learn all of the information with a DC equal to or less than the result of their check. Zarta can provide information equivalent to the DC 25 result if she is asked about House Thrune.



Zarta Dralneen

Hell's Planar Traits

Because the plane of Hell is strongly evil-aligned and strongly law-aligned, some spells function differently there than elsewhere. Additionally, creatures with nonevil or nonlawful alignments take penalties from being on a plane of pure law and evil. For more information on these planar effects, see Chapter 7 of the *Pathfinder RPG GameMastery Guide*.

Strongly Evil-Aligned: Creatures who are not evil-aligned take a –2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks. This penalty stacks with the penalty for not being lawful.

Strongly Law-Aligned: Creatures who are not lawful-aligned take a –2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks. This penalty stacks with the penalty for not being evil.

Enhanced Magic: A spell or spell-like ability with the lawful or evil descriptor is treated as if its caster level were 2 higher.

Impeded Magic: To cast a spell or spell-like ability with the chaotic or good descriptor, a caster must attempt a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

A PLACE OF EVIL

Hell is a traumatic place replete with horrific sights and sounds. It may be prudent to discuss this with your players ahead of the adventure so that they can mentally prepare and raise any concerns. If any of the players are uncomfortable with particular details, strongly consider toning those down or glossing over those features to ensure that everyone can enjoy the adventure. Monitor your players' reception to the ambiance; it's okay to recalibrate your depiction of evil themes partway through the adventure.

10+: The Thrice-Damned House of Thrune rules Cheliah under Her Infernal Majestrix Abrogail II.

15+: Abrogail I struck a bargain with Asmodeus during the Chelish Civil War, gaining an army of devils to secure her victory but selling the nation into Asmodeus's service in the process.

20+: House Davian, under Duchess Lannavia Davian, challenged Thrune for control of Cheliah at the Battle of a Hundred Kings in 4639 AR. Thrune's victory led to Queen Abrogail I's coronation the following year.

25+: The Davian and Thrune families rose to prominence after the Everwar ended in 4410 AR, with Thrune's ascendance largely thanks to the military exploits of Alivia Thrune.

30+: Alivia's brother Gellius embroiled the family in scandal 7 years after the Everwar. Gellius proved a remarkable legal-mind, however, and turned the accusations against Thrune to the family's favor. He was a noted hedonist and obsessive expert on contract law.

KNOWLEDGE (LOCAL OR PLANES)

Based on the result of a Knowledge (local or planes) check, the PCs might know more about the city of Dis. They learn all of the information with a DC equal to or less than the result of their check.

15+: The city of Dis occupies the second of the Nine Hells. The archfiend Dispater rules over it from an impossibly tall tower, the Iron Scepter.

20+: Legions of devils patrol the streets of Dis, enforcing Hell's laws, and the city is home to millions of damned souls and other fiends. Its markets teem with merchants and exotic wares from across the multiverse, though simple food and drink is hard to locate.

25+: Dispater rules the city, with other high-ranking fiends carrying out his will. The archfiend's wife is Erecura, a demigoddess who rules by his side and exerts a more benign influence. The Erinyes Queen, Eiseth, also claims a portion of the second layer from her aerie, Widow's Cry.

30+: The Oppidian Maze occupies most of Dis, its labyrinthine streets ever-shifting according to Dispater's will. There is an ordered logic to the Maze's design, known to few. If any PC succeeds at this check, all PCs gain a +5 bonus on checks to navigate Dis.

CHAOS AND GOOD IN HELL

It is possible that some PCs receive divine power from chaotic- or good-aligned deities, likely as clerics, inquisitors, or paladins. Devils eagerly work to corrupt such PCs but also monitor them with suspicion. PCs with such strong good ties take a –2 penalty on Bluff, Diplomacy, and Intimidate checks when interacting with the devils of Hell. This penalty stacks with the penalties from planar alignment (see the Hell's planar traits sidebar). These same penalties apply to PCs who have obvious celestial blood.

A PC who openly casts a spell with the chaotic or good descriptor, brandishes the holy symbol of a chaotic or good divinity, or actively promotes the worship of chaotic or good entities while in Dis draws the attention of Dispater (see page 7), for such acts visibly disrupt the fabric of Hell.

Outsider Allies: Every hour or fraction thereof that a PC has a chaotic- or good-aligned outsider companion creature summoned (e.g. an eidolon, familiar, or called creature, not a summoned monster that's present for a few rounds), the PC associated with that creature draws Dispater's Attention (see page 7). Although non-devils sometimes do business in Dis, angels, azatas, proteans, and the like draw significant attention and rarely survive for long.

DISPATER'S ATTENTION

Dispater's control of Dis leaves little room for anyone to operate outside the law. This includes bribery, illicit attempts to skirt the law in which the associated skill check results in a natural 1 (regardless of whether or not it was successful), or otherwise drawing Dispater's Attention. Each such infraction imposes a -1 cumulative penalty on those PCs' ability checks, attack rolls, saving throws, and skill checks while in Dis until the end of the adventure, representing the way in which the environment bends itself to thwart them. A PC can feel this as a mounting sense of dread, misfortune, and paranoia, and the player should have a clear sense that attracting too much of this attention could have dramatic consequences.

If the value of this penalty equals a PC's level, Dispater becomes fully aware of their crimes. Within 1 minute of this final infraction, a swirling cloud of sulfurous smoke envelops the PC and binds them within a crystalline prison to await trial and inevitable imprisonment. This is a virtual death sentence. The PC can leverage enough support to secure their freedom by expending a number of Prestige Points equal to $3 \times$ their level; this increases to $4 \times$ their level if they have a strong or overwhelming aura of chaos or good (*Pathfinder Core Rulebook* 266), or increases to $5 \times$ their level if they have strong or overwhelming auras of both chaos and good. If a PC cannot afford this, they can instead accept the soul, power, or hope Dark Bargain (see page 12). If they do not secure their freedom before the end of the adventure, mark the character as dead.

A *miracle* or *wish* (such as that granted by Leventi [see area G5]) can free a PC imprisoned in this way if performed before the end of the adventure.

THE IRON CITY OF DIS

Once everyone is ready, Zarta directs the *melancholic talisman* at the middle of the room and speaks the command word. The talisman's jagged engravings twist and spin as if alive, and a wide, fleshy maw of teeth and fire tears itself open within the room's warded circle. Thin films that cover the interior of the portal snap open like layered eyelids, slowly swelling outward as if under some great pressure. As the last membrane retracts, a blast of heated air billows into the room. Through the portal, the PCs can see the jagged towers and iron architecture of Dis. Zarta steps into the circle and through the vertical portal with shoulders set, motioning for the PCs to follow. Once the PCs enter the portal, read or paraphrase the following.

The odor of seared blood permeates the choking, hot, smoky air. A low scream resonates from countless writhing bodies impaled on spikes atop the surrounding structures. Fiendish sigils adorn banners hanging from palace walls that stretch across city blocks, while a river of fire wends its way through canals below the nearby courtyard. Flights of imps patrol the bloody skies, while the

winged figures of erinyes perch atop buildings, always watching. At the center of it all, a tower of impossible height stretches endlessly upward, its walls covered with gargoyles.

Zarta checks a series of rods placed around the portal. "These should conceal the portal's presence and keep anyone from accidentally wandering through," she explains before looking around at the city and grimacing. "Ah Hell...being away for five years wasn't long enough." She gathers herself and continues. "We have two writs and, with only two days to search for clues across a very large city, I suggest we pursue separate leads. I have a good supply of *sending* scrolls, so we can reconnect." She gestures along the canal. "In this direction lies the Fallen Fastness, a library of mortal sin. Vetrivides waits there and may have more information." She gestures in the other direction, toward the river of fire. "Following the Andrimal this way leads to the floating Market of Breaths. Information and treasure flow there, and my contacts say Leventi's associate Arenthea frequents the market. Leventi's business dealings may offer some..." She smirks, "...damning evidence."

Although she intends to set off alone, Zarta warns the PCs against splitting up to cover more ground, not only because of the limited number of writs but also because of the danger of traveling the city without special protections. If asked about her own defenses, she insists that she can stay safe while alone. She provides the PCs six *scrolls of sending* and coordinates how to reunite in case none of the PCs are able to reliably use the scrolls.

THE INVESTIGATION

The PCs begin with two leads to pursue: the Market of Breaths (area B) and The Fallen Fastness (area C). Whenever the PCs travel to one location, they can ask Zarta to investigate another location. For ease of play, her investigations take the same amount of time as the PCs' investigations. Each location details what the PCs can learn and what Zarta learns. After investigating a location, the PCs can meet with Zarta to compare notes. PCs receive a +2 bonus on skill checks when visiting locations Zarta previously visited alone, and that increases to +4 if she goes there twice. New leads and locations become available as the PCs investigate (see **GM Handout—Leads** on page 29 and provide the players **Handout #1** on page 30).

If Zarta joins the PCs in an investigation or battle, provide the players **Handout #2** (see page 31) and refer to the Presenting Zarta sidebar on page 5.

Dis is massive, and despite its orderly layout, the city favors those who can fly or teleport. Navigating from one major site to another takes 3 hours. One PC can take the lead in navigating, attempting a DC 20 Knowledge (planes) or Survival check to reduce that journey's travel time to 2 hours. If the check exceeds the DC by 10 or more, reduce the travel time to 1 hour.



By spending an hour looking for a guide, the PCs can find and hire **Artylget** (LE male imp), who recently returned to Dis after the death of his master, the self-styled “Zarkimon the Omnipotent.” Having recently escorted Zarkimon’s damned soul from Pharasma’s court to Hell, Artylget is now between assignments. He charges 50 gp in advance for 8 hours of service as a guide. His bonus on Knowledge (planes) checks is +15. The imp takes care to lay out his terms when being hired, insisting that he is there to provide information and safe directions, not to fight, to serve as a dedicated translator, or to perform any unrelated negotiations. Decades spent attending to Zarkimon’s ego has forced Artylget to repress his snide comments until now, and he finds it amusing to point out mortal foibles and any of the PCs’ habits that remind him of his former master (e.g. “Oh yeah, spellcasting’s the answer; Zarkimon use to say that a lot. I wonder whatever happened to—oh right, he died.”). Devils sometimes ask Artylget for his assessment of his clients, and the imp faithfully answers based on what he’s observed, though never in such a way that ruins the PCs’ ongoing negotiations. If the PCs seem very reliant on the imp, he renegotiates his fee after every 8 hours—potentially while the PCs are already in transit—increasing his rate by 25–50 gp each time.

The PCs face several skill challenges during the adventure. Allow creative PCs to use spells and other skills to accomplish or circumvent checks, using the existing DCs as a guide. PCs who speak Infernal receive a +2 bonus on skill checks when interacting with devils.

The PCs have 48 hours to complete their investigation. Every 2 hours spent in Hell after that draws Dispat’s Attention (see page 7).

Starting a Fight: Dis is home to millions of devils, evil outsiders, and sundry other malign forces. However, this is their home with their rules. If the PCs force a violent confrontation beyond those presented in this adventure, they earn Dispat’s Attention. Within one minute, two erinyes (*Pathfinder RPG Bestiary* 75; see page 37) and a hamatula (*Bestiary* 72; see page 35) show up to subdue and question the PCs. If the PCs do not resist and the crime is relatively tame by Hell’s standards (e.g. alleviating a petitioner’s suffering or harming a non-devil), these devils are willing to just fine the PCs 1,000 gp. If the PCs cannot pay the fine or resist reprimand, the devils attempt to capture them. A captured PC is imprisoned, though they can spend 5 Prestige Points or accept a Dark Bargain (see page 12) in order to be released.

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If a PC is not freed by the end of the adventure, they remain trapped in Hell and are marked as dead.

The first time a PC unwisely attempts violence against Dis's citizenry, it might be best to have the intended target or a bystander caution that character against their intended course, citing the likely ramifications. This is a courtesy to the players as much as to the character, serving as a reminder of their dangerous and unforgiving surroundings.

Evidence: During this adventure, the PCs can find multiple clues and pieces of evidence, represented by Evidence Points. Each location includes an Evidence entry that summarizes the evidence the PCs can find there and how many points they can earn. Once the PCs are ready, they can present their findings to Vetrivides or report to Rowane in area E, if the Pathfinders agreed to work with her.

Timing: Once the PCs earn 1 Evidence Point and meet with Zarta, she shares a letter sealed with a halo of runes, saying she recently received the missive from an imp. The letter asks the Pathfinders to meet with the norn Rowane at Eleusys (area E). The PCs or Zarta may now pursue that lead.

If fewer than 150 minutes of gameplay remain in which to complete the adventure, Zarta discovers Leventi has set events in motion to arrest the Pathfinders. She informs the PCs that they need to move against the devil immediately, bringing the investigation to a close. However, before the PCs can proceed, they face Leventi's agents. Proceed to encounter A below.

Treasure: The first half of this adventure focuses on investigating Leventi, which involves comparatively little treasure. However, when the PCs present their findings to Rowane or Vetrivides, they receive the following cumulative rewards based on the number of Evidence Points they earned.

2 Points: a scroll of vision of hell (*Pathfinder RPG Ultimate Magic* 248), a scroll of mass bear's endurance, and an oil of magic vestment (CL 12th).

3 Points: a wand of volcanic storm (10 charges; *Ultimate Magic* 248).

4+ Points: a lesser piercing metamagic rod (*Ultimate Equipment* 190), or a piercing metamagic rod in Subtier 10–11.

Rewards: If the PCs earned fewer than 4 Evidence Points, reduce their gold earned by the following amount for each Evidence Point fewer than four.

Subtier 7–8: Reduce each PC's gold earned by 250 gp.

Out of Subtier: Reduce each PC's gold earned by 325 gp.

Subtier 10–11: Reduce each PC's gold earned by 400 gp.

A. SOUL HUNTERS (CR 11 OR CR 14)

Leventi has numerous agents helping to cover his tracks and thwart any investigation into his work. This group does not appear until the PCs are ready to travel to area G or there are 150 minutes of gameplay remaining to finish the adventure. At this time, they set up an ambush at the PCs' meeting point with Zarta. A PC who succeeds at a DC 24 Perception check

(DC 26 in Subtier 10–11) spots one of these agents stalking them right before returning to the meeting place. The agent, Ophelia, quickly retreats after being spotted and signals her allies to attack. If no PCs succeed at this check, the PCs' foes get a surprise round.

Creatures: Leventi's band of damned souls includes: a former Thrune agent, Ophelia Peran, now a soul bound to an infernal contract; Narsino Gabet, Kirash Nouri's apprentice, a mortal desperately clinging to life; and the fallen Hellknight Teena Forester, a lost soul wrongfully damned to Hell. Leventi controls each through infernal contracts or intimidation.

Over the first half of the adventure, the PCs can acquire ways to sway each of these agents, causing them to surrender, retreat, or otherwise cease being a threat. Each of these strategies takes a standard action to perform.

- The PCs can acquire Ophelia's contract from Yseldra (area B).
- The PCs can uncover proof of Narsino's freedom by analyzing Kirash Nouri's contracts (area E).
- A PC can convince Teena to remember her duty and cease fighting by presenting her Hellknight insignia (acquired in area D) to her and succeeding at a DC 20 (DC 23 in Subtier 10–11) Diplomacy, Perform (oratory), or Profession (barrister or soldier) check.

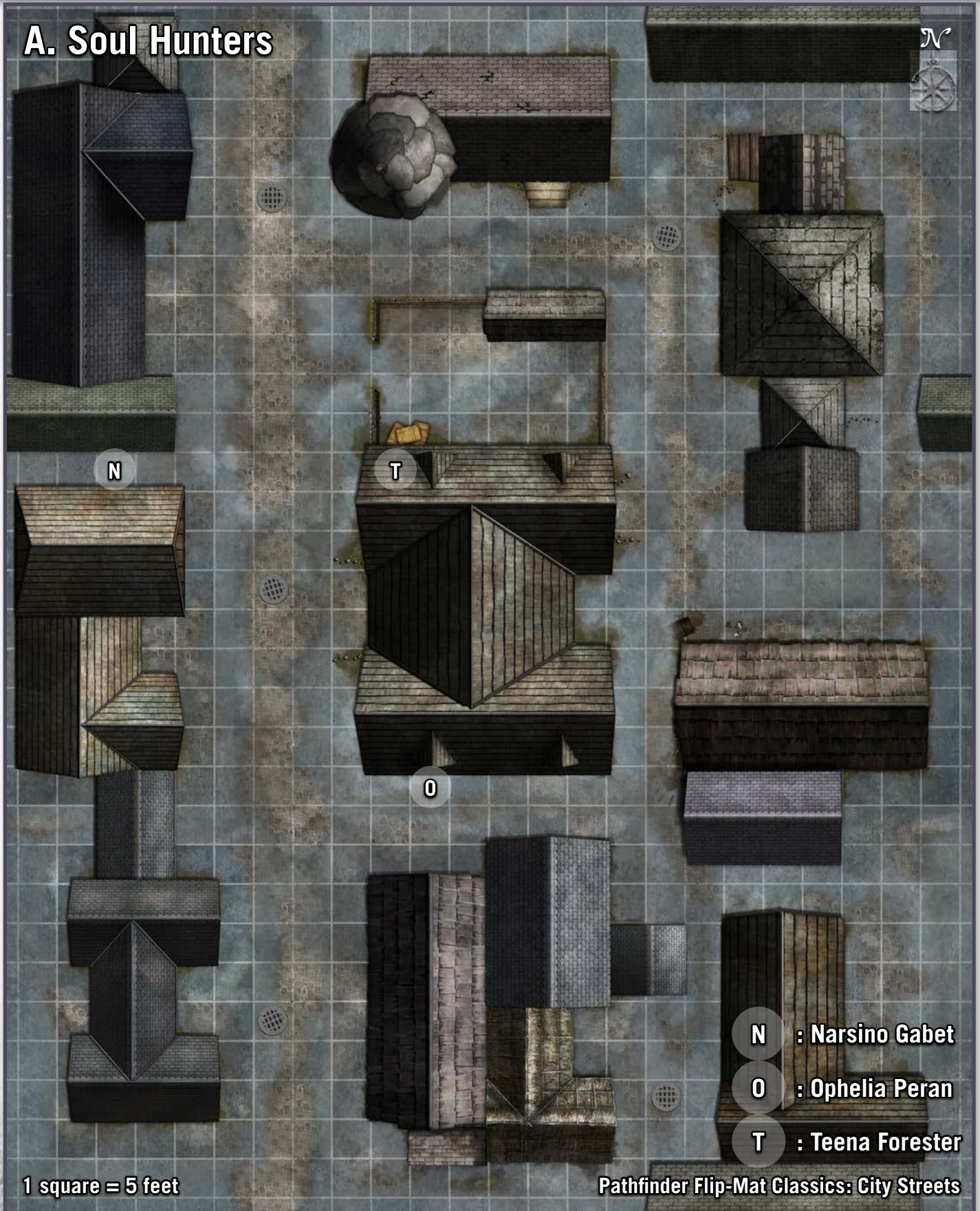
If the PCs defeat all of the agents—either by swaying them or attacking them—the erinyes (see below) cease fighting.

During the second round of combat, at initiative count 10, an erinyes (*Pathfinder RPG Bestiary* 75; see page 37) arrives and demands an end to hostilities; in Subtier 10–11, two erinyes arrive. Leventi's agents immediately cease attacking and present bounty paperwork stating the PCs are wanted criminals. The erinyes glances toward the papers for an instant before grinning and declaring that the PCs are valid bounties to be captured or slain as necessary. She demands the PCs cease fighting in acknowledgement of the other party's claim. If the PCs refuse or keep fighting, continue the combat.

However, the PCs can refute their foes' bounty and assault in two ways, and pausing long enough to do so temporarily ends the encounter. The PCs can argue their own legal authority under Vetrivides's writ, convincing the bloodthirsty erinyes to acknowledge it with a successful DC 24 (DC 27 in Subtier 10–11) Diplomacy check or a DC 20 Profession (barrister) check. If the PCs review the agents' paperwork and succeed at a DC 22 (DC 25 in Subtier 10–11) Linguistics or Profession (barrister) check, they recognize the bounty is still pending approval. Each of these checks takes at least 1 minute and may involve a PC moving closer to one of the enemy agents to review or present the texts.

Once the PCs have made their case, the erinyes shouts her verdict and begins the combat again; roll initiative and resume the fight, taking care to terminate any conditions

A. Soul Hunters



whose durations have ended. If the PCs succeed at neither of the checks, the erinyes joins Leventi's agents in fighting the Pathfinders. If the PCs succeed at one of the tasks, the erinyes perches nearby and doesn't intervene in the fight. If the PCs succeed at both tasks, the erinyes fights against the NPCs. If one or more PCs have the checked version of the Infernal True Name boon (from *Pathfinder Society Scenario #9-16: Fallen Family, Broken Name*), treat the PCs as though they succeeded at one less check.

SUBTIER 7-8 (CR 11)

OPHELIA PERAN CR 8

LE blackstrike (*Pathfinder RPG NPC Codex* 236; see page 32)

hp 86

TACTICS

Before Combat Ophelia drinks her *potion of bull's strength* and hides.

During Combat Ophelia uses Power Attack to attack the most lightly armored PC.

Morale Ophelia fights in the service of whoever holds her contract. If destroyed, she vanishes, rejuvenating fully formed near her contract one week later.

NARSINO GABET CR 7

hp 63 (see page 32)

TACTICS

Before Combat Narsino casts *mirror image* and *shield*.

During Combat Narsino attacks foes in melee, preferring to team up with Ophelia against her target.

Morale Narsino begs for his life when reduced to 10 or fewer hp, but remains compelled to fight. If freed, he aids the Pathfinders.

TEENA FORESTER CR 8

hp 77 (see page 32)

TACTICS

Before Combat Teena hides on a roof and drinks her *potion of shield of faith* and *potion of owl's wisdom*.

During Combat Teena targets humans first, preferring spellcasters and archers.

Morale Teena fights until destroyed, shattering into soul stuff if killed. If reminded of her duty, she aids the Pathfinders.

SUBTIER 10-11 (CR 14)

OPHELIA PERAN CR 12

hp 110 (see page 33)

TACTICS

Before Combat Ophelia drinks her *potion of bull's strength* before hiding and approaching the PCs. She drinks her *potion of haste* right before launching her attack.

During Combat Ophelia uses Power Attack and Improved Vital Strike to attack the most lightly armored PC.

Scaling Encounter A

To accommodate a group of four PCs, give each of the agents the shaken condition. Narsino has already expended his *mirror image* spell.

Morale Ophelia fights in the service of whoever holds her contract.

If destroyed, she vanishes, rejuvenating fully formed near her contract one week later.

OPHELIA'S SHADOW CR —

hp 55 (see page 3)

NARSINO GABET CR 11

LN spellmaster (*Pathfinder RPG Villain Codex* 12; see page 34)

hp 117

TACTICS

Before Combat Narsino drinks his *potion of barkskin*, and casts *stoneskin*, *bear's endurance*, *invisibility*, and *shield*.

During Combat Narsino activates his arcane pool and uses spell combat to attack. He favors his offensive touch spells but switches to defensive spells like *greater invisibility*, *monstrous physique II*, and *mirror image* when feeling threatened.

Morale Narsino begs for his life when reduced to 20 or fewer hit points, but remains compelled to fight. If freed, he aids the Pathfinders.

TEENA FORESTER CR 12

hp 99 (see page 34)

TACTICS

Use the tactics from Subtier 7-8.

Development: If freed, Narsino and Teena offer potions and spellcasting to thank the PCs. Ophelia obeys anyone holding her contract, vanishing to the Boneyard if it's destroyed. Narsino leaves to meet with Kirash. Teena leaves to rejoin her comrades. Each squad member knows the layout of area G except G5.

Evidence: If the PCs discover the flaws in the bounty paperwork, they earn 1 Evidence Point. If they successfully sway the erinyes, they earn 1 Evidence Point.

Zarta: Ophelia was part of the team that abducted Zarta nearly six years ago on orders from Cheliah. If Zarta is accompanying the PCs, she recognizes Ophelia's face. The sudden recollection of her abduction shocks Zarta; she backs against a nearby wall and freezes in panic for one round after Ophelia stops hiding. After that, Zarta rejoins the fight with renewed determination. Afterward, if Ophelia survives, Zarta stoically approaches, leans close, and observes that the former paracountess's shared experience being bound to obey and powerless to resist a tyrant's will

Dark Bargains

Infernal merchants sell weapons, potions, and other equipment, but many also deal in souls, lives, and other esoteric commodities. When purchasing anything in the Market of Breaths, a PC may exchange one or more elements of their being for a fixed discount on goods—referred to in this adventure as a Dark Bargain. Each entry below lists how much credit the PC earns on a purchase, as well as what the ramifications are. This credit cannot reduce an item's price below 0 gp, and any leftover credit not used to buy other items in that exchange is lost.

A PC might also accept a Dark Bargain during this adventure for a variety of reasons, such as collateral for a bet or as payment to avoid imprisonment for crimes committed in Dis.

Dark Bargains are a serious commitment, yet devils tend to gloss over the loss's impact and emphasize the PC's prospective gains (e.g. "Hope has always clouded your understanding of what is possible, so you wouldn't be losing hope so much as gaining valuable perspective"). A merchant doesn't explain the impact of making a Dark Bargain using rules language, but might provide some context so that a player can make a somewhat informed choice. (For example, a devil might try to persuade a PC by saying, "Giving up your soul doesn't mean anything until you're dead, at which point you are Hell's property. That makes it quite simple: if you don't die, this doesn't cost you a thing.") Ending a Dark Bargain is difficult and is covered in more detail on this adventure's Chronicle sheet.

Soul (7,500 gp): The PC's soul belongs to Hell. If the PC dies, that character's soul is lost, and they cannot be restored to life.

Power (7,500 gp): The PC surrenders part of their power and potential, gaining one permanent negative level that cannot be removed.

Hope (5,000 gp): The PC loses their ability to hope or aspire toward unlikely outcomes. A natural 20 no longer represents an automatic success for the PC's attack rolls, saving throws, stabilization rolls, and other such checks. The PC cannot use any ability to reroll a natural 1 rolled on any d20 check.

Emotions (2,500 gp): The PC no longer feels strong feelings of happiness, anger, or other emotions. They cannot benefit from morale bonuses, bardic performances, or similar abilities. The PC also gains a +3 bonus on saving throws against effects with the emotion descriptor.

Fate (2,500 gp): Portents of imminent doom haunt the PC. The PC takes a -1 penalty on all saving throws and cannot stabilize while below 0 hit points.

is all that keeps her from slapping the defeated Ophelia for what happened years ago. Zarta leaves Ophelia's fate in the PCs' hands, and she is willing to see the shadowdancer

slain, released, or even offered the opportunity to assist the Society as a first step toward making amends.

Rewards: If the PCs fail to defeat or sway Leventi's agents, reduce their gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,077 gp.

Out of Subtier: Reduce each PC's gold earned by 1,815 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,553 gp.

B. MARKET OF BREATHS

The market occupies a tower floating 300 feet above the ground. A PC can fly, use magic, or pay the grinning ferryman **Gelkine** (LE male tiefling expert 6) 10 gp each way for transport on a bone barge carried by a fiendish roc.

The floating tower drips a constant rain of pitch onto the streets below and vibrates with a chorus of screams from the countless living tongues layered into its walls. In contrast, the upper portico hums pleasantly with commerce. Pergolas covered in thorny vines and quivering flesh loom over the maze-like cobbled streets. Snaking flames illuminate storefronts promising life, death, and everything in between, while tents of all shapes and construction host the quick patter of haggling and the predatory gaze of shopkeepers. Fiends, mortals, and more barter and deal, all under the watchful gaze of an enormous blue dragon perched atop the tower.

The PCs have the opportunity to gather information, look for leads, and make purchases of virtually any variety. The fiendish blue dragon Erzylian oversees all business. Almost anything can be purchased here (subject to normal purchase limit restrictions), but the merchants disdain gold. If a PC pays only with coins, gems, or other conventional valuables, increase the effective market price by 10%. However, if a PC exchanges a portion of themselves (see the Dark Bargains sidebar), the item is available at its normal market price, and the PC receives a discount based on what they exchanged.

Mortal goods are difficult to locate, with survival essentials like food costing 100 times the normal amount. Lodging costs 150 gp for 8 hours.

DIPLOMACY (GATHER INFORMATION)

Rumors circulate readily in the Market of Breaths, and making a Diplomacy check to gather information takes only 1d2 hours. The PCs learn all of the information with a DC equal to or less than the result of their check. For each additional hour the PCs spend searching for information, they learn additional information as though their check result were a cumulative 5 higher.

15+: Merchants from around the multiverse offer wares ranging from fabulous physical treasures to emotions, experiences, and concepts. The sellers prefer more exotic commodities than gold in trade.

20+: Mortal merchants here have particular interest in unsullied food and drink. The gnome Artinean Tecbright has been eagerly purchasing any food he can find.

25+: The erinyes Arenthea is a known associate of Leventi's and seems particularly desperate to acquire any rare tomes or secrets.

30+: The night hag Yseldra buys, sells, and leases the souls of dead warriors from her well-hidden shop. She is renting the soul of Ophelia Peran, a former Thrune agent, to Leventi, but she's grown aggravated with the contract devil's high-pressure tactics to buy the contract. The likelihood that she would make another deal with Leventi is slim.

KEY NPCs

The market bustles with creatures from around the planes, the majority of whom are devils. The PCs do not automatically know about the following figures except Arenthea, though they can learn of these NPCs using Diplomacy to gather information (see above).

Arenthea (LE erinyes wizard 7) works as a librarian for the Fallen Fastness and specializes in acquiring rare tomes, arcana, and the souls of spellcasters. A fallen vulpinal agathion servant of the empyreal lord Irez, she still has black vulpine ears and small, sharp teeth. She adopts the demeanor and dress of an affable scholar, but is inwardly cruel and merciless. The PCs find her at The Emerald Eye, browsing the elven lich Nemetiel's collection of the preserved heads of scholars.

Arenthea supplied Leventi with relics connected to House Thrune. However, Leventi recently invoked a punitive clause in their contract, twisting the language and insisting that Arenthea failed to supply enough relics within the required period of time. The erinyes now sees that Leventi outmaneuvered her when the deal was negotiated, and she now owes him an ever greater quantity of goods. Understandably, she is upset. However, she knows that expressing that would only signal her desperation and leave her vulnerable to worse deals. Instead, she limits any discussions about Leventi to his interest in Thrune heirlooms and her ability to secure them. A PC can identify her desperation and bitterness toward Leventi while speaking with her by succeeding at a DC 25 Sense Motive check.

A PC who voices any desire to hinder or harm Leventi piques Arenthea's interest. She is willing to provide compromising information in exchange for a Dark Bargain (see page 12), though a PC can convince her to provide this information in exchange for a spellbook, scroll, or secrets by succeeding at a DC 20 Diplomacy check. Any such spellbook or scroll must be worth at least 375 gp (700 gp in Subtier 10–11), and recalling a suitably tempting secret requires a successful DC 25 Knowledge check (DC 28 in Subtier 10–11). A PC can attempt a Knowledge check three times in this way before Arenthea assumes that the PC has no worthwhile secrets, at which point she insists on some other payment form. If one

or more PCs have the checked version of the Infernal True Name boon (from *Pathfinder Society Scenario #9-16: Fallen Family, Broken Name*), the DCs above increase by 4.

Once convinced to share her information, Arenthea shares several facts with the PCs. First, Leventi possesses the soul of Gellius Thrune, one of the founders of House Thrune from centuries ago. Leventi also owns Tholvinus, Gellius's imp, but does a sloppy job of keeping the imp from wandering off. Tholvinus was recently captured and is now one of many prizes offered by the fighting pits of Widow's Cry. Second, Arenthea not only acquired Thrune relics for Leventi, she also performed several simple services that would have made it easier for someone to steal heirlooms outright. These and other events suggest that Leventi may have acquired some of his collection through reckless or unlawful means not befitting Hell's standards. Finally, she mentions that Ophelia Peran has occasionally worked as one of Leventi's operatives, pointing the PCs to the night hag Yseldra for more information.

Artinean Tecbright (LN male gnome oracle^{APG} 7) is a charismatic merchant who operates The Warm Welcome, an armory for an efreeti consortium. The copper-haired gnome greets the PCs with exuberant enthusiasm, and he is eager for mortal company, food, and drink. The PCs can convince him to lend them a room in the back to rest free of charge if they can remind him of the Material Plane. Doing so involves making a successful DC 24 (DC 27 in Subtier 10–11) Diplomacy, Knowledge (geography), Knowledge (local), Knowledge (nature), or Perform check. Alternatively, a PC can provide him tasty food and drink—something more inspiring than trail rations. Artinean can also magically conceal a PC from infernal scrutiny, protecting an individual from attracting Dispatser's Attention as a result of brandishing a holy symbol or casting spells with the chaotic or good descriptor (see page 7). This service costs 300 gp and protects the PC for 7 hours.

Yseldra (NE night hag witch^{APG} 5) operates out of a hidden alley that houses her shop, the neatly kept Yesterday's Glories. Yseldra observes anyone approaching and alters her appearance to put customers at ease. The front room has comfortable chairs of varying sizes and a shelf of books with the names and histories of the souls Yseldra sells and leases.

The PCs can review Yseldra's catalogue of available souls and servitors, including Ophelia Peran's entry (treat this result as a successful Knowledge check to identify a creature, securing 3 bits of useful information). Yseldra is willing to sell Ophelia's contract outright for 20,000 gp, though she is willing to reduce the price in exchange for Dark Bargains at twice the normal rate (e.g. 10,000 in exchange for a PC's hope). She claims the higher price is because the soul is currently being leased to a devil, and she needs to cover the contract's termination fee. With a successful DC 20 Sense Motive check, a PC can sense that Yseldra is weary of doing business with that devil; she does not name him in the spirit of client privacy, though she confirms the PCs' suspicions if asked about him by name.

Portraying Devils

Hell is a dangerous place, and its inhabitants are perhaps the most dangerous element. Devils are unfazed by compassion, opposed to free will, and utterly dedicated to the advancement of infernal law. It's easy to consider them caricatures without any depth, yet it is devils who see mortals as simplistic beings, vulnerable to the power of temptation and prone to chaotic outbursts.

Leventi's Failings: During the investigation, numerous devils might provide clues pointing to Leventi's failings. Although these devils consider his failings worrisome, they understand that there is a system in place to weed out dissidents and weak links. They scoff at intervention from anyone except a devil's superiors or an appointed investigator, observing that such vigilante behavior is but one foible of a lawless and degenerate society—taking particular care to make this point if the PCs identify themselves as adventurers or other freelance troubleshooters. Even when pride would encourage a devil to seek revenge for slights from Leventi, they prefer going through the proper channels.

Mortal Commodity: To a devil, a mortal represents a weakness that might oppose Hell's authority through ignorance or lack of self-control. However, mortals also harbor souls, which are the fuel on which the multiverse runs, and entertaining a mortal's delusions is a small price to pay for securing that creature's soul or other vital essences.

Perspective: Most of the fiends the PCs encounter in this adventure are considered lesser devils, yet even these have undergone decades or even centuries of excruciating transformation and promotion to reach their current forms—and potentially millennia of other experiences besides. The thought that a mortal might lecture a fiend on morality or truth is laughable to them. Devils know that when faced with the depths of depravity found in the multiverse, a mortal's shallow worldview collapses. From there, an enterprising devil can re-teach the vulnerable creature, setting them on a course to advance Hell's dominion.

Yseldra is willing to haggle over the price. She reduces the price by 2,500 gp if a PC succeeds at a DC 20 Diplomacy or Profession (merchant) check (DC 23 in Subtier 10–11), and the price falls by an additional 2,500 gp for every 5 points by which a PC exceeds the DC (minimum 5,000 gp total cost). If the PCs are open about their efforts to undermine Leventi, treat the result of their check as though it were 5 higher. Yseldra is also amenable to reducing the final price by 5,000 gp (minimum 0 gp) in exchange for information about Leventi's latest acquisition: the Hellknight Teena Forester. Yseldra believes that the Hellknight came from outside Dis's core, from the Ghetto of Outcasts on the city's outskirts.

She can provide rough directions, but it falls to the PCs to investigate further.

Development: If the PCs learn about Tholvinis, they may travel to Widow's Cry (area F). If they learn about Teena Forester, they can travel to the Ghetto of Outcasts (area D).

Evidence: PCs who learn about Leventi's dealings with Arenthea earn 1 Evidence Point.

Zarta: On her first visit, Zarta learns about Tholvinis and Widow's Cry, and she arranges for free rooms with Artinean. If sent a second time, she learns about Teena Forester and the Ghetto of Outcasts from Yseldra. During this second visit, she also negotiates the price of Ophelia's contract to 10,000 gp, though a PC can later try to negotiate for a better price on their own.

C. FALLEN FASTNESS

The Fallen Fastness is one of the two potential starting points for the PCs' investigation. They do not need to uncover any clues in order to know of and access this location.

This mountainous stone structure pierces the burning skies of Dis like a jagged thorn. A battalion of fiends monitors all visitors entering its hundred-foot-tall iron doors, while inside a legion of diabolic scholars moves through a maze of iron-chained shelves. Tomes silently beckon to prospective readers and promise infernal secrets, while bottled souls peer longingly or fearfully at passersby. Hundreds of floors stretch up from the atrium, and beneath the smoky obsidian floor, countless imps and other fiends toil over a scroll that spirals downward for miles.

This massive library is home to many of the most evil tomes in the multiverse. The miles-long scroll is a unique artifact of Hell: scholarly devils catalog the sins of all living mortals and archive the sins of the dead. Leventi's scriptorium (area G) lies within the Fallen Fastness, but the contract devil is sequestered there until his performance review concludes. The Pathfinders can only pass this infernal barrier and enter the scriptorium after presenting their findings to Vetrivides or Rowane. It's beyond the PCs ability to enter by force.

Reviewing the Scroll: If the PCs met the Hellknights in area D, the PCs can spend 2 hours reviewing the scroll of sins and—with a successful DC 22 Linguistics or Profession (barrister or scribe) check or a DC 28 Perception check (DCs 24 or 31 respectively in Subtier 10–11)—confirm that the Hellknights were wrongfully damned. Dozens of devils work around the scroll, and getting a good view without offending them is difficult. A PC who succeeds at a DC 20 Acrobatics, Climb, Fly, or Survival check gains a +5 circumstance bonus on checks to review the scroll, by navigating treacherous balconies, black pools, and staggering drops to get a closer look.

Leventi's Contracts: The Fallen Fastness is a virtually impenetrable vault that contains many of Hell's contracts, and in order to preserve these treasures, mortals are rarely

WHAT PRESTIGE IS WORTH

allowed to see the originals. Instead, mortals can make a case to review copies, at which point that area's curator can create a copy or secure one from the archives. For the duration of the adventure, the curator on duty is Phlagantres, an immense heresy devil (*Pathfinder RPG Bestiary* 5 80). More information about convincing Phlagantres appears in the Key NPCs section on page 15. These contracts are always non-binding copies useful as reference but with none of the originals' special power to sustain or coerce infernal agreements.

Rather than work with Phlagantres, a PC may instead examine the large piles of copied contracts and other documents that await re-shelving or incineration. Among them are several copies of contracts created by Leventi. In order to study more than a few lines, though, a PC needs to free the documents from the pile without upsetting the numerous imps that patrol the area. Doing so requires a PC to succeed at a DC 25 Sleight of Hand or Stealth check, and failing this check earns that PC (and any obvious accomplices) expulsion from the Fallen Fastness for 2 hours.

Whatever their method, once the PCs have several contracts, they can spend 2 hours studying the documents. With a successful DC 28 Linguistics or Profession (barrister or merchant) check, a PC can spot several embarrassing loopholes in one of the contracts as well as identify examples of Leventi trading Hell's resources for personal gain. The PCs can retry the check with a cumulative +2 bonus for each attempt after the first.

Specific Contracts: Unless the PCs request or seek out specific contracts, they only secure a random assortment of Leventi's work. If the PCs know to seek out a specific contract (such as the contract associated with the Hellknights in area D), they can request it or seek it out using the standard methods for reviewing any of Leventi's contracts.

The Hellknights' contracts include two different documents both signed by the Hellknight Staebius Kalmp. The first damns his soul to Hell in exchange for the physical strength with which to subdue the untamed wilds. The second forgives the debt of his soul in exchange for the souls of his four subordinates, recognized by the contract's author as the signer's property. As any of the devils here recognize, signing away a subordinate's soul in place of one's own is quite irregular.

Gellius Thrune's contract is only accessible by requesting it from Phlagantres directly. The contract is especially ornate, though its core agreement is fairly straightforward: Gellius exchanged his soul for extensive legal advice and direct assistance in defending House Thrune against slanderous attacks. This might provide additional insight into the adventure's background, but otherwise holds no special benefit.

KEY NPCs

The Pathfinders can seek out several creatures here based on leads they have discovered.

The investigator **Vetrivides** (LE agender osyluth) waits impatiently outside Leventi's scriptorium, tied there by Leventi's bureaucratic trickery and stalling tactics. Vetrivides looks the PCs over dubiously when they arrive. "The servants of Draleen? Where is your mistress, mortals? I should kill you where you stand for this insult." Vetrivides exerts their fear aura—causing nearby PCs to become frightened for 1d6 rounds unless they succeed at a DC 19 Will save—threatening and taunting the PCs to take their measure and test their restraint. The PCs can recognize this tactic with a successful DC 27 Sense Motive check. Satisfied they know the PC's limits after one round, Vetrivides relaxes their posture. If all the PCs fled or attacked the osyluth, Vetrivides refuses to speak with anyone but Zarta. Otherwise read or paraphrase the following.

"You will suffice in this difficult moment. Rejoice in your adequacy." The osyluth's stinger settles and the devil rises to their full nine feet, claws clasped behind their back, echoing memories of a dozen venture-captain lectures.

"Phistophilus Leventi stands on the cusp of promotion, with only a final review remaining. My analysis into his work is part of that review, and I have found troubling indications of resources improperly allocated and also of clumsily executed language in his contracts. I am currently stationed here and unable to continue my work, however. You creatures will act as my agents in exchange for certain seized contraband, per my bargain with your mistress."

The devil gestures toward an ironbound collection of parchment. "Here are my notes, including a list of Leventi's suspect contracts that warrant further examination. Also, his agents have made several forays to the Ghetto of Outcasts. I have recorded their route as far as my agent followed. Pick up the trail from there to learn more. Also—" They flip musingly through a maze of text before settling a claw on a name. "Yes. Jarluxis. Seek out this other phistophilus here in the Fastness. She has lost several contracts to Leventi and has incentive to demonstrate her competence with a successful investigation of her coworker."

Closing the book, they refocus their skeletal gaze. "Hasten in your work. When your writ expires, so does your usefulness." They pause and glare. "Go. Now."

Vetrivides declines to speak with the PCs further until they have information to report.

The PCs can find **Jarluxis** (LE female contract devil^{B3}) on the 50th floor of the Fastness with a successful DC 20 Diplomacy check to gather information or by spending 2 hours searching. There, she's carefully wording a prospective contract for a mortal. She's impatient with the PCs and feigns indifference if they mention Leventi, saying her time is too important to waste on unpaid labor, though she's willing to help for the right price. Her preferred payment is a Dark Bargain (see page 12). However, she also considers professional assistance with her current project (requiring a successful DC 20 Linguistics or Profession [barrister

or merchant] check) to be adequate payment, as is having the PCs spend 2 hours acting as paralegals if they cannot provide more informed aid. As a final possibility, the PCs can instead convince Jarluxis to assist them outright with a successful DC 35 Diplomacy check (DC 38 in Subtier 10–11).

Despite her feigned detachment, any mention of Leventi irks Jarluxis, as Leventi has poached many opportunities from her. By suggesting that Jarluxis's assistance could inconvenience Leventi, the PCs gain a +5 bonus on the Diplomacy check to convince Jarluxis to help for free.

Once the PCs secure her help, Jarluxis shares that Leventi's agents recently transported Gellius Thrune's imp Tholvinis to Widow's Cry. She laments her colleague's sloppy binding of the imp after Gellius' death, insisting that anyone unable to control an imp shouldn't be trusted to command mortals. Jarluxis continues working in the Fallen Fastness for the remainder of the adventure, and she can help analyze any contracts or other legal documents the PCs bring to her, granting the PCs a +5 bonus on their checks and allowing them to attempt those checks untrained.

Phlagantres (LE male heresy devil^{B5}) currently oversees any public requests and is the primary point of contact for any documents the PCs might wish to procure here. Like other heresy devils, he's an immense, fleshy creature further weighed down by heavy lead robes, though he moves about by means of an equally imposing floating iron throne. Although he finds mortals intriguing, Phlagantres considers them fragile and morally flawed beings that struggle to live up to Hell's standards. Because of this unflattering view, he rarely grants mortals special access to texts. A PC can only persuade him to relent by making a reasoned argument about how the request is in his or Hell's interests, followed by success at a DC 40 Bluff or Diplomacy check (DC 43 in Subtier 10–11). If the PCs invoke the writ of Vetrivides, whom Phlagantres knows but does not think highly of, the PCs gain a +10 bonus on this check.

If the PCs succeed, Phlagantres scowls and relents, asking them to wait 30 minutes while he has the contracts procured and copied for their use. If they fail the check, the heresy devil considers their proposal before leaning down toward the group's spokesperson and confiding that he doesn't entirely trust that the PCs can handle Hell's glory. If the PCs insist otherwise, he nods and telekinetically calls to his hand a book whose cover is scaled as if with sharks' teeth. He hands it to the spokesperson and invites them to read

a random passage aloud. The tome is *Upon the Razor's Sigh*, a notorious biography of a prolific angel-executioner known as Shyakurl, and the book has a strong evil and lawful aura. Any random passage almost certainly details one of Shyakurl's blood-soaked exploits in grisly detail, and just processing the information is painful. By reading aloud from the book, the PC takes 4d6 damage and is wracked with convulsive cramps that grant the nauseated condition for 1 minute. A successful DC 21 Fortitude or Will save (DC 23 in Subtier 10–11) reduces the damage by half and negates the nauseated condition, though the PC takes a –2 penalty on the save if they are not lawful-aligned. A PC who worships Asmodeus or an archdevil can read the book without any difficulties.

If the PC reads the passage without becoming nauseated, Phlagantres nods with approval, noting that he has clearly underestimated these mortals. He then procures copies of the contracts for the PCs to study, as detailed above. If a PC fails the save, Phlagantres and the nearby devils chortle at the PC's misfortune before the heresy devil grimly confirms his assessment that mortals are too weak to be worth his assistance. Either way, he reclaims *Upon the Razor's Sigh*.



Phlagantres

Development: If the PCs learn about Tholvinis, they may travel to Widow's Cry (area F). If they learn about the Ghetto of Outcasts, they may travel to area D.

Vetrivides denies access to area G until the PCs have 1 Evidence Point and encourages them to secure significant evidence (4 points or more) in order to make a strong case.

Evidence: The PCs earn 1 Evidence Point for successfully examining and analyzing Leventi's contracts and 1 Evidence Point for reviewing the Hellknights' contracts to confirm Leventi's suspicious deal-making.

Zarta: Zarta learns about the Ghetto of Outcasts and Widow's Cry on her first visit. During her second visit, she secures Jarluxis's help analyzing contracts.

D. GHETTO OF OUTCASTS

The PCs learn of a lead in this area only after conversing with Yseldra (area B) or Vitravides (area C).

The broken wasteland outside Dis teems with the damned, who scratch out a squalid existence in the shadow of the city's mountainous walls. Remnants of buildings sit half-broken beneath the glacial advance of the walls, and the agonized moans of the souls imprisoned within the wall harmonize with the more energetic screams of the partially trapped petitioners slowly joining them.

The damned souls of the condescending and entitled suffer in impoverishment on the outskirts of the city. Devils regularly patrol the walls and nearby area to safeguard Dis.

The Pathfinders can investigate their leads concerning Teena Forester or Leventi's agents. However, navigating the Ghetto of Outcasts is difficult, especially given the frequency with which the scheming petitioners offer misleading information in the hope of earning coins or leading the PCs into traps. Investigating the region takes 1 hour, after which the PCs can attempt a DC 26 (DC 29 in Subtier 10–11) Knowledge (local), Knowledge (planes), or Survival check to track. Alternatively, the PCs can attempt a Diplomacy or Sense Motive check at the same DC to rely on locals' directions, but this takes 1d3 hours instead. If successful, the PCs find their way to where Teena Forester's former companions survive. If the PCs fail the check, they waste that time following false leads but can try again.

The trail leads to the base of the city walls, which are inexorably crushing and consuming the souls of maralictor **Devin Madras** (LG male petitioner paladin of Iomedae 6) and Hellknights **Aurora Tesk** (LN female petitioner fighter 3) and **Ria Dresk** (LN female petitioner fighter 3), respectively once a human, tiefling, and half-elf. These fallen members of the Order of the Pike operated out of Fort Inevitable in the River Kingdoms and died during a bandit ambush in 4690 AR. What they didn't know was that their immediate superior, Staebius Kalmp, was a corrupt Hellknight who

had made a terrible bargain with Leventi. When it became clear that Leventi would soon collect on his debt, Kalmp attempted to renegotiate.

Under most circumstances, revising an infernal contract is inconceivable. However, Leventi allowed Kalmp to damn his four subordinates—Devin, Aurora, Ria, and the Hellknight Teena Forester—as though they were property in order to escape paying his part of the bargain. Leventi was willing to overlook the bizarre circumstances and assumptions of this new contract, believing four more souls worth the risk, especially if Kalmp continued to spread tyranny on the Material Plane (though he died two years later).

When the four arrived in the Boneyard, Leventi was ready to argue their case. He won on technicalities, whisking them to Hell and trapping them in the walls of Dis to ensure they couldn't appeal the decision. However, after several years of imprisonment, Teena Forester bargained with Leventi to serve as his agent in return for the relative freedom of escaping the wall. She has not questioned the circumstances of her and her companions' damnation, serving Leventi without question.

Her companions consider Teena's escape a betrayal of their camaraderie and a sign of weakness. Even after decades of imprisonment, Devin has tirelessly endeavored to keep up Aurora's and Ria's spirits, even as the wall slowly subsumes all three. However, Hell's oppression has nearly broken him, too. The Hellknight and armingers are coherent but largely uninterested in conversation. A PC can inspire them to speak by cajoling them, reminding them of their pride as Hellknights, or just being infectiously cheerful, which the PC can accomplish with a successful DC 25 Diplomacy check or a DC 20 Knowledge (religion) or Perform (comedy or oratory) check.

Once roused, the three are curious about the PCs. Upon learning of the PCs' interest in Leventi, the three can relate how Leventi was the devil who shepherded them to Hell and tempted their comrade Teena Forester into his service. To this day, they do not understand why they ended up in Hell, and they lack the acumen to decipher Leventi's contract. At this point they fear being crushed by Dis's walls in body and spirit, and would prefer to be free so that they could at least be destroyed on their own terms. Extracting them from the wall is easier said than done, however. The fortifications actively cling to the three unless the PCs succeed at a DC 30 (DC 33 in Subtier 10–11) combat maneuver, Escape Artist, Knowledge (engineering), or Profession (miner) check. Any spells that facilitate travel or escape provide a circumstance bonus equal to twice their spell level on the check, but the wall's anchoring property prevent such spells from freeing the Hellknights outright. Each attempt to free the group takes 1 hour, representing the PCs' wait for a suitable opening. If the PCs don't wait for an opening, a check takes only a few rounds but earns Dispater's Attention (see page 7) for each of the participating PCs.

PATHFINDER SOCIETY SCENARIO

Development: By speaking with the trapped Hellknights, the PCs learn enough background to request and study the associated contract in the Fallen Fastness (see area C). If the PCs free the Hellknights, Devin produces Teena's Order of the Pike insignia, asking that if the PCs meet her in their pursuit of Leventi, they remind her of her duty; as Devin insists, "We do not serve Hell. We study and wield it to spread Law, no more." This insignia can help the PCs convince Teena to stand down (area A).

The Hellknights are wary of entering Dis, preferring to instead scavenge weapons in the Ghetto of Outcasts that they might use to defend themselves. Likewise, they are not interested in leaving Hell so long as Leventi maintains ownership of their souls. If their testimony can be of use in undermining Leventi, though, they are willing to wait for their summons in a safe place.

Evidence: The PCs earn 1 Evidence Point for freeing the Hellknights.

Zarta: Zarta learns about the Hellknights' story, allowing the PCs to confirm it in area C. On a second visit, she looks for a way to free the Hellknights, and although she fails, she decreases the DC to do so by 5.



Rowane

E. ELEUSYS

The PCs learn of this lead only after earning 1 Evidence Point and checking in with Zarta, who conveys the invitation.

The palace of the Queen of Dis sprawls expansively in the shadow of the Iron Scepter, a haven of darkly beautiful foliage amid iron and flame. Beyond gates of intricately woven branches, floating forested terraces orbit the grounds, sending cataracts of spring water into the tree line below. Groves and structures seem to shift subtly as if the ground were some slumbering behemoth, and smaller infernal beasts prowl the treetop terraces and soaring bridges between wings of the palace. The plaza before Eleusys brims with petitioners, devils, and visitors to Dis queueing for an audience with Erecura or her handmaidens: the norms Felixia, Rowane, and Selieste.

Read or paraphrase the following as the PCs arrive:

The creatures waiting in line grumble as a livery-adorned imp with a runed halo ignores them, approaching the newcomers instead.

"Greetings from my mistress, Rowane. She welcomes you to Eleusys and bids you wait here a moment until I return to fetch you."

As the imp flies away, it is accosted by an exquisitely groomed

Keleshite man in fine robes and wearing a silver Aspis badge. "I have an urgent matter regarding a contractual error that cannot wait! A devil has stolen my property..." The imp ignores the man, who grinds his teeth in frustration at the palace gates.

Kirash Nouri (LE human wizard 13) has been waiting outside the palace to plead his case. He exchanged property of Leventi's choosing for a wish that gained him silver agent status. He realized too late that the devil wanted his slave apprentice, Narsino. Unknown to Leventi, Kirash had already submitted the paperwork to free Narsino after growing fond of him. Thus, Narsino's pending status was as a free person, not Kirash's property, which greatly complicates Leventi's claim. Kirash hopes to prove Narsino's seizure was theft before his apprentice dies in Hell.

Kirash has documentation proving Leventi's error, but he needs assurances from the PCs before handing it over. He cautiously discusses his situation if approached, as he sees the PCs have access to Rowane. PCs who succeed at a DC 26 (DC 29 in Subtier 10–11) Diplomacy or Profession (barrister) check persuade him

of their intentions or expertise, and he shares the contracts with them. The PCs take a –5 penalty on checks to convince Kirash if he learns that they are Pathfinders. While studying the contracts, a PC who succeeds at a DC 23 (DC 26 in Subtier 10–11) Linguistics or Profession (barrister or merchant) check can confirm Leventi's error and recognize that a typical infernal court would rule in Kirash's favor. This can help his case, though he still stands little chance of defying Leventi without the intercession of a higher authority. The information that the PCs learn from this process, though, helps their own case (see Evidence on page 19).

A few minutes after the PCs finish interacting with Kirash, the imp returns and escorts the PCs to the norm Rowane. Wide corridors through darkly beautiful foliage wander far enough from the iron streets of the city to be insulated from the omnipresent noise and heat. The journey concludes at a three-tiered gallery displaying armor, weapons, relics, and framed woven swatches, all built around a wide-branched blackwood tree with leaves of gold. A black-haired woman standing 14 feet in height looks away from a skein of thread and rises in greeting, gesturing toward seats around an intricately carved oaken table.

"Welcome to Eleusys, travelers. Take respite and refreshment as guests in the home of my queen, Erecura. I, Rowane, greet you in her name."

The norn asks each Pathfinder's name in turn and offers food and drink.

"My queen knows of your investigation and wishes to take up the matter. Leventi made certain promises in Hell's name, the details known to him alone. She asks that you retrieve his personal records—should your investigation prove successful—so that she can see his obligations fulfilled and no one else suffers for his alleged mistakes."

Rowane's goals are not as straightforward as she portrays them. With a successful DC 33 Knowledge (nobility) or Sense Motive check, a PC can recognize that by ensuring Hell meets its obligations, Dispater avoids embarrassment, Erecura would strengthen her own reputation in Dis, and the infernal duke responsible for Leventi would suffer a setback. If asked about these ramifications, Rowane graciously acknowledges that PC's insight, noting that their deductions are correct.

Development: If the PCs agree to be Rowane's agents, she provides pins bearing Erecura's symbol, a halo of runes. While wearing such a pin, the PCs can operate with the same authority as though they were bearing the writ of Vetrivides. In addition, the PCs reduce any penalty from attracting Dispater's Attention by 1, representing Erecura shielding them from her spouse's wrath.

If the PCs relate to Rowane the results of their investigation and have at least 1 Evidence Point, she provides Erecura's authorization to enter area G. She does, however, encourage the PCs to seek more evidence (representing 4+ points) before confronting the devil. Rowane advises that once the PCs enter Leventi's quarters, they should look for further evidence of his obligations and deal with him to their satisfaction.

Evidence: The PCs earn 1 Evidence Point for successfully studying Kirash's documents.

Zarta: Zarta meets with Rowane and provides the Pathfinders the option to work with the norn. On a second visit, Zarta learns about Kirash's plight.

F. WIDOW'S CRY (CR 10 OR CR 13)

The PCs can pursue this lead only after learning about Tholvinus from Arenthea (area B) or Jarluxis (area C).

A mountain of brass and iron blades rises on the outskirts of the city: this is the palace of Eiseth, the Erinyes Queen. Impaled bodies adorn the mountain, and screams of suffering echo for miles. A black cloud of erinyes circles above, while legions of devils train and clash in claustrophobic alleys and miles-wide plazas. Arenas line the fringes of Eiseth's domain, and a steady flow of contenders rush to test themselves in the Queen of Night's gladiatorial matches.

Scaling Encounter F

Make the following adjustments to accommodate a group of four PCs.

Subtier 7-8: The erinyes are beginning the transformation process to executioner devils and are sickened.

Subtier 10-11: Remove one erinyes, and the remaining two are sickened as Subtier 7-8.

Devils guard the passes deeper into Eiseth's domain, barring passage. However, the outer arenas are abuzz with activity and offer a host of minor prizes to successful gladiators. Among these prizes is Tholvinus, the imp once bound to Gellius Thrune.

Eiseth uses these gladiatorial matches to test her army against non-devil adversaries. The erinyes Cerenthiel manages this arena and arranges battles to the death, after which victors choose their prizes but the bodies of the losers are forfeit. The PCs can bargain for their match to be nonlethal with a successful DC 25 Diplomacy or Profession (merchant) check. Any nonlethal match requires collateral, though, amounting to either a Dark Bargain or a number of Prestige Points equal to the number of PCs, representing the PCs' wagering the adulation of their peers. If the PCs win their bout, they lose nothing. Breaking the terms of a nonlethal bout draws Dispater's Attention.

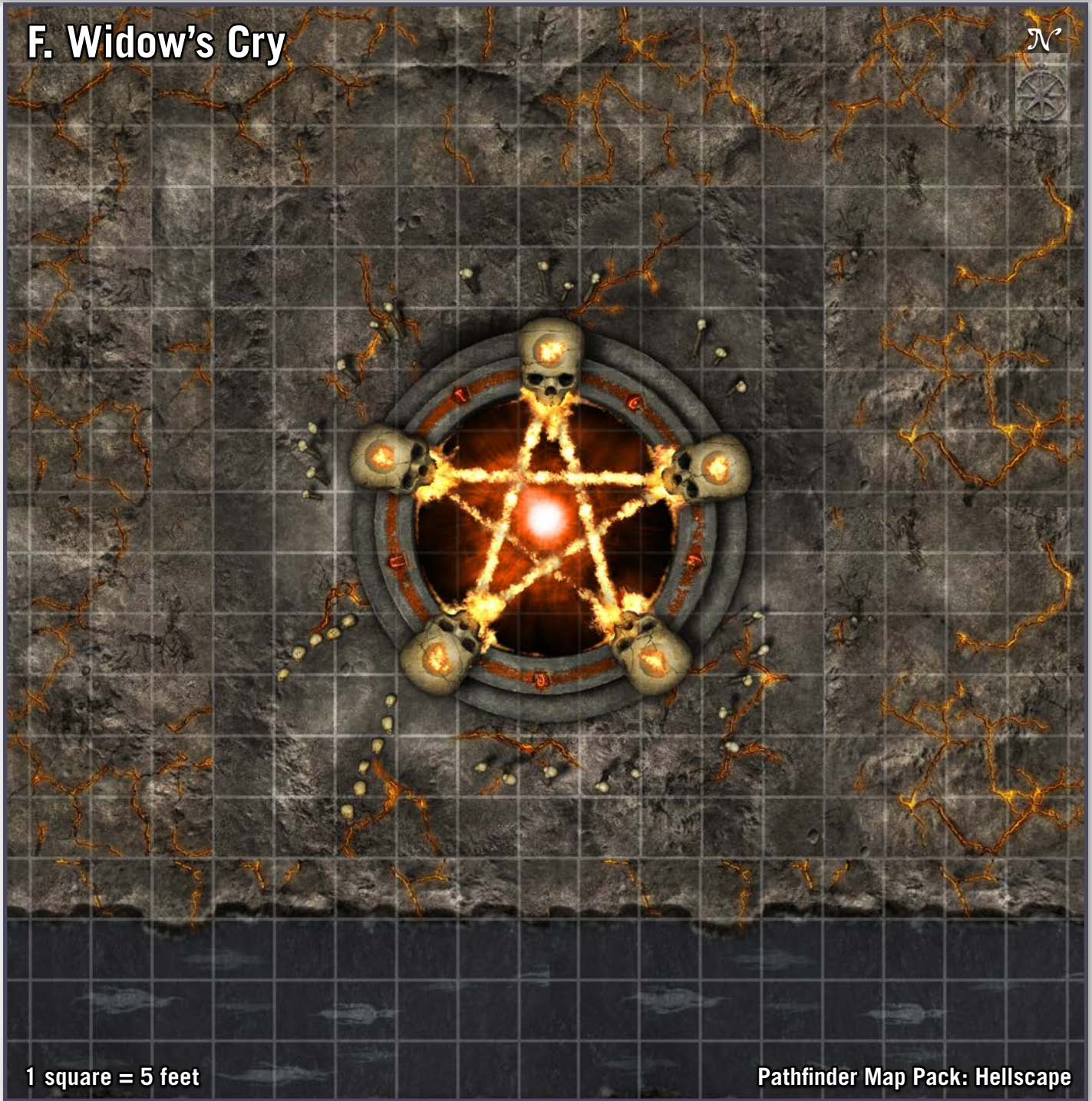
Hellhounds and erinyes guard the cage of blades containing the prizes, but a Pathfinder can steal Tholvinus or another item with a successful DC 35 Stealth check followed by a successful DC 40 Disable Device check to unlock the cage. The cages' interiors are warded in a way that prevents teleportation into or out of them, and the erinyes' *true seeing* ability means that illusions such as *invisibility* are of no use here. If a thief is caught trying to steal any of the prizes, the guards throw the offender into the next lethal match (other PCs can join the match if they like). If caught a second time, the offender is chased from Widow's Cry by dozens of erinyes who lash them with whips for 10d4 slashing damage, after which the criminal is barred from returning to this area.

Creatures: Eiseth's champions emerge from the hypogeum below the arena. Two erinyes challenge the PCs, with an additional erinyes and an executioner devil in Subtier 10-11. The devils salute toward Eiseth's palace and engage once Cerenthiel starts the match. They have trained as a team and work together seamlessly.

Hazards: The fiery entrance to the hypogeum deals 4d6 fire damage to anyone passing through it. It is a 50-foot drop to the bottom, and climbing out of the pit is relatively easy (Climb DC 18).

This fighting ring also backs against a channel of the Lethe, an offshoot of the mighty River Styx. With a successful DC 20

F. Widow's Cry



1 square = 5 feet

Pathfinder Map Pack: Hellscape

Knowledge (planes) check, a PC can recognize this waterway and its infamous ability to erase the memories of anyone who so much as touches it. If splashed with this water, a creature must succeed at a DC 25 Will save or be unable to remember their identity or past. They still maintain their ability to make new memories, languages known, skills, feats, and class abilities, though they might be surprised to rediscover these abilities. These memories can be restored by *restoration* (including the full 1,000 gp of diamond dust) or *heal*.

If submerged in the water, the creature instead must succeed at a DC 25 Will save or lose all memories, including all class abilities, feats, and skill ranks. The victim still remembers how to speak and perform basic tasks, and they retain their base attack bonus, saving throw bonuses, CMB, CMD, and hit points. These memories can be restored by *greater restoration*, *limited wish*, *miracle*, or *wish*.

Spectators cheer from the sidelines. When a creature succeeds at a Perform check as a standard action, confirms a

critical hit, or knocks a creature prone, they earn the crowd's favor. This grants that creature and their allies a +2 morale bonus on attack and damage rolls until the end of that creature's next turn.

SUBTIER 7-8 (CR 10)

ERINYES (2) CR 8

hp 94 each (*Pathfinder RPG Bestiary* 75; see page 37)

TACTICS

During Combat The erinyes stay aloft, focusing on lightly armored targets. They are strong enough to lift Small targets entangled in their ropes, and the erinyes delight in dropping targets into the hypogeum or the Lethe. In a nonlethal bout, they use nonlethal tactics with blunted arrows and swords, accepting any PC's surrender.

Morale The erinyes fight to the death. In a nonlethal bout, they surrender when reduced to 15 or fewer hit points.

SUBTIER 10-11 (CR 13)

ERINYES (3) CR 8

hp 94 each (*Pathfinder RPG Bestiary* 75; see page 37)

TACTICS

See Subtier 7-8.

EXECUTIONER DEVIL CR 11

hp 150 (*Pathfinder RPG Book of the Damned* 247, see page 37)

TACTICS

During Combat The executioner devil protects the erinyes, focusing on flying and ranged attackers. In a nonlethal bout, she strikes for nonlethal damage and accepts a PC's surrender.

Morale The executioner devil fights to the death or surrenders after awakening from unconsciousness in a nonlethal bout.

Treasure: There are numerous prizes that the PCs can win, and after winning a bout, they can select any one of them: the imp Tholvinus, a +2 *good outsider bane longsword*, black feathered *wings of flying*, an onyx gem that contains a soul worth 2,500 gp, or a diamond worth 10,000 gp. If the PCs successfully defeated their foes without any of the PCs falling unconscious, Cerenthiel congratulates them on their infernal efficiency and allows them to select two prizes.

Time permitting, the PC could potentially repeat this fight several times to win more of the prizes. Just keep an eye on how much time remains in which to conclude the scenario, and encourage the PCs to continue securing Evidence Points if they still have numerous leads left to explore.

Development: Tholvinus is a scheming and suspicious imp (*Pathfinder RPG Bestiary* 78) who, if freed, first tries to learn the PCs' motives and then promises the PCs extravagant treasures if they return him to Gellius Thrune. He becomes helpful if the PCs agree to help Gellius or if they succeed at a

DC 20 Intimidate check to compel his obedience. Otherwise he attempts to escape at the earliest promising opportunity.

Tholvinus has worked with Gellius for centuries to plot an escape, for the imp's contract endured after Gellius's death, denying Tholvinus opportunities for advancement while Leventi has Gellius. If made helpful, Tholvinus reveals how close Gellius came to escaping through the hellmouth, a mark of Leventi's negligence. The imp also knows the general layout of area G, except G5. The imp can assist the PCs, but he avoids direct combat. He pushes for Leventi's destruction, telling them horror stories (many true) and emphasizing Leventi's untrustworthiness to drive the point home.

Evidence: The PCs earn 1 Evidence Point if they learn from Tholvinus about Leventi's negligence in securing Gellius.

Zarta: Zarta accompanies the PCs if they wish aid in combat here, but she doesn't travel here alone.

G. LEVENTI'S SCRIPTORIUM

Once the PCs have accumulated at least 1 Evidence Point—though ideally at least 4—they can travel to Leventi's scriptorium. Glowing runes bar passage into or out of the scriptorium, though once the PCs approach with either Rowane's or Vetrivides's authority, this barrier dissipates.

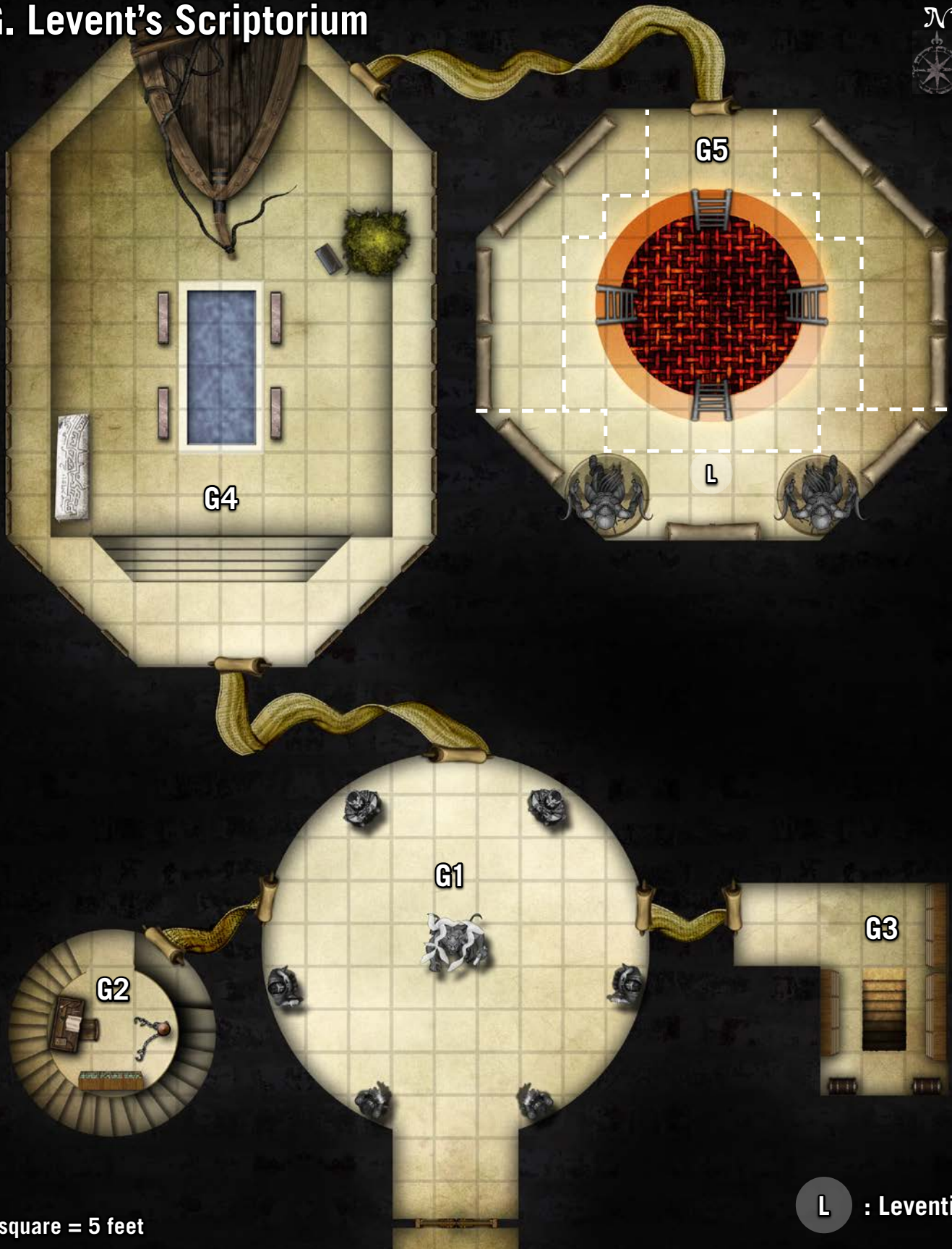
The contract devil's sanctum is part living nightmare and part museum. The collection of rooms is scattered throughout the Fallen Fastness, connected by arcane conduits that resemble infernal contracts. Since claiming Gellius Thrune and seeing the opportunity that Abrogail I's bargain with Asmodeus created for those with authority over House Thrune, Leventi has obsessed over the family, collecting books, trophies, dwellings, and souls connected to the damned lineage. Several of these souls (treat as *unseen servants*) wander this area, partly visible and weighed down with chains as they clean and organized the devil's possessions.

Unless otherwise noted, the ceilings here are 20 feet high, and the glow emanating from the display cases and infernal contracts provides dim illumination. Leventi acquired each of these rooms from the Material Plane, hiring laborers to transplant the varied architecture. A PC can recognize a location's provenance with a successful DC 20 Knowledge (history) check.

Hazards: Many of the large wall scrolls are portals to other rooms. By pressing against a scroll, a creature can push their way through it as though it were a viscous fluid. Once the creature is partly absorbed, the scroll draws them in and channels them to a corresponding scroll. This process takes 1 round, depositing the creature into the next room at the beginning of their next turn.

This process causes some of the scroll's text to adhere to the creature like tattoos (Will DC 14 negates), and for each such marking, a creature receives a cumulative –1 penalty on saving throws against Leventi's spell-like abilities. The markings and their penalties last for 1 hour. Any effect that

G. Levent's Scriptorium



1 square = 5 feet

L : Leventi

can destroy writing (such as *erase*) can eliminate all of the text on one creature.

Zarta: Zarta insists on accompanying the PCs into area G. She has special reactions to several of the rooms, which help to convey her heritage.

G1. ENTRANCE HALL (CR 9 OR CR 12)

The bone devil Vetrivides awaits the PCs here, whether or not the Pathfinders agreed to work with them.

Silver flames along the wall accent the features in this statuary chamber. A marble humanoid devil with four horns stands proudly in the center, draped in robes and reaching toward the horizon. Regal statues of humans line the walls. Three large wall scrolls with writhing text adorn the north, west, and east walls.

Leventi had these walls dismantled and extracted from a fallen temple of Aroden outside Ostenso in Cheliah. The middle statue depicts Leventi, while the six around the chamber are the monarchs of House Thrune: Abrogail I, Antoninus, Terthule, Carellia, Infrexus, and Abrogail II.

Vetrivides can convey that the scrolls serve as supernatural conduits to other parts of Leventi's quarters. A PC can discern this on their own with a successful DC 15 Knowledge (arcana) or Spellcraft check, and exceeding the DC by 10 or more lets a PC predict the dangerous text, reducing the DC to avoid the hazard to 12.

Creatures: Vetrivides waits here, along with two additional bone devils in Subtier 10–11. They are currently inspecting an opaque steel hourglass attached to the base of the devil statue and designed to limit teleportation into and out of the area. If the PCs agreed to work with Vetrivides, the osyluth looms over them and demands a report of what they've found. They are dismissive of the PCs' efforts if the findings represent 3 or fewer Evidence Points, whereas they instead offer a backhanded compliment of the PCs' accomplishments if they secured at least 4 Evidence Points. Either way, Vetrivides conveys that there is enough to make a case against Leventi. The PCs are to explore the scriptorium and arrest Leventi, destroying him if he resists. If the PCs inquire why Vetrivides doesn't perform the arrest, the osyluth grins maliciously and responds, "Why give Leventi the satisfaction of being arrested by a peer when sending mortals to do the job would convey the weight of his failures?"

If the PCs did not agree to work with Vetrivides, he makes smug comments based upon their previous interactions, such as "Regardless of your intentions, you serve my interests."

SUBTIER 7–8 (CR 9)

BONE DEVIL CR 9
hp 105 (*Pathfinder RPG Bestiary* 74; see page 35)

Scaling Encounter G1

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Vetrivides has already expended all uses of quickened *invisibility* and summon.

Subtier 10–11: Remove one bone devil from the encounter.

TACTICS

During Combat Vetrivides uses *wall of ice* to separate opponents.

They use quickened *invisibility* after attacking in order to move and set up a devastating surprise attack the following round.

Morale Vetrivides flees to report the Pathfinders' treachery once reduced to 20 or fewer hit points.

SUBTIER 10–11 (CR 12)

BONE DEVILS (3) CR 9
hp 105 each (*Pathfinder RPG Bestiary* 74; see page 35)

TACTICS

Use the tactics from Subtier 7–8.

Development: If the PCs attack Vetrivides, Zarta rushes them out once they have Gellius and have defeated the bone devils. If any of the bone devils escape, a vengeful horde of devils begins assembling and hounds the group as they desperately make their way back to the portal site. If at least one osyluth escapes to report back, each of the PCs earns Dispat's Attention.

If the PCs defeat Leventi, orchestrate his capture, or trick Vetrivides, Vetrivides acknowledges their performance as satisfactory. The osyluth announces that their business is concluded, and they can return home at their leisure. However, Vetrivides recommends not lingering, for they no longer protect the PCs from any enterprising devils' schemes or attacks.

If the PCs strike a bargain with Leventi (see area G5), Vetrivides becomes their new adversary. The osyluth regards the PCs with suspicion as they emerge from deeper in the scriptorium without Leventi, but so long as the PCs are only maneuvering themselves for an imminent fight, Vetrivides merely demands an explanation. Although suspicious, they already presume that mortals are fallible; unless the PCs' excuse is particularly complex or far-fetched, the DC of the Bluff check to deceive Vetrivides is 29 (33 in Subtier 10–11). If successful, Vetrivides simply makes plans to secure an infernal team to handle the task, declaring that the usefulness of the PCs has ended and their agreement is fulfilled. To succeed, though, the PCs must also disable the hourglass focus in a subtle way. Doing so requires a successful DC 29 Bluff, Sleight of Hand, or Stealth check (DC

33 in Subtier 10–11) to hide what the PCs are doing, followed by a DC 25 Disable Device check or DC 20 Strength check to detach the device.

If the PCs succeed at all of these steps, they can depart the Fallen Fastness in peace. Once they step from the building, their copy of the contract perceptibly coils in upon itself. If investigated, the contract now bears an authoritative seal indicating it's fulfilled, and the parchment is wrapped around the glass jar containing Gellius's soul and the last surviving copy of Gellius's contract. Leventi makes no further attempts to contact the PCs and considers their business concluded.

If the PCs fail to deceive Vetrivides in this way or sabotage the hourglass device sneakily, the osyluth declares them enemies of Hell and attacks.

Zarta: The sequence of statues here leads Zarta to muse aloud about the Thrune legacy of rulers deposed or murdered by their successors—and who might be scheming to unseat Abrogail II, the current ruler of Cheliah.

G2. STUDY

A steep, narrow staircase spirals down one hundred feet to an isolated office with a simple wooden writing desk, a bookshelf stuffed with heavy legal texts, and an iron post with chains and manacles attached.

Leventi acquired this Kantarian spire from a scion of House Narikopolus. A contemporary scribe chronicled Iomadae's mortal deeds here.

Treasure: PCs who succeed at a DC 24 (DC 27 in Subtier 10–11) Perception check or DC 20 Profession (librarian) check locate Leventi's ledger. This contains cryptic notes about dozens of different contracts and deals that are difficult to parse but might provide more context when combined with other clues.

A soul scribe quill (*Pathfinder RPG Planar Adventures* 55) rests in a jar.

Evidence: Finding the ledger earns the PCs 1 Evidence Point, which can help them meet secondary success conditions at the end of the adventure.

Rewards: If the PCs fail to locate the quill, reduce their gold earned by 375 gp.

G3. ARCHIVES

This simple storage area contains numerous records and treasures Leventi isn't currently displaying.

Hazards: Burnt othur fumes (*Pathfinder Core Rulebook* 558) suffuse the air in this chamber. There is a sufficient quantity that the gas does not dissipate over time. Effects that would displace harmful gases (e.g. *gust of wind*) instead clear the affected area for 5 minutes, after which the fumes refill that area in with enough of a concentration to be harmful again.

Treasure: PCs who search the area locate a hidden panel in the lower storage area with a successful DC 25 Perception check. A trunk inside contains Leventi's travel equipment, including a *featherlight compass* and *homebound timepiece* (*Pathfinder RPG Planar Adventures* 53).

Zarta: The northeast shelf holds the first 19 editions of *The Glorious Nation of Cheliah: The Certified Most Accurate and Complete History of the Greatest Empire on Golarion*. Zarta comments how she wouldn't exist even as a memory if the Pathfinders had not thwarted the Order of the Rack and Tancred Desimire's schemes. Tancred Desimire was the man who conspired to have her abducted years ago.

Rewards: If the PCs fail to locate the travel equipment, reduce their gold earned by 458 gp.

G4. THRONE MUSEUM (CR 11 OR CR 14)

This opulent gallery hosts an esoteric collection of relics, dioramas, and portraits. The prow of a frigate juts from the north wall, a seared section of bridge sits in the southwest, and unmoving figures play out a diabolic sacrifice beneath a twisted tree in the northeast. Along a reproduced battlement to the northwest, a desperate battle between human combatants is frozen in time.

This gallery acquired from a fallen Wiscrani house boasts a 40-foot vaulted ceiling. Exhibits include: a fragment from the Arch of Aroden burnt with hellfire when the devil Baraxiel dragged the paladin Rius Galdaeon to Hell outside Corentyn; illusory figures fighting on a Corentyn battlement during Davian's last surge during the Battle of One Hundred Kings in 4639 AR; the prow from the Sargavan frigate *Dauntless* that sank in that same battle; a ritual scene reenacting Abrogail I's sale of her soul to Asmodeus in Winter Grove, and a copy of the contract's two page preamble in a glass display case. The portraits depict Thrune agents whose souls Leventi acquired. Leventi previously displayed Gellius here on a corner shelf.

Haunts: As the Pathfinders investigate the room, spiritual fragments in trophies from the Battle of One Hundred Kings respond to Zarta's presence and recreate the chaos and panic of the battle's final moments. Zarta resists the effect and rallies the PCs before attacking and dispelling Gorthoklek after the pit fiend has made its third attack.

SUBTIER 7-8 (CR 11)

THRONE ASCENDANT

CR 11

LE persistent haunt (area G4)

Caster Level 11th

Notice Perception DC 25 (distant warning shouts, the figures to the northwest slowly moving, and a growing sense of dread)

hp 49; **Trigger** proximity; **Reset** 1 day

WHAT PRESTIGE IS WORTH

Effect The illusory army assaulting the battlements to the northwest increases in size, filling most of the room. A moment later, an illusion of the Large pit fiend Gorthoklek manifests in a pillar of flame amid them, sowing terror. Creatures in the area are panicked for 1 round and then confused for 2d4 rounds; creatures who succeed at a DC 18 Will save are only shaken for 1 round and not confused. Gorthoklek taunts Zarta, mistakenly identifying her as Lannavia Davian, last matriarch of House Davian, while attacking the nearest PC. The pit fiend can fly up to 60 feet per turn, attacks once per round (melee claw +32), and any target struck is affected by *phantasmal killer* (DC 18). Gorthoklek does not make attacks of opportunity. Any attacks against the illusory fiend (**AC** 25, touch 18; **Fort** +14, **Ref** +11, **Will** +8; immune to fire) decrease the haunt's hit points, and once reduced to 0 hit points, the haunt is neutralized.

Destruction Destroying the true Gorthoklek destroys the haunt permanently.

SUBTIER 10–11 (CR 14)

THRONE ASCENDANT CR 14

LE persistent haunt (area G4)

Caster Level 14th

Notice Perception DC 28 (distant

warning shouts, the figures to the northwest slowly moving, and a growing sense of dread)

hp 63; **Trigger** proximity; **Reset** 1 day

Effect This haunt functions as the version in Subtier 7–8. However, increase the saving throw DCs by 2, and increase all of the illusion's defenses (AC and saving throws) by 2.

Destruction See Subtier 7–8.

Zarta: Zarta finds unexpected resolve facing down Gorthoklek, and looks on the doomed illusory Davian warriors assailing the walls of Corentyn thoughtfully. If asked about her experience, she notes that there's nothing that she can do for the dead—including the forces that opposed House Thrune decades ago—but she wonders what the living might do to stop further injustices.

G5. TROPHY ROOM (CR 11 OR CR 14)

The lurid glow of flames within an iron-grated pit illuminates this well-appointed chamber. Ancient scrolls smoldering with infernal script move with an unseen breeze, and glass cases display

Scaling Encounter G5

Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: Leventi already expended *delayed blast fireball*, *dismissal*, and *plane shift*.

Subtier 10–11: Remove the advanced simple template from Leventi. He has already expended *dismissal* and *plane shift*.

statues carved to resemble hellish armor along the southern wall.

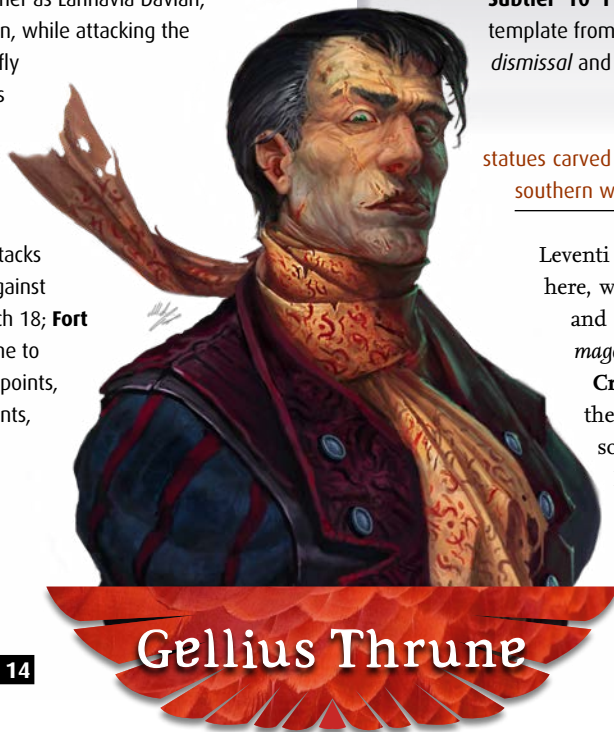
Leventi displays his most prized contracts here, where he can bask in past success and plot future victories. He casts *mage's private sanctum* here every day.

Creatures: Leventi waits here for the Pathfinders' arrival near the south wall, charming and poised. He leveraged his possession of Gellius Thrune into rapid advancement, but ambition made him reckless, resulting in several ill-advised contracts and errors, including the illicit use of Hell's resources for personal gain and the embarrassing near-escape of Gellius Thrune. He remains confident his wit and the PCs'

mortal greed can see him through. He uses his considerable social skill to gauge and ply the PCs (see below for his more detailed strategies). If he believes negotiation impossible, he uses *Sleight of Hand* to surreptitiously unveil the *symbol of pain* concealed behind him, initiating combat.

Leventi uses *binding* to contain **Gellius Thrune** (LE petitioner), who has suffered for centuries from Leventi's mood swings and playful cruelties. Although Gellius made his infernal pact on his own initiative, he did so to protect his family's reputation. He perceives his continued imprisonment as proof that House Thrune abandoned him despite his sacrifice. As Leventi became increasingly lax in guarding his many trophies, Gellius managed to activate his *melancholic talisman* and secure Tholvinus's assistance in escaping, though Leventi narrowly intercepted them and bound Gellius here.

In Subtier 10–11, one Hellknight statue is a fiend-infused stone golem Leventi acquired from the Athenaeum. He hesitates to risk it, waiting until he has taken at least 40 points of damage or otherwise feels that he's not in control of the combat. The golem begins tearing itself free from the display



case, only entering the combat on the following round. This delayed inclusion reduces the golem's effective CR by 1.

As the PCs enter, read or paraphrase the following.

"Welcome, my esteemed guests! Please, let us not resort to our baser instincts when we can instead discuss this matter to our mutual benefit. I am a simple broker, and if I have something you desire..." He holds up a glass jar swirling with inky mist and an older Chelish man's disembodied head peering out. "...I would gladly negotiate its sale."

Leventi's goal is to avoid punishment and any serious allegations that would threaten his infernal advancement; these threats include the PCs, Vetrivides's

investigation, and any evidence the PCs may have gathered to condemn him. Through his agents and own deductions, Leventi believes that the PCs are after Gellius Thrune, and Leventi is willing to exchange this valuable soul in exchange for the PCs surrendering their evidence and destroying Vetrivides. With the osyluth gone, Leventi is confident that he can discredit any other accusations.

The following cover a few issues and conflicts that may arise in this encounter.

Devil-Slaying PCs: Leventi knows that some mortals just hate Hell and devils. If the PCs are eager to weaken Hell, Leventi observes that as far as Hell is concerned, he has shown too much initiative and recklessness, which the archdevils would consider a crack in Hell's armor. By this reasoning, capturing him would reinforce Hell's authority, whereas letting Leventi survive would allow the PCs to undermine Hell's authority.

More Demands: The PCs might consider Leventi to be at a disadvantage and try to coerce more favorable terms before assisting him. With a successful DC 32 Bluff or Diplomacy check or a DC 25 Intimidate check, a PC can convince Leventi to also grant them a *wish* contingent on fulfillment of their part of the deal. Other than wishing for a fellow PC's release or restoration (such as from attracting too much of Dispat's Attention or falling into the Lethe), these *wish* benefits are primarily resolved on this adventure's Chronicle sheet.

Note that accepting a *wish* in this way is a lawful and evil act—one that might violate a PC's code of conduct or offend a divine patron. This should be apparent to anyone who succeeds at a DC 10 Knowledge (planes) or Knowledge (religion) check. Each PC may choose individually whether or not to accept the *wish*. Those who abstain are not denied any benefit, though, as covered in the adventure's Conclusion.

Nonviolence: If the PCs insist on helping Leventi in a way that doesn't involve destroying Vetrivides, the contract devil is willing to accept an alternative measure. Near the scriptorium's entrance is a metallic hourglass device that inhibits Leventi's ability to leave so long as it remains connected to his likeness (the statue in area G1). If the PCs provide a detailed accounting of their evidence, sneakily detach the hourglass, and convince Vetrivides that the PCs failed to find him (such as by persuading him they were stymied by Leventi's guardians), Leventi is willing to give them Gellius's soul. These services would allow Leventi to escape long enough to eliminate witnesses and cover his tracks before Vetrivides could corroborate the PCs' findings. This option is more of a burden for Leventi, though, and the DC of skill checks to convince him to grant a *wish* increases by 5.

Hazards: The infernal contracts defend Leventi once combat begins. The jagged parchment makes the marked area difficult terrain for Leventi's enemies and deals 1



Leventi

WHAT PRESTIGE IS WORTH

slashing damage plus 1d6 bleed to enemies entering or ending their turn in the area. The contracts deflect four ranged attacks at Leventi each round as Deflect Arrows. The room's contracts are divided into three areas, and if an area takes at least 10 damage from an area effect, the contracts in that area are damaged enough that the hazard is deactivated there for 1d4 rounds while the parchment regenerates. The contracts are immune to fire damage.

Traps: Hellfire erupts when a mortal creature steps onto the iron grate after combat has begun, sending a blast through the area. A PC can slide the iron plate beneath the grate closed with a successful Disable Device check as normal, or with a successful DC 20 Strength check as a full-round action.

ALL SUBTIERS

FLAMES OF HELL CR 8

Type magical; Perception DC 15; Disable Device DC 30

EFFECTS

Trigger proximity (living creature on grate); **Reset** 2 rounds

Effect blast of hellfire (6d6 fire and unholy damage), DC 18 Reflex save for half damage; multiple targets (targets above the grate)

SUBTIER 7-8 (CR 11)

LEVENTI CR 10

Contract devil (*Pathfinder RPG Bestiary* 3 76; see page 36)

hp 136

TACTICS

Before Combat Leventi cast *symbol of pain* behind the scroll on the south wall.

During Combat Leventi uses a move action to reveal the *symbol of pain*. He favors spell-like abilities, such as *delayed blast fireball* to strike groups of PCs, *dismissal* and *plane shift* to remove melee threats, and *silence* to force spellcasters into the trap or hazard. He does not use his summon ability.

Morale Leventi desperately attempts to escape using *dimension door* when reduced to 20 or fewer hit points. However, the hourglass focus prevents him from traveling far; he only reaches area G4, where he makes a last stand.

SUBTIER 10-11 (CR 14)

LEVENTI CR 10

Advanced contract devil (*Pathfinder RPG Bestiary* 3 290, 76; see page 35)

hp 162

TACTICS

Use the tactics in Subtier 7-8.

FIEND-INFUSED STONE GOLEM CR 13

hp 121 (*Pathfinder Campaign Setting: Cheliox, the Infernal Empire* 60; see page 38)

TACTICS

During Combat Leventi directs the golem to block melee attackers.

Treasure: The contracts bear the signatures of prominent Inner Sea families and represent potential blackmail material.

Leventi carries an angelskin *handy haversack* that contains eight legal texts written in a variety of languages (including several completely unknown to Golarion), a handful of semiprecious gems he uses to bribe mortals as needed, and several wrapped parcels protecting the pieces of a suit of *infernal armor* (this functions as *demon armor* but resembles a cornugon and inflicts *poison* with its claw attacks rather than *contagion*).

Development: Gellius recognizes Zarta's Davian ancestry and conceals a scheming smile with reminiscences about a brief fling with Rufino Davian. He asks for his freedom, but Zarta pockets the jar and contract, saying, "All in due time."

If the PCs bargain with Leventi to help him escape or destroy Vetrivides, he magically creates a contract laying out the terms and asks a representative to sign it. The contract clearly lays out the terms to which the PCs agreed, and Leventi has avoided secreting any tricks into the fine print. However, the contract is very clear that until the PCs fulfill their part of the bargain, they will not receive the agreed soul and contract.

If the PCs destroy Leventi, the contracts fall still, and the lingering servant souls wander confusedly, suddenly free.

Rewards: If the PCs fail to defeat Leventi, reduce their gold earned by the following amount.

Subtier 7-8: Reduce each PC's gold earned by 1,500 gp.

Out of Subtier: Reduce each PC's gold earned by 2,125 gp.

Subtier 10-11: Reduce each PC's gold earned by 2,750 gp.

CHOOSING A FAMILY

With Gellius secured and Leventi dealt with, the PCs and Zarta make their way back to the hellmouth and travel back to Skyreach. There, Zarta consults with Gellius's trapped soul before using the *melancholic talisman* to permanently shut down the portal. As she does, read or paraphrase the following.

The talisman briefly flares as Zarta closes the hellmouth. The infernal scents fade slowly as Gellius Thrune's bound soul bobs approvingly. "Closed as promised, Lady Davian." Zarta winces slightly. "Of course, I cannot promise perfect control in this state..." The disembodied head nods within its glass prison. "But before we quibble over terms, let me speak plainly, for I see in you the same need that has consumed me for centuries: revenge against House Thrune."

Gellius Thrune's bitterness over his family abandoning him to burn in Hell, after what he considers his noble sacrifice saving the family from (his) fraud, has festered into full hatred, which Leventi fed with stories of Thrune agents who received better treatment. Gellius offers Zarta aid leveraging her Davian lineage to strike at Thrune, using his knowledge

of the foundations of the house and its secrets to weaken and wound them. Read or paraphrase the following.

Zarta twirls the point of a blade on Gellius' infernal contract as she contemplates his offer. "I admit I've yearned for this: a chance to slide the knife in, slow and deep, and see those who betrayed me twist on it. Not only did Thrune betray me, but I've known for only a few years that they were also responsible for the deaths and erasure of my ancestors, House Davian. However, as I look at you, my treasures, the choice is less clear. I have made a home here, with those who risked their souls to rescue me. Undermining Thrune and restoring Davian would mean leaving this behind, resigning my position, so that Thrune's reprisals would not target the Society." She smiles. "So please, tell me how you can't bear to be without me or how my absence would only stoke your ardor."

Zarta sincerely looks to the Pathfinders for advice in this momentous decision. They may discuss and individually recommend which path she should pursue. If she pursues revenge and the resurgence of House Davian, she would leave the Pathfinder Society. If she chooses to remain with the Pathfinder Society, she would likely continue her work with the Dark Archive while making peace with her past.

Tally the PCs' recommendations. If a PC has earned at least 7 Prestige Points attributed to the Dark Archive or Cheliox factions, count that PC's recommendation twice. Zarta listens to the recommendations and promises to take the advice under consideration, voicing her inclination toward a particular option if it received strong support. This tally impacts the scenario's reporting conditions, shaping Zarta's role in the Society.

CONCLUSION

With the hellmouth closed, the Grand Lodge returns to its usual relative peace. Zarta takes several days leave to contemplate her future after hearing the PCs' advice, and Ambrus Valsin turns to the PCs to provide reports on their exploits in Hell. If the PCs recommended that Zarta depart the Society, rumors soon begin as to whether she's leaving and who her replacement might be. If the PCs urged her to stay, she soon leverages the recent adventure's success to secure more resources from the Decemvirate as the Dark Archive continues to grow with renewed enthusiasm.

Be certain to note which PCs accepted one or more Dark Bargains on their respective Chronicle sheets, and note what

the PC purchased with the Dark Bargain, if they did so, in the Market of Breaths. If the PC accepted a Dark Bargain for another purpose, write a word or two that describe what the PC gained (e.g. "information" or "freedom"). If a PC did not accept a Dark Bargain, cross out that boon altogether.

If the PCs successfully negotiated for a *wish* from Leventi, have each player who accepted the *wish* select one of the Contracted Wish benefits on their Chronicle sheet. Any PC who refused the *wish* instead earns the Abstained from the Inferno option.

REPORTING NOTES

If the PCs made a deal with Leventi, check box A. If the PCs chose to work as agents of Erecura, check box B. If the PCs' recommendation was for Zarta to remain with the Dark Archive, check box C. If their recommendation was to pursue revenge and her noble heritage, check box D. If the PCs' tally was a tie, check neither box C nor D. If they strongly recommended an alternate course for Zarta, post about the result in this scenario's GM discussion thread (<https://paizo.com/community/forums/organizedPlay/gmDiscussion>).

PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary goal if they recover Gellius Thrune and his contract from Leventi and return with him to the Grand Lodge.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary goal if they accomplished three of the following: freed Ophelia, freed Narsino, freed Teena, earned 4 or more Evidence Points, earned 6 or more Evidence Points, no PC attracted Dispat's attention more than once, or escaped Hell within 24 hours.

FACTION NOTES

The goals that the PCs recommended Zarta pursue may have far-reaching consequences for her and the faction. If a PC voted for Zarta to pursue her revenge, that Dark Archive faction member earns the Davian Rises boon. If the PC encouraged her to stay, that faction member earns the The Family We Choose boon. If the PC recommended a different path altogether, either give that Dark Archive PC the boon that most closely represents the recommendation, or let that player choose.

WHAT PRESTIGE IS WORTH

GM Handout: Leads

This handout notes each potential lead the PCs might find, which area it opens for exploration, and how the PCs can find the lead.

Lead	When is it Available?
Soul Hunters (area A)	Occurs automatically at the rendezvous point with Zarta when the PCs are ready to leave for area G or if there are less than 150 minutes remaining in which to complete the adventure
Market of Breaths (area B)	The PCs arrive in Dis.
Fallen Fastness (area C)	The PCs arrive in Dis.
Ghetto of Outcasts (area D)	The PCs learn of Leventi's agent or his trips to the Ghetto of Outcasts from Vetrivides or Yseldra.
Eleusys (area E)	The PCs earn at least 1 Evidence Point and speak with Zarta.
Widow's Cry (area F)	The PCs learn of Tholvinus the imp from Arenthea or Jarluxis.
Leventi's Scriptorium (area G)	The PCs have earned at least 1 Evidence Point and have spoken with Vetrivides or Rowane.

GM Handout: Evidence

The following lists the possible Evidence Points the PCs might earn in each area.

Area A

- ☐ Discover the flaws in the bounty paperwork.
- ☐ Convince the erinyes to either stop fighting the PCs or turn on the soul hunters.

Area B

- ☐ Learn of Leventi's dealings from Arenthea.

Area C

- ☐ Successfully examine and analyze Leventi's contracts.
- ☐ Successfully review the Hellknights' contracts.

Area D

- ☐ Free the Hellknights.

Area E

- ☐ Successfully analyze Kirash's documents.

Area F

- ☐ Learn of Leventi's negligence from Tholvinus.

Area G2

- ☐ Acquire the ledger.

PATHFINDER SOCIETY SCENARIO

Handout #1: Dis

Dis

Widow's Cry ☐

Bonus: ☐ +2 ☐ +4

Benefits Earned:

Oppidan Maze

Fallen Fastness

Fallen Fastness ☐

Bonus: ☐ +2 ☐ +4

Benefits Earned:

• **Widow's Cry**

Ghetto of Outcasts

Ghetto of Outcasts ☐

Bonus: ☐ +2 ☐ +4

Benefits Earned:

Eleusys

Eleusys ☐

Bonus: ☐ +2 ☐ +4

Benefits Earned:

Oppidan Maze

Market of Breaths

Market of Breaths ☐

Bonus: ☐ +2 ☐ +4

Benefits Earned:

Handout #2: Zarta Dralneen



ZARTA DRALNEEN

Female human aristocrat/bard

Init 13

hp 75 (12 HD)

AC 26, touch 17, flat-footed 16

COMBAT

Speed 30 ft.

Melee 4 good magic piercing damage [dagger]

Ranged 8 good magic piercing damage [light crossbow]

Spells Known (CL 8th; concentration +15)

□□□□ *cure moderate wounds, haste, heroism, hideous laughter* (DC 19), *see invisibility, tongues*

Special Abilities

□□ **Experienced Archivist** Attempt to remove one ongoing curse, disease, or poison as *remove curse, remove disease, or neutralize poison* (CL 12th)

□□□□□□ **Inspire Courage** Provide the benefits of a bard's inspire courage bardic performance (+3) for 1 round.

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 18, **Wis** 12, **Cha** 24

CMD 25

INVESTIGATION

+2 bonus to Bluff, Diplomacy, Knowledge (any), Sense Motive, Use Magic Device

APPENDIX 1: LEVENTI'S AGENTS

This appendix includes the statistics for Leventi's agents, featured in area A and divided by subtier.

SUBTIER 7–8

OPHELIA PERAN	CR 8
Blackstrike (<i>Pathfinder RPG NPC Codex</i> 236)	
Human fighter 7/shadowdancer 2	
CN Medium humanoid (human)	
Init +2; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)	
hp 86 (7d10+2d8+34)	
Fort +9, Ref +8, Will +4; +2 vs. fear	
Defensive Abilities bravery +2, evasion, uncanny dodge	
OFFENSE	
Speed 30 ft.	
Melee +1 <i>greatsword</i> +17/+12 (2d6+13/19–20)	
Ranged mwk shortbow +11/+6 (1d6/×3)	
Special Attacks weapon training (heavy blades +1)	
TACTICS	
Before Combat Ophelia drinks her <i>potion of bull's strength</i> and hides.	
During Combat Ophelia uses Power Attack to attack the most lightly armored PC.	
Morale Ophelia fights in the service of whoever holds her contract. If destroyed, she vanishes, rejuvenating fully formed near her contract one week later.	
STATISTICS	
Str 22, Dex 14, Con 14, Int 12, Wis 10, Cha 8	
Base Atk +8; CMB +14; CMD 28	
Feats Combat Reflexes, Disruptive, Dodge, Lightning Reflexes, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)	
Skills Acrobatics +14, Climb +10, Handle Animal +3, Heal +1, Knowledge (arcana) +4, Knowledge (geography, local, religion) +2, Perception +12, Perform (dance) +4, Ride +6, Stealth +14, Swim +10	
SQ armor training 2, hide in plain sight	
Combat Gear <i>potion of blur</i> , <i>potion of bull's strength</i> , <i>potion of cure moderate wounds</i> ; Other Gear +1 chain shirt, +1 greatsword, masterwork shortbow with 20 arrows, <i>amulet of natural armor</i> +1, <i>cloak of resistance</i> +1, <i>ring of protection</i> +1, 219 gp	
NARSINO GABET	CR 7
Human magus 8 (<i>Pathfinder RPG Ultimate Magic</i> 9)	
LN Medium humanoid (human)	
Init +1; Senses Perception +7	
DEFENSE	
AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)	
hp 63 (8d8+24)	

Fort +8, **Ref** +4, **Will** +8

OFFENSE
Speed 30 ft. (20 ft. in armor)
Melee +1 rapier +11/+6 (1d6+4/18–20)
Special Attacks arcane pool (+2, 7 points), improved spell combat, magus arcana (arcane accuracy ^{UM} , close range ^{UM}), spell recall, spellstrike
Magus Spells Prepared (CL 8th; concentration +11)
3rd— <i>dispel magic</i> , <i>fly</i> , <i>ray of exhaustion</i> (DC 16)
2nd— <i>bear's endurance</i> , <i>frigid touch</i> ^{UM} , <i>invisibility</i> , <i>mirror image</i> , intensified <i>shocking grasp</i>
1st— <i>chill touch</i> (DC 14), <i>corrosive touch</i> ^{UM} , <i>frostbite</i> ^{UM} , <i>shield</i> , <i>true strike</i>
0 (at will)— <i>acid splash</i> , <i>arcane mark</i> , <i>detect magic</i> , <i>light</i> , <i>mage hand</i>
TACTICS
Before Combat Narsino casts <i>mirror image</i> and <i>shield</i> .
During Combat Narsino attacks foes in melee, preferring to team up with Ophelia against her target.
Morale Narsino begs for his life when reduced to 10 or fewer hp, but remains compelled to fight. If freed, he aids the Pathfinders.
STATISTICS
Str 16, Dex 12, Con 13, Int 17, Wis 8, Cha 10
Base Atk +6; CMB +9; CMD 21
Feats Arcane Strike, Combat Casting, Intensified Spell ^{APG} , Iron Will, Toughness, Weapon Focus (rapier)
Skills Bluff +4, Diplomacy +4, Intimidate +11, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +7, Spellcraft +14
Languages Abyssal, Common, Dwarven, Infernal
SQ knowledge pool, medium armor
Combat Gear <i>potion of barkskin</i> (CL 9th); Other Gear +1 <i>breastplate</i> , +1 rapier, <i>cloak of resistance</i> +1, <i>ring of protection</i> +1, spellbook, 230 gp

TEENA FORESTER	CR 8
Human Hellknight 4/ranger (skirmisher) 5 (<i>Pathfinder RPG Adventurer's Guide</i> 90, <i>Pathfinder RPG Advanced Player's Guide</i> 128)	
LN Medium humanoid (human)	
Init +4; Senses Perception +12	
DEFENSE	
AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)	
hp 77 (9d10+23)	
Fort +8, Ref +10, Will +3; +2 bonus vs. compulsion	
Defensive Abilities force of will (compulsion)	
OFFENSE	
Speed 30 ft.	
Melee mwk kukri +12/+7 (1d4+2/18–20)	
Ranged +1 <i>composite longbow</i> +14/+9 (1d8+3/×3)	
Special Attacks combat style (archery), favored enemies (goblinoids +2, humans +4), hunter's tricks (2/day; hobbling attack ^{APG}), smite chaos 2/day (+2 attack and AC, +4 damage)	
Hellknight Spell-Like Abilities (CL 9th; concentration +11)	

WHAT PRESTIGE IS WORTH

At will—*detect chaos*

5/day—*discern lies*

1/day—*greater command* (DC 17)

TACTICS

Before Combat Teena hides on a roof and drinks her *potion of shield of faith* and *potion of owl's wisdom*.

During Combat Teena targets humans first, preferring spellcasters and archers.

Morale Teena fights until destroyed, shattering into soul stuff if killed. If reminded of her duty, she aids the Pathfinders.

STATISTICS

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

Base Atk +9; **CMB** +11; **CMD** 25

Feats Deadly Aim, Endurance, Heavy Armor Proficiency, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Climb +4, Intimidate +10, Knowledge (planes) +4, Perception +12, Sense Motive +5, Stealth +12, Survival +8

Languages Common

SQ aura, discipline (command), favored terrain (forest +2), Hellknight armor 1, hunter's bond (companions), track +2, wild empathy +7

Combat Gear *potion of owl's wisdom*, *potion of shield of faith*;

Other Gear +1 Hellknight plate^{SWG}, +1 composite longbow (+2 Str) with arrows (40), mwk kukri, *cloak of resistance* +1, 90 gp

SPECIAL ABILITIES

Aura of Law (Ex) Teena's lawful aura functions as that of a 9th-level cleric.

Disciplines (Sp) Teena has the ability to cast *greater command* once per day as a spell-like ability.

Force of Will (Ex) Teena gains a +2 bonus on Will saves against spells with the compulsion descriptor.

Hellknight Armor (Ex) Teena has earned the right to wear Hellknight plate, which functions in many ways as full plate armor. This armor does not reduce her speed, and while wearing it, she reduces its armor check penalty by 1 and increases the maximum Dexterity bonus allowed by 1.

Smite Chaos (Su) This ability functions as the paladin's smite evil class feature but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

SUBTIER 10-11

OPHELIA PERAN

CR 12

Human fighter 8/shadowdancer 4

LE Medium humanoid (human)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 15, flat-footed 19 (+8 armor, +1 deflection, +2 Dex, +2 dodge)

hp 110 (12 HD; 4d8+8d10+44)

Fort +11, **Ref** +10, **Will** +7 (+2 vs. fear)

Defensive Abilities uncanny dodge

OFFENSE

Speed 60 ft.

Melee +1 *shock greatsword* +19/+19/+14/+9 (2d6+10/19-20 plus 1d6 electricity)

Ranged mwk composite shortbow +15/+15/+10/+5 (1d6+4/×3)

Special Attacks weapon training (heavy blades +1)

Shadowdancer Spell-Like Abilities (CL 4th; concentration +3)

2/day—shadow illusion (DC 10)

1/day—shadow call (DC 13)

TACTICS

Before Combat Ophelia drinks her *potion of bull's strength* before hiding and approaching the PCs. She drinks her *potion of haste* right before launching her attack.

During Combat Ophelia uses Power Attack and Improved Vital Strike to attack the most lightly armored PC. If near an especially vulnerable target, she favors attacking multiple times.

Morale Ophelia fights in the service of whoever holds her contract. If destroyed, she vanishes, rejuvenating fully formed near her contract one week later.

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 29

Feats Combat Reflexes, Disruptive, Dodge, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +16, Climb +9, Handle Animal +3, Heal +1, Knowledge (arcana) +8, Knowledge (geography) +2, Knowledge (local) +2, Knowledge (planes) +8, Knowledge (religion) +2, Perception +15, Perform (dance) +4, Ride +5, Stealth +16, Swim +9

Languages Common, Infernal

SQ armor training 2, hide in plain sight, rogue talent (fast stealth), shadow jump, summon shadow

Combat Gear *potion of bull's strength*, *potion of haste*; **Other**

Gear +2 breastplate, +1 *shock greatsword*, mwk composite shortbow (+4 Str) with 20 arrows, *cloak of resistance* +2, *ring of protection* +1, 74 gp

OPHELIA'S SHADOW

CR —

LE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 55 (3d8+6)

Fort +9, **Ref** +6, **Will** +4

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

commanding, turning, undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +13 (1d6 Str)

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

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Base Atk +11; **CMB** +13; **CMD** 26

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light, -4 Stealth in bright light

NARSINO GABET

CR 11

Spellmaster (*Pathfinder RPG Villain Codex* 12)

Human magus 12 (*Pathfinder RPG Ultimate Magic* 9)

LN Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 28, touch 12, flat-footed 27 (+7 armor, +1 deflection, +1 Dex, +5 natural, +4 shield)

hp 117 (12d8+60)

Fort +13, **Ref** +7, **Will** +11; **DR** 10/adamantine (120 hp)

OFFENSE

Speed 20 ft.

Melee +2 rapier +16/+11 (1d6+8/15-20)

Special Attacks arcane pool (+3, 10 points), improved spell combat, improved spell recall, magus arcana (arcane accuracy^{UM}, close range^{UM}, critical strike^{UM}, hasted assault^{UM}), spellstrike

Magus Spells Prepared (CL 12th; concentration +16)

4th—*arcana theft*^{UM}, *greater invisibility*, *monstrous physique II*^{UM}, *stoneskin*

3rd—*dispel magic*, *fly*, *force punch*^{UM} (DC 17), *ray of exhaustion* (DC 17), *vampiric touch*

2nd—*bear's endurance*, *frigid touch*^{UM}, *invisibility*, *mirror image*, *intensified shocking grasp* (2)

1st—*chill touch* (DC 15), *corrosive touch*^{UM}, *frostbite*^{UM}, *shield*, *true strike* (2)

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *light*, *mage hand*

TACTICS

Before Combat Narsino drinks his *potion of barkskin*, and casts *stoneskin*, *bear's endurance*, *invisibility*, and *shield*.

During Combat Narsino activates his arcane pool and uses spell combat to attack. He favors his offensive touch spells but switches to defensive spells like *greater invisibility*, *monstrous physique II*, and *mirror image* when feeling threatened.

Morale Narsino begs for his life when reduced to 20 or fewer hit points, but remains compelled to fight. If freed he aids the Pathfinders.

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 18, **Wis** 8, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Arcane Strike, Combat Casting, Improved Critical (rapier), Intensified Spell^{APG}, Iron Will, Power Attack, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Bluff +6, Diplomacy +6, Intimidate +15, Knowledge (arcana, planes) +19, Perception +11, Spellcraft +19, Use Magic Device +15

Languages Abyssal, Common, Draconic, Dwarven, Elven

SQ fighter training, knowledge pool, medium armor

Combat Gear *potion of barkskin* (CL 12th); **Other Gear** +1 *breastplate*, +2 rapier, belt of giant strength +2, cloak of resistance +2, ring of protection +1, 135 gp

TEENA FORESTER

CR 12

Human Hellknight 7/ranger (skirmisher) 5 (*Pathfinder RPG Adventurer's Guide* 90, *Pathfinder RPG Advanced Player's Guide* 128)

LN Medium humanoid (human)

Init +4; **Senses** Perception +15

DEFENSE

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)

hp 99 (12d10+29)

Fort +10, **Ref** +11, **Will** +4; +4 bonus vs. compulsion, +2 bonus vs. fear

Defensive Abilities force of will (compulsion, fear)

OFFENSE

Speed 30 ft.

Melee mwk kukri +15/+10/+5 (1d4+2/18-20)

Ranged +2 *composite longbow* +18/+13/+8 (1d8+4/×3)

Special Attacks combat style (archery), favored enemies (goblinoids +2, humans +4), hunter's tricks (2/day; hobbling attack^{APG}), lawbringer, smite chaos 3/day (+2 attack and AC, +7 damage)

Hellknight Spell-Like Abilities (CL 12th; concentration +14)

At will—*detect chaos*

5/day—*discern lies*

2/day—*dispel chaos*, *greater command* (DC 17)

TACTICS

Before Combat Teena hides on a roof and drinks her *potion of shield of faith* and *potion of owl's wisdom*.

During Combat Teena targets humans first, preferring spellcasters and archers.

Morale Teena fights until destroyed, shattering into soul stuff if killed. If reminded of her duty, she aids the Pathfinders.

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +12; **CMB** +14; **CMD** 28

Feats Deadly Aim, Endurance, Heavy Armor Proficiency, Improved Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Climb +5, Intimidate +10, Knowledge (planes) +4, Perception +15, Sense Motive +5, Stealth +16, Survival +8

Languages Common

SQ disciplines (command, dispel chaos), favored terrain (forest +2), Hellknight armor 2, hunter's bond (companions), track +2, wild empathy +7

Combat Gear *potion of owl's wisdom*, *potion of shield of faith*;

Other Gear +2 *Hellknight plate*^{ISWG}, +2 *composite longbow* (+2 Str) with arrows (40), mwk kukri, cloak of resistance +1, 90 gp

WHAT PRESTIGE IS WORTH

SPECIAL ABILITIES

Aura of Law (Ex) Teena's lawful aura functions as that of a 12th-level cleric.

Disciplines (Sp) Teena has the ability to cast *greater command* once per day as a spell-like ability.

Force of Will (Ex) Teena gains a +4 bonus on Will saves against spells with the compulsion descriptor and a +2 bonus on Will saves against spells with the fear descriptor.

Hellknight Armor (Ex) Teena has earned the right to wear Hellknight plate, which functions in many ways as full plate

armor. This armor does not reduce her speed, and while wearing it, she reduces its armor check penalty by 2 and increases the maximum Dexterity bonus allowed by 2.

Lawbringer (Su) Teena's attacks are treated as being lawful for the purpose of overcoming damage reduction.

Smite Chaos (Su) This ability functions as the paladin's smite evil class feature but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

APPENDIX 2: STAT BLOCKS

This appendix includes all other stat blocks included in this adventure.

BARBED DEVIL

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

BARBED DEVIL	CR 11
<i>Pathfinder RPG Bestiary 72</i>	
LE Medium outsider (devil, evil, extraplanar, lawful)	
Init +6; Senses darkvision 60 ft., see in darkness; Perception +21	
DEFENSE	
AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)	
hp 138 (12d10+72)	
Fort +14, Ref +14, Will +8	
Defensive Abilities barbed defense; DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +18 (2d8+6/19–20 plus fear and grab)	
Special Attacks fear, impale 3d8+9	
Spell-Like Abilities (CL 12th; concentration +16)	
At will— <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>hold person</i> (DC 17), <i>major image</i> (DC 17), <i>produce flame</i> , <i>pyrotechnics</i> (DC 16), <i>scorching ray</i> (2 rays only)	
1/day— <i>order's wrath</i> (DC 18), <i>summon</i> (level 4, 1 barbed devil 35%), <i>unholy blight</i> (DC 18)	
STATISTICS	
Str 23, Dex 23, Con 22, Int 12, Wis 15, Cha 18	
Base Atk +12; CMB +18 (+22 grapple); CMD 34	
Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack	
Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14	
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.	
SPECIAL ABILITIES	
Barbed Defense (Su) A creature that strikes a barbed devil with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.	
Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.	
Grab (Ex) A barbed devil can use its grab attack against a foe of up to Medium size.	
Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.	

BONE DEVIL

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

BONE DEVIL	CR 9
<i>Pathfinder RPG Bestiary 74</i>	
LE Large outsider (devil, evil, extraplanar, lawful)	
Init +9; Senses darkvision 60 ft., see in darkness; Perception +19	
Aura fear aura (5 ft., DC 19, 1d6 rounds)	
DEFENSE	
AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)	
hp 105 (10d10+50)	
Fort +12, Ref +12, Will +7	
DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 20	
OFFENSE	
Speed 40 ft., fly 60 ft. (good)	
Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)	
Space 10 ft.; Reach 10 ft.	
Spell-Like Abilities (CL 12th; concentration +16)	
Constant— <i>fly</i>	
At will— <i>dimensional anchor</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>invisibility</i> (self only), <i>major image</i> (DC 17), <i>wall of ice</i>	
3/day— <i>quicken invisibility</i> (self only)	
1/day— <i>summon</i> (level 4, 1 bone devil, 35%)	
STATISTICS	
Str 21, Dex 21, Con 20, Int 16, Wis 15, Cha 18	
Base Atk +10; CMB +16; CMD 31	
Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (<i>invisibility</i>)	
Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14	
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.	
SPECIAL ABILITIES	
Poison (Ex) Sting—injury; <i>save</i> Fort DC 20; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Str damage; <i>cure</i> 2 consecutive saves.	

CONTRACT DEVIL

With rust-colored skin and a jutting crown of ridge-like horns, this muscular devil is draped in lengthy contracts.

ADVANCED CONTRACT DEVIL	CR 11
<i>Pathfinder RPG Bestiary 3 290, 76</i>	
LE Medium outsider (devil, evil, extraplanar, lawful)	
Init +13; Senses darkvision 60 ft., see in darkness; Perception +28	
DEFENSE	
AC 29, touch 20, flat-footed 19 (+9 Dex, +1 dodge, +9 natural)	
hp 162 (13d10+91)	
Fort +11, Ref +17, Will +18	
DR 10/good; Immune fire, mind-affecting effects, poison; Resist acid 10, cold 10; SR 21	

WHAT PRESTIGE IS WORTH

OFFENSE

Speed 30 ft.

Melee binding contract +22/+17/+12 (1d4+9 plus grab and bleed) or
gore +18 (2d6+7)

Space 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)

Special Attacks binding contract, bleed (1d6), impale (2d8+7)

Spell-Like Abilities (CL 13th; concentration +21)

Constant—*tongues*

At will—*bestow curse* (DC 22), *detect thoughts* (DC 20),
dimension door, *erase*, *identify*, *major image* (DC 21),
produce flame, *sending*

3/day—*arcane eye*, *break enchantment*, *greater teleport* (self
plus 50 lbs. of objects only), *hold person* (DC 21), *locate*
creature, *mage's private sanctum*, *scorching ray*, *silence* (DC
20), *vision*

1/day—*contact other plane*, *delayed blast fireball* (DC 25),
dismissal (DC 23), *plane shift* (DC 25), *summon* (level 4, 1d6
bearded devils or 1 bone devil 50%), *symbol of pain* (DC 23)

STATISTICS

Str 21, **Dex** 29, **Con** 24, **Int** 28, **Wis** 27, **Cha** 26

Base Atk +13; **CMB** +18 (+22 grapple); **CMD** 38

Feats Alertness, Deceitful, Dodge, Improved Initiative, Iron Will,
Mobility, Persuasive

Skills Bluff +28, Diplomacy +28, Disguise +10, Intimidate +28,
Knowledge (arcana, history, nobility, planes, religion) +25,
Linguistics +22, Perception +28, Profession (scribe) +21, Sense
Motive +28, Sleight of Hand +22, Spellcraft +22, Stealth +25

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common,
Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan,
Infernal, Orc, Sylvan, Tengu, Terran, Undercommon; telepathy
100 ft., *tongues*

SQ infernal contract, infernal investment

SPECIAL ABILITIES

Binding Contract (Su) All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier (a +9 bonus). Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift action, a contract devil can impale an opponent grappled by its binding contract, dealing 2d8+7 points of piercing damage.

Infernal Contract (Su) As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed on page 77 of *Pathfinder RPG Bestiary 3*.

To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous (*Bestiary* 3 77); as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a *miracle* or a *wish*. If a mortal is restored to life in this way, the contract devil immediately senses the development—it not only knows which soul has been restored to life, but also gains the benefits of a *discern location* spell targeted on the character or creature that restored the damned soul to life.

Infernal Investment (Su) As a subclause of all infernal contracts, a contract devil can use *greater scrying* at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt—this ability otherwise functions at caster level 20th.

CONTRACT DEVIL

CR 10

Pathfinder RPG Bestiary 3 76

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

Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +26

DEFENSE

AC 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)

hp 136 (13d10+65)

Fort +9, **Ref** +15, **Will** +16

DR 10/good; **Immune** fire, mind-affecting effects, poison; **Resist**
acid 10, cold 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee binding contract (whip) +20/+15/+10 (1d4+7 plus bleed
and grab), gore +11 (2d6+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)

Special Attacks binding contract, bleed (1d6), impale (2d8+4)

Spell-Like Abilities (CL 13th; concentration +19)

Constant—*tongues*

At will—*bestow curse* (DC 20), *detect thoughts* (DC 18),
dimension door, *erase*, *identify*, *major image* (DC 19),
produce flame, *sending*

3/day—*arcane eye*, *break enchantment*, *greater teleport* (self
plus 50 lbs. of objects only), *hold person* (DC 19), *locate*
creature, *mage's private sanctum*, *scorching ray*, *silence* (DC
18), *vision*

1/day—*contact other plane*, *delayed blast fireball* (DC 23),
dismissal (DC 21), *plane shift* (DC 23), *summon* (level 4, 1d6
bearded devils or 1 bone devil 50%), *symbol of pain* (DC 21)

STATISTICS

Str 17, **Dex** 25, **Con** 20, **Int** 24, **Wis** 23, **Cha** 22

Base Atk +13; **CMB** +16; **CMD** 34

Feats Alertness, Deceitful, Dodge, Improved Initiative, Iron Will,
Mobility, Persuasive

PATHFINDER SOCIETY SCENARIO

Skills Bluff +26, Diplomacy +26, Disguise +8, Intimidate +26, Knowledge (arcana) +23, Knowledge (nobility) +20, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +20, Perception +26, Profession (scribe) +19, Sense Motive +26, Sleight of Hand +20, Spellcraft +20

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon; telepathy 100 ft., tongues

SQ infernal contract, infernal investment

SPECIAL ABILITIES

Binding Contract (Su) All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier (this equates to a +7 bonus for most contract devils). Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift action, a contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

Infernal Contract (Su) As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed on page 77 of *Pathfinder RPG Bestiary 3*. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous (*Bestiary 3* 77); as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a *miracle* or a *wish*. If a mortal is restored to life in this way, the contract devil immediately senses the development—it not only knows which soul has been restored to life, but also gains the benefits of a *discern location* spell targeted on the character or creature that restored the damned soul to life.

Infernal Investment (Su) As a subclause of all infernal contracts, a contract devil can use *greater scrying* at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt—this ability otherwise functions at caster level 20th.

ERINYES

Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.

ERINYES

CR 8

Pathfinder RPG Bestiary 75

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

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +7

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 *longsword* +15/+10 (1d8+8/19–20)

Ranged +1 *flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—*summon* (level 3, 2 bearded devils, 50%)

STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, DodgeB, MobilityB, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

EXECUTIONER DEVIL

Corded muscles ripple under this massive devil's red skin as her black wings beat overhead and her black eyes smolder like coals.

EXECUTIONER DEVIL

CR 11

Pathfinder RPG Book of the Damned 247

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 26, touch 13, flat-footed 23 (+7 armor, +3 Dex, +6 natural)

hp 150 (12d10+84); fast healing 5

Fort +15, **Ref** +10, **Will** +14

DR 10/good; **Immune** fire, poison; **Resist** acid 15, cold 15; **SR** 22

OFFENSE

Speed 30 ft., fly 40 ft. (good)

WHAT PRESTIGE IS WORTH

Melee +1 keen battleaxe +20/+15/+10 (1d8+11/19–20/×3), gore +14 (1d6+3)

Special Attacks enraged warrior

Spell-Like Abilities (CL 11th; concentration: +18)

At will—*greater teleport* (self plus 50 lbs. of objects only), *scorching ray*

1/day—*summon* (level 4, 3 erinyes 60%)

STATISTICS

Str 25, **Dex** 23, **Con** 24, **Int** 14, **Wis** 23, **Cha** 24

Base Atk +12; **CMB** +19 (+21 bull rush, sunder); **CMD** 35 (37 vs. bull rush or sunder)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Skills Acrobatics +18, Fly +22, Intimidate +22, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +18, Swim +19

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Enraged Warrior (Ex) An executioner devil has trained her mind and body to wreak as much destruction as possible, and as she causes bloodshed, she flies into a frenzy, hitting harder with each subsequent attack. Whenever an executioner devil hits with all of her attacks in a single round, she adds her Charisma modifier (+7 for most executioner devils) to all weapon damage rolls until the end of her next turn. If an executioner devil's attacks reduce a creature to below 0 hit points, her critical threat range for all attacks doubles until the end of her next turn (typically increasing her battleaxe threat range to 17–20 and her gore threat range to 19–20). This is an emotion effect.

FIEND-INFUSED STONE GOLEM

The fists of this stone statue radiate flames that flicker in red and black and reek of brimstone. Its chiseled face bears a feral, wicked grin.

FIEND-INFUSED STONE GOLEM

CR 13

Pathfinder Campaign Setting: Cheliah, the Infernal Empire 60
NE Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (–1 Dex, +18 natural, –1 size)

hp 121 (14d10+44); fast healing 5

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and good; **Immune** construct traits, fire, magic

OFFENSE

Speed 20 ft.

Melee 2 slam +23 (2d10+9 plus hellfire touch)

Space 10 ft., **Reach** 10 ft.

Special Attacks berserk liberation, hellfire touch, slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** 4, **Wis** 11, **Cha** 10

Base Atk +14; **CMB** +24; **CMD** 33

Feats Blind-Fight, Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (slam)

Skills Intimidate +29

Languages Abyssal, Infernal (can't speak)

SPECIAL ABILITIES

Berserk Liberation (Ex) When a fiend-infused golem enters combat, there is a cumulative 2% chance each round that the animating fiend breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. When a fiend-infused golem goes berserk, the animating fiend explodes in a conflagration of hellfire, dealing 13d6 points of damage to all creatures within 60 feet (Reflex DC 17 half). Half of this damage is fire damage, but the other half results directly from unholy power and is not reduced by resistance to fire-based attacks. The save DC is Constitution-based. The berserk golem then loses the fiend-infused template permanently and thereafter attacks the nearest living creature, or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Hellfire Touch (Su) A fiend-infused golem's body radiates the soul-scorching heat of the evil Outer Planes, dealing 2d6 points of damage with its touch. Half of this damage is fire damage, but the other half results directly from unholy power and is not reduced by resistance to fire-based attacks. Creatures attacking a fiend-infused golem with unarmed strikes or natural weapons take this same hellfire damage each time one of their attacks hits. A fiend-infused golem's natural attacks are treated as evil for the purpose of overcoming damage reduction.

Immunity to Magic (Ex) A fiend-infused stone golem is immune to any spells or spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fiend-infused stone golem (as per the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* restores all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.
- A *banishment* or *dismissal* spell quells the animating fiend temporarily, negating the golem's hellfire touch ability for 1 round with no saving throw. The spell also increases the chance of the golem's berserk liberation by 20% in subsequent rounds of combat.

Slow (Su) A fiend-infused stone golem can use a *slow* effect, as per the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds. A successful DC 17 Will save negates the effect. The save DC is Constitution-based.

APPENDIX 3: DEVILS

BARBED DEVIL

Also known as hamatulas, barbed devils are both guardians of Hell's deepest vaults and living weapons.



BONE DEVIL

Also known as osyluths, bone devils are enforcers of Hell's laws and report on the disobedience of devils and their disciples.



CONTRACT DEVIL

Also known as a phistophilus, a contract devil is a suave bargainer for mortal souls and manager of Hell's records of the damned.



ERINYES

Erinyes are executioners and vengeful furies ever eager to soar into battle.



APPENDIX 3: DEVILS CONT.

EXECUTIONER DEVIL

Extremely rare, the executioner devils are refined from the more brutal erinyes to serve as elite soldiers for Eiseth, one of the Queens of the Night.



IMP

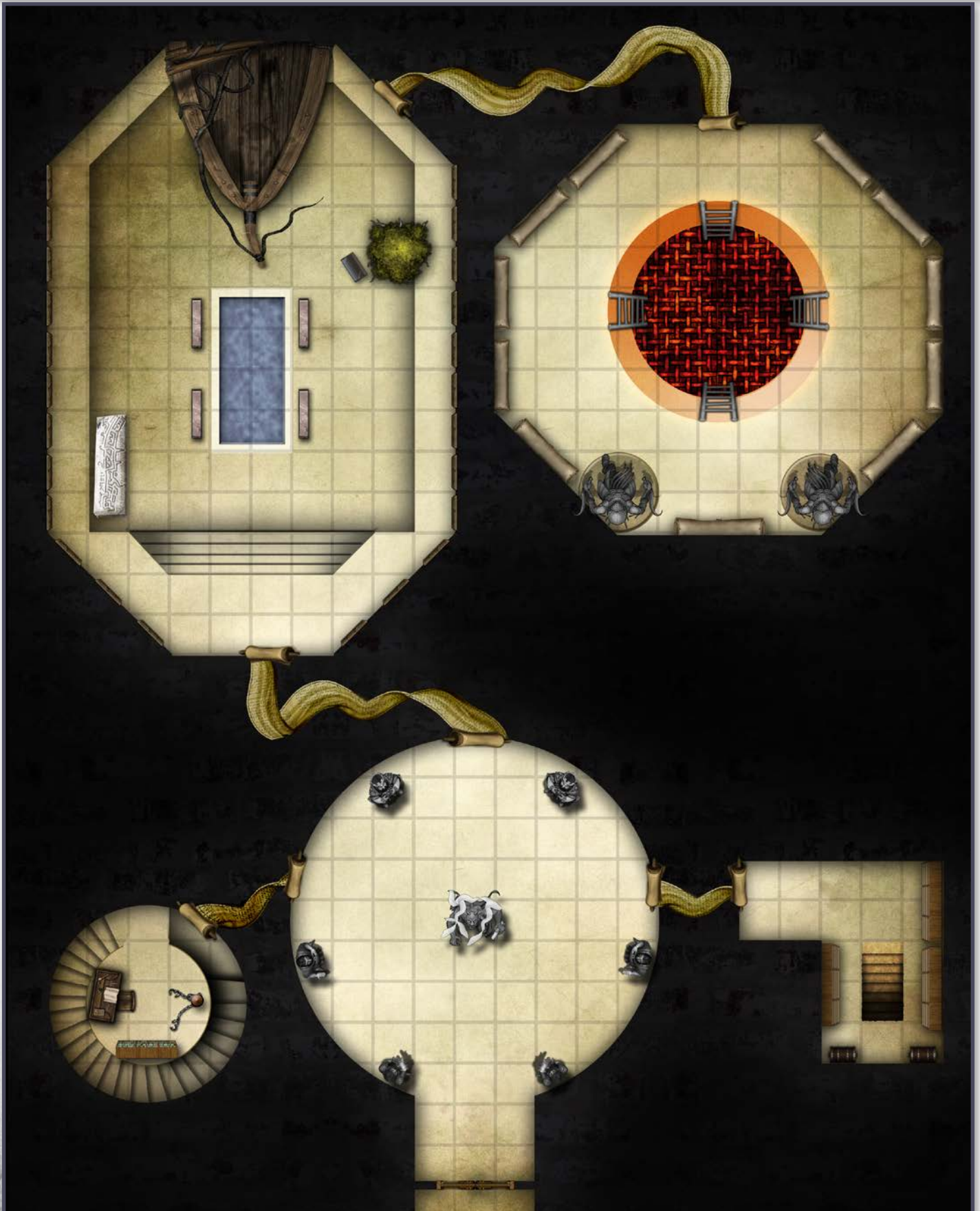
Created directly from the pits of Hell, imps are among the weakest fiends and often serve others, including mortal spellcasters.



PIT FIEND

Pit fiends are the generals of Hell, wielding immense power and blasphemous magic.







PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-08: What Prestige is Worth

Event _____

Date _____

GM # _____


GM Character # _____

GM Name _____

GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |


Character # _____

Prestige Points 

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
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Character # _____

Prestige Points 

Character Name _____

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Prestige Points 

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Prestige Points 

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Prestige Points 

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Character # _____

Prestige Points 

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Pathfinder Society Scenario #10-08: What Prestige is Worth

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Contracted Wish: You secured a wish from a contract devil. Choose one of the following benefits and cross the others off your Chronicle sheet.

Wish for Glory: You regain 2 Prestige Points, but any points that exceed your Fame must be spent immediately or are lost.

Wish for Power: You can spend 16 Prestige Points once to gain a +1 inherent bonus to one ability score of your choice.

Wish for Wealth: You earn an extra 650 gp (Subtier 7–8) or 1,100 gp (Subtier 10–11) for completing this scenario.

Abstained from the Inferno: You chose not to accept the wish. You can manifest your defiance of Hell once per day as a standard action to harm evil outsiders as if you were a cleric of your character level using channel energy to harm undead. The DC for this effect is equal to 10 + your character level. If you can already use the channel energy ability to harm evil outsiders or living creatures, you can instead use this boon once per day to increase the ability's save DC for evil outsiders by 2.

Dark Bargain: You traded away something more precious than gold during your time in Hell. Any Dark Bargain provides an ongoing effect and can be removed by spending the listed Value in gold pieces between adventures (have your GM initial in the Cleared column). If you have multiple Dark Bargain effects, any special effect that would cross out a boon only eliminates the effects of one Dark Bargain.

Your GM will fill out the sections below.

Bargain

Gained

Cleared

Soul (15,000 gp): Your soul belongs to Hell. If the you die, you cannot be restored to life under any circumstances.

Power (15,000 gp): You surrendered part of your power, gaining one permanent negative level that cannot be removed.

Hope (10,000 gp): You lost your ability to hope or aspire toward unlikely outcomes. A natural 20 no longer represents an automatic success for your attack rolls, saving throws, stabilization rolls, and other such checks. You cannot use any ability to reroll a natural 1 rolled on any d20 check.

Emotions (5,000 gp): You no longer feel strong emotions. You cannot benefit from morale bonuses or bardic performances (or similar abilities). You also gain a +3 bonus on saving throws against effects with the emotion descriptor.

Fate (5,000 gp): Portents of imminent doom haunt you. You take a –1 penalty on all saving throws and cannot stabilize while below 0 hit points.

Davian Rises (Dark Archive): You encouraged Zarta to pursue her family legacy. In case of Throne reprisals, she offers training in overcoming the agents of Hell. Once per adventure you can use this boon after failing a Knowledge (planes) check or after failing any d20 roll against a lawful evil outsider, devil worshipper, or Hellknight in order to reroll that check and take the second result.

The Family We Choose (Dark Archive): You encouraged Zarta to continue leading the Dark Archive. After helping stop this infernal incursion, she begins expanding the faction's training and resources with increased support from the Society's leadership. You can check up to two faction goals you fulfilled after completing a scenario. In addition, when using the Enduring Scholar reward, Dark Archive faction PCs at your table may use the bonus of the faction member with the most goals completed at the table.

All Subtiers

+2 good outsider bane longsword (18,315 gp)
featherlight compass (1,500 gp; *Pathfinder RPG Planar Adventures* 53)
homebound timepiece (4,000 gp; *Planar Adventures* 53)
infernal armor (52,260 gp; functions as *demon armor* but inflicts *poison* on claw attacks rather than *contagion*)
lesser piercing metamagic rod (3,000 gp; *Pathfinder RPG Ultimate Magic* 154)

oil of magic vestment (CL 12th; 1,800 gp)
piercing metamagic rod (11,000 gp; *Ultimate Magic* 154)
potion of barkskin (CL 9th; 900 gp, limit 1)
scroll of vision of Hell (700 gp; *Ultimate Magic* 154)
soul scribe quill (4,500 gp; *Planar Adventures* 55)
wand of volcanic storm (10 charges; 4,200 gp, limit 1; *Ultimate Magic* 248)
wings of flying (54,000 gp)

SUBTIER ☐ Slow ☐ Normal

7–8 2,205 4,410

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 3,037 6,073

SUBTIER ☐ Slow ☐ Normal

10–11 3,868 7,736

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #