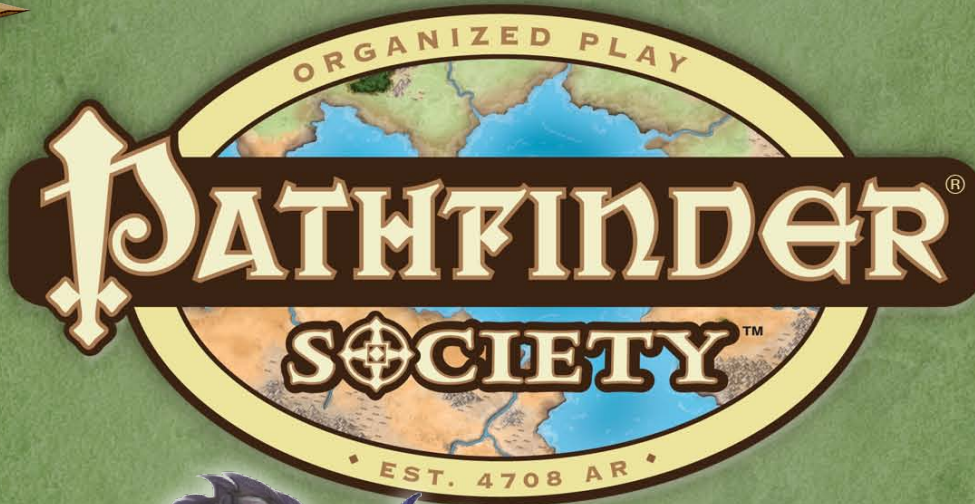


Pathfinder Society Scenario #3-16



THE MIDNIGHT MAULER

By Crystal Frasier



THE MIDNIGHT MAULER

PATHFINDER SOCIETY SCENARIO #3-16

Author • Crystal Frasier

Contributing Artists • Alberto Dal Lago, Joe Wilson,
and Kieran Yanner

Cartographers • Rob Lazzaretti and Corey Macourek

Creative Director • James Jacobs

Senior Art Director • Sarah Robinson

Managing Editor • F. Wesley Schneider

Development Lead • Mark Moreland

Editing • Judy Bauer

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Pathfinder Society Scenario #3-16: The Midnight Mauler is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

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THE MIDNIGHT MAULER

BY CRYSTAL FRASIER

The city of Ardis was once the crown jewel of Ustalav's royal courts, but since the seat of government moved to Caliphas, its glory has long since waned. The former metropolis now plays host to deluded nobles and peasants alike, all running through hazy imitations of a life decades gone, insisting they still matter and that their glory has yet to diminish. But more than social decay stalks the leaning towers and potholed streets of Ardis—a murderer lays claim to the city beneath the full moon. And to clear its name, the Pathfinder Society must stop it!

Decades ago, Ardis also housed the renowned swordsman and scholar Vonran Vilks. Unusually optimistic for one of his country, and gifted with both practicality and curiosity, Vilks gravitated to the Pathfinder Society despite Ustalav's traditional antagonism to the group. But none of his gifts aided him after his fellows perished before the traps of a long-lost Moulot family tomb. For his role in their deaths, as well as for plundering noble graves, Vilks was banished, forced to flee in the night without his fortune, his dignity, or even his love.

To most Pathfinders, Vilks's tale only begins after leaving Ustalav. Following his exile, the dashing swordsman traveled constantly and scribed numerous entries in the *Pathfinder Chronicles*. He became Venture-Captain Vilks and eventually reached the rank of Master of Blades in Absalom's Grand Lodge. Though he passed on his title to the predecessor of the current Master of Blades, Farabellus, nearly a generation ago, Vilks enjoyed a place of comfort at the Grand Lodge. But still he yearned for his lost homeland.

Months ago, Vilks resolved to return to his beloved Ardis to write his memoirs. But little went according to plan as the aging soldier smuggled himself overland via the River Kingdoms. When his party was set upon by unnaturally aggressive wolves under the full moon, only Vilks himself survived. Though he immediately understood the grave nature of his wounds, by the time he finished his travels to Ardis the lycanthropy running through his elderly veins had revitalized Vilks's aging body, leaving him more active and energetic than he'd felt in years. Overwhelmed

WHERE ON GOLARION?

The *Midnight Mauler* takes place in Ardis, the former capital of Ustalav. Once a city of wealth and culture, Ardis now stands as a pale reflection of its former glory, with its nobles playing at courtly games and intrigue on a decaying stage, ignored by the nation's true movers and shakers. Many of its buildings stand empty and its lots are vacant, and wild animals prowl the cobbled streets after sundown. For more information on Ardis and the nation of Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at your local bookstore or hobby store, or online at paizo.com.



by the experience, Vilks decided to control his condition through sheer willpower. He failed.

For the last 4 months, Vilks has transformed each night of the full moon, turning his feral rage against those who wronged him in the past. To the citizens of Ardis, unaware of the killer's identity or his motives, it appears that a serial killer strikes randomly at nobles and commoners alike. They have named this murderer the Midnight Mauler. The superstitious whisper that a werewolf prowls the streets, and though they won't admit it, the town guard agrees. Every approaching full moon sees the guard rounding up or evicting Scarnzi and tipping their blades in silver.

One of Ardis's few native Pathfinders, Ryado Erudyta, fears he's uncovered the Mauler's identity. After

GM TIP: BE PREPARED!

The Midnight Mauler culminates in a daring race through winding, moonlit streets in a desperate bid to stop the werewolf Mauler before he kills his former lover. While the rules for running such a chase are summarized in this adventure, GMs who want to fully utilize this rules subsystem should familiarize themselves with the chase rules on page 232 of the *Pathfinder RPG GameMastery Guide*.

accidentally running into Vilk in the local library, Erudyta recognized a pattern in the Mauler's monthly killings: from spoiled courtiers to conniving prostitutes, all somehow played a hand in (or bore their parents' responsibility for) Vilk's exile. With Ustalav barely tolerating the Society's graverobbers and looters as it stands, the discovery of a Pathfinder serial killer would provide all the excuse necessary for the government to exile the organization from Ustalav's borders once and for all. Wary of the local authorities, Erudyta has instead contacted the Grand Lodge to beg for assistance, especially as the next full moon approaches.

SUMMARY

The PCs arrive via ship only hours before the full moon rises. With precious little time to waste, Ryado Erudyta fills them in on the details and then begs them to help save Vonran Vilk from the curse that grips him.

Should the PCs go looking for wolfsbane, they find only disappointment. Local herbalists can't keep the herb in stock with most of the locals hoping to protect themselves against a hungry werewolf. Instead, the herbalists point persistent adventurers to an overgrown wood outside the city's walls, where wolfsbane grows wild. Unfortunately, it grows side by side with dangerous carnivorous plants that have a symbiotic relationship with the valuable herb.

Tracking down Vilk's next victim in time requires more footwork. The one person who knows the old man's habits well enough to predict his desires is his former lover, Markov Rutowski. Erudyta points them to the half-elf, but getting the tight-lipped courtier to reveal what he knows of Vilk's past requires nothing less than a skilled diplomat or magical coercion. Eventually, he offers up the name of Judge Cevianna Pradowka, the magistrate who banished Vilk 5 decades ago, and who remains uncannily youthful for a woman of 82.

Rushing to Pradowka's courtroom, the PCs catch their first glimpse of Vilk from across the courtyard as he slays the guards, scales the building, and leaps through an open skylight. Inside the building, they encounter

Vilk's canine servants. After defeating the beasts, the adventurers follow Vilk's trail into a sewer grate.

In the twisting, turning sewers, the PCs stumble into a nest of deadly vermin amid the ooze the surrounds them. Having finally defeated the creatures and found their way free of the reeking tunnels, they discover too late that Judge Pradowka was merely a distraction. Inhuman footprints litter the ground by the outflow where Vilk made his exit, as well as a broken, gold locket containing youthful portraits of both Vilk and his former lover, Rutowski.

The PCs race after the werewolf through the darkened streets of Ardis, desperate to catch him before he reaches the courtier's home to slay him.

Once they confront the Pathfinder-turned-monster, the adventurers have few options. Only truly gifted tricksters, powerful enchanters, or skilled grapplers can force Vilk to consume the cure for his condition, and only masterful negotiators can appeal to his lingering shreds of humanity and convince him to consume the wolfsbane of his own, free will. Failing that, death alone will stop the Midnight Mauler's lunar killings.

GETTING STARTED

Read the following to get the adventure underway.

The Pathfinder Society's Master of Blades, Marcos Farabellus, rarely assigns missions himself. Rarer still do those orders come directly from the Decemvirate.

"You bold few are in for a journey," the towering wall of a man states. He rubs his beard for a few moments, as if physically searching it for the right words. "There's a problem in Ustalav. An embarrassing one. Most of you have probably met Vonran Vilk, the old man who used to work in the library. He was the Master of Blades well before my time; the man lived more stories than you or I have even read. A few months back he returned to his homeland of Ustalav to write his memoirs for the Society. Something happened along the way. Now, a serial killer stalks Vilk's hometown of Ardis, killing off all his old enemies. Under the full moon. I think you get the drift.

"Look. I'm not going to blow you a lot of smoke. Vilk defined what it meant to be a good man in his day. More importantly, he's still got secrets buried up in that geriatric head of his that the Decemvirate doesn't want spilled on the cobblestones by some superstitious Ardisian's silver ax. Even worse, Ustalav sees the Pathfinder Society as a band of mercenaries and grave robbers. If anyone finds out that as prominent a Pathfinder as Vilk stalks their streets and murders their nobles as the man they're calling the 'Midnight Mauler,' that might be enough excuse to have the entire Society expelled from Ardis's borders without any debate.

"Ideally, you are to stop the murders without killing Vilk. But if push comes to shove, access to all the history of Ustalav outweighs any one man. Stop Vilk, whatever it takes. Our man in Ardis will meet you at the docks."

Make certain the PCs understand their situation and have read their faction missions. Also allow them the chance to research Ardis, Ustalav, and Vilk's condition.

Knowledge (geography)

Player characters may have previous knowledge of Ustalav and the city of Ardis before beginning the adventure, or may research the region during their voyage to the Ustalavic port. Allow any PC the opportunity to make a Knowledge (geography) check, with the following results.

15+ Ardis used to be the capital of Ustalav, a varied nation of dark forests, high mountains, and superstitious locals.

20+ When the seat of government moved to Caliphas, Ardis's glory and wealth steadily faded. Today, nobles with long lineages but little money or influence squabble endlessly fighting to rise to positions in the courts that only they care about. Many estates and city blocks lie empty and crumbling.

25+ Wild animals have moved into the abandoned parts of the city, and the common folk bar their doors at sunset to keep out the wild things.

Diplomacy or Knowledge (local)

Other Pathfinders may find their ability to gather rumors quickly once in Ardis a better means of learning about recent events in the city. A PC attempting a Diplomacy check to gather information or a Knowledge (local) check may discover the following information.

15+ Violence among Ardis's peasants is nothing new—criminals, Sczarni, and wild animals claim common folk regularly. But this new killer, the Midnight Mauler, kills merchants and even nobles. No one is safe.

20+ Swift, brutal attacks under the full moon? Everyone knows the Midnight Mauler is a werewolf, and anyone with sense has a silver knife or wolfsbane by now. Though the city guard won't admit it, they spend the days before each full moon rounding up outsiders and expelling them from the city.

25+ Over the past 4 months, the initial fear of the Midnight Mauler evolved into outrage. The last full moon saw a young Sczarni boy lynched, and the coming full moon will likely bring more mob violence.

30+ They say a Pathfinder named Erudyta has been sniffing around the murder scenes. Pathfinders never

take time away from their grave-robbing to investigate a murderer. It means something, but what?

Knowledge (local or nature)

Some PCs may wish to research the rumored curse of lycanthropy that supposedly afflicts former Master of Blades Vilk. Allow such characters a Knowledge (local) or Knowledge (nature) check, providing them the following information based on their level of success.

15+ Reports of lunar transformations and brutal maulings in Ardis point to lycanthropy. A werewolf likely bit Vilk on his journey to Ardis, and he now transforms under the full moon—typically 3 days every month.

18+ Lycanthropes of all types shun silver, and silver weapons penetrate their unnaturally thick hides. The herb wolfsbane—also called aconite or monkshood—may cure a victim but is also poisonous and can kill a werewolf just as easily.

20+ Having been bitten, Vilk is only a bearer of the curse of lycanthropy, and cannot infect others. Only those born with lycanthropy spread the disease to their victims.

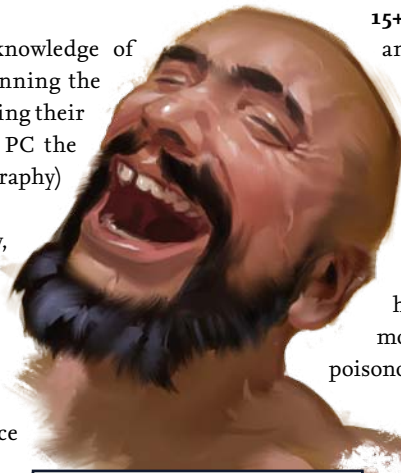
Once the PCs understand the situation,

read the following.

An excited young man strains for a view from behind a row of dull, bored, gray-clad observers on the docks of Ardis's modest harbor. His face beams with equal parts excitement and relief as the gangplank drops.

"Well met, my brothers and sisters," the young man says. "Thank you for coming so quickly! I am Ryado Erudyta." Despite his youth, Ryado approaches with a limp in his left leg. "I have a coach waiting to take us back to the safe house. We can speak more freely away from these crowds."

The rented cab is small but well appointed, and after a moment of securing the luggage, Erudyta continues. "By now you must have heard of the unfortunate circumstances of Master Vilk's... condition. I ran into him by chance six weeks ago at the library of a mutual friend. I was researching the Dracora family's lineage, but that's neither here nor there." He glances out the window, peering at the long, orange shadows cast by the late afternoon sun. "To my shame, I didn't put all the clues together until the most recent round of murders, but now I see it all... Vilk's overland journey into Ustalav under cover of darkness, the low profile he maintains, and the identities of the seemingly random victims." He shakes his head, showing more years than his rosy cheeks would suggest. "I wish I could stop him myself, but fighting a werewolf would've been well beyond my skills even before the



**Master of Blades
Marcos Farabellus**



ghouls got to me.” He knocks gently on his left leg.

“The full moon starts tonight, along with Vilks’s next round of murders. I beg you to cure our wayward master if at all possible. You’ll find curative magics scarce in Ardis, but I believe a powerful dose of wolfsbane may reverse his condition, should he survive it. There might even be enough humanity left in his bestial soul to reason with. The guards grow wise to the beast, and the locals are on edge as well—if the guards or an angry mob beat us to Vilks, the Society’s relationship to the Midnight Mauler will be exposed. We can’t let that happen. One way or another, Vilks’s rampage must end tonight.”

PCs have the chance to question Erudyta on their ride back to the Pathfinder Society’s nearly abandoned Ardis safe house. The young man eagerly shares what little knowledge he collected before their arrival.

How do we find Vonran Vilks? “That’s been a bit of a problem. I spent six weeks trying to track him down without any luck; too many of his records were simply wiped clean after his exile. If anyone in Ardis knows Vilks

well enough to predict his actions, it would be his ex-lover: a half-elf courtesan named Markov Rutowski. Despite the urban decay, Ardis’s courtesans remain well insulated, and I lack the influence to even gain an audience with him. I understand Vilks’s exile was something of a black mark on Rutowski’s own career, and it likely remains a sensitive topic.”

Can you supply us with wolfsbane? “Alas, wolfsbane has become difficult to come by. The locals know lycanthrope attacks when they see them, and the local shops sell out as soon as it arrives. You may have better luck tracking it than I, though.”

What’s your place in all this? “I’m concerned, I suppose, for Master Vilks and the Society. When Vilks was Master of Blades, he trained my aunt when she was being inducted into the Pathfinder Society, and he encouraged my own studies in my younger years. He’s almost like family, in a way, though I never knew about his past or banishment until I began investigating these murders.”

Why was Vilks banished from Ustalav? “I don’t know many of the details; most of the records have been

destroyed or moved to Caliphas over the past fifty years. Rumor has it he lost four fellow adventurers looting a noble family's tomb. The family has since relocated, or else I'd say they're our prime target. I know nothing else about the trial or the parties involved. Not many remain in Ardis with memories that long."

Who were the previous victims? "There have been fourteen murders over the past four months. He began with Wanda Oteski, the granddaughter of one of Vilk's old adventuring rivals. Afterward he slew an elderly merchant and his son who bore witness at Vilk's trial. The next month saw the death of an elven information broker; apparently she directed Vilk and his band to that ill-fated tomb. The list goes on, but all of them bear some connection to Vilk."

The carriage arrives outside the Ardis safe house as the PCs finish asking their questions, and Erudyta invites them all in to rest for a few hours, but urges them to start before the moon rises. The safe house itself offers few amenities, being more a museum and office than a home.

Mission Notes: Osirion faction PCs can take this opportunity to examine the Ardis safe house's Osirionology library, a task made quick and simple thanks to Erudyta's meticulous organization. The Pathfinder is eager to share his humble safe house's knowledge, and any Osirion faction PC who copies down the modest notes pertaining to ancient Osirion with a DC 15 Linguistics or Intelligence check earns 1 Prestige Point.

Andoran, Sczarni, Silver Crusade, and Taldor faction PCs may use this time to complete their respective faction missions, though these tasks are likely better accomplished during Act 1 or after Vilk's defeat. See Mission Notes in Act 1 for details.

ACT 1: PREPARATION

The PCs' arrival in Ardis just before the full moon grants them an opportunity to prepare for their confrontation, including gathering resources to battle or cure Vilk, running faction missions, and learning where the Midnight Mauler will strike next.

Allow the PCs time to pick up whatever mundane equipment they like; silver weapons in particular are much easier to come by in Ustalav than in most of the Inner Sea region.

Mission Notes: Andoran faction PCs can use this time to start a whispering campaign against the Chelish ambassador Melagar Atharian. Gossip travels quickly in Ardis, and succeeding at this mission is as easy as stopping at a few local watering holes and spreading a salacious story or two with a DC 20 Bluff check; doing so earns members of the faction 1 Prestige Point.

AN OPTIONAL ENCOUNTER?

Strictly speaking, PCs do not need to obtain the wolfsbane in Act 1 to successfully complete *The Midnight Mauler*. If your group elects to simply hunt down Vilk and dispenses with the notion of curing him, or if they have somehow procured wolfsbane in another manner either before or during this scenario, skip the Wolfsbane encounter, but treat the otherwise optional Wolfless encounter in Act 2 as mandatory to bring the total number of encounters in the scenario to five. In that case, move the treasure the PCs would find in the park to the Ardis sewers so they don't miss out on any rewards.

Sczarni faction PCs can use this time to track down the assassin known as Imrean Deso at the Petty Desires tavern, though the fact that he is an assassin isn't public knowledge, and Deso doesn't admit to being one, calling himself a "problem solver" instead. He also refers to the merchant Ilsof Regaran only as "the contract," never alluding to any plan to kill anyone. Convincing him to accept the contract on the duplicitous merchant requires more than just money; PCs must succeed at a DC 20 Diplomacy or Intimidate check to convince the killer to take the job. This check may only be attempted once per PC, failure indicating that Deso isn't open to further requests from that character. If any Sczarni faction PC successfully hires Deso for the job, award all members of the faction 1 Prestige Point.

Silver Crusade faction PCs should wish to find a supplier of the rare herb witch's breath, a task that requires they know the right people. Silver Crusade faction PCs may attempt a DC 15 Diplomacy check to gather information or a DC 15 Knowledge (local) check to put out the word that they're in the market without frightening the local dealers away. This check may not be retried, as a failed check puts the local black market on alert. Success earns each member of the Silver Crusade faction 1 Prestige Point.


Taldor faction PCs may likewise use this time to tackle their faction mission. Purchasing a quality assortment of Ustalavic costumes is as simple as finding a local tailor or even estate salesman; Ardis overflows with the castoffs from its floundering noble class. A new costume costs 50 gp, while a secondhand outfit costs a mere 10 gp, but locating one requires a DC 15 Knowledge (local) check. Purchasing either kind earns members of the faction 1 Prestige Point.

Wolfsbane (CR 4 or CR 7)

Should the Pathfinders follow Erudyta's advice and seek out wolfsbane to cure Vilk's condition, they meet with nothing but disappointment. Ustalavic natives survive by their

Wolfsbane

1 square = 5 feet

 = Wolfsbane patch

X = Xtabay

X₁ = Additional xtabay

A = Assassin vine

GameMastery Flip-Mat: Forest

superstitions, and when rumors of werewolf attacks began circulating, apothecaries and herbalists throughout the city raised their prices on the already expensive herb. With the full moon only hours away, no shop in the city will supply the PCs with the herb for less than 800 gp per dose. Erudyta suggests that they may find some naturally growing plants in the overgrown forests just outside the city's walls, but warns of deadly, man-eating plants inhabiting the same woods.

PCs may easily locate a sufficiently abandoned wood with a DC 12 Knowledge (local or geography) check, as indicated on the Ardis map on page 6. As the PCs venture into the forest, read the following.

Tangled masses of roots and undergrowth hamper movement in this wood, and straining branches overhead blot out nearly all natural light. Less than a hundred feet into the overgrown forest, all signs of the nearby city vanish, leaving nothing but shockingly untamed wilderness.

Finding wolfsbane in the tangled forest requires a successful DC 15 Knowledge (nature) or Survival check, with each check representing a half-hour of searching.

Creatures: Wolfsbane is not the only dangerous plant found in this overgrown woodland. Deadly assassin vines lurk amid the mess of tangled foliage, and colorful, aromatic xtabay flowers intersperse with more benign flora. Over time, both species of plant have adapted to grow near to other sought-after flora that draws prey to within their reach. The patch of wolfsbane the PCs locate is, unfortunately, just such a case.

Subtier 3–4 (CR 4)

XTABAYS (2)

CR 1/2

Pathfinder RPG Bestiary 2 289

N Small plant

Init +1; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 size)

hp 8 each (1d8+4)

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

Immune acid, plant traits

OFFENSE

Speed 5 ft.

Melee 2 stings +0 (1d3–1 plus 1d2 acid)

Special Attacks devour, soporific pollen

STATISTICS

Str 8, **Dex** 13, **Con** 19, **Int** —, **Wis** 12, **Cha** 11

Base Atk +0; **CMB** –2; **CMD** 9 (can't be tripped)

SPECIAL ABILITIES

Devour (Ex) While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Each round the xtabay uses this ability, the affected creature must succeed at a DC 14 Fortitude save or take 1d2 points of Str damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-foot-radius burst centered on the xtabay must succeed at a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

YOUNG ASSASSIN VINE

CR 2

N Medium plant (*Pathfinder RPG Bestiary* 22, 295)

Init +2; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +3, **Will** +2

Immune electricity, plant traits; **Resist** cold 5, fire 5

OFFENSE

Speed 5 ft.

Melee slam +6 (1d4+4 plus grab)

Special Attacks entangle, constrict (1d4+4)

TACTICS

Before Combat The assassin vine lies motionless until a target approaches to within its reach, requiring a DC 20 Knowledge (nature), Perception, or Survival check to notice.

During Combat The assassin vine simply attempts to hold onto one target and constrict until its target stops fighting.

Morale The mindless assassin vine fights to the death or until prey flees beyond its blindsight radius.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18

SQ camouflage

Subtier 6–7 (CR 7)

XTABAYS (3)

CR 1/2

hp 8 each (use the stats for Subtier 3–4)

ELDER ASSASSIN VINE

CR 6

Advanced assassin vine (*Pathfinder RPG Bestiary* 22)

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 76 (9d8+36)

Fort +10, **Ref** +3, **Will** +4

Immune electricity, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 5 ft.

Melee slam +13 (1d8+12 plus grab)

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

Special Attacks entangle, constrict (1d8+12)

TACTICS

Before Combat The assassin vine lies motionless until a target approaches to within its reach, requiring a DC 20 Knowledge (local), Perception, or Survival check to notice.

During Combat The assassin vine initiates combat with its entangle ability, then



simply attempts to hold onto one target and constrict until its target stops fighting.

Morale The mindless assassin vine fights to the death or until prey flees beyond its blindsight radius.

STATISTICS

Str 26, **Dex** 10, **Con** 18, **Int** —, **Wis** 13, **Cha** 9

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 25

SQ camouflage

Development: Destroying the xtabays and the assassin vine aren't strictly necessary; all the PCs need to do is harvest a dose of wolfsbane as a full-round action. The patch can be harvested for up to 5 doses (requiring five separate actions). If the PCs fail or retreat, they have no means of curing Vilks's lycanthropy and their only option will be to kill or capture the old man.

Treasure: Though the PCs may survive the encounter, others haven't been so lucky. All that remains of an ill-fated romantic tryst at the vine's base are a bag of assorted gems and coins (both subtiers), as well as a *potion of cure moderate wounds*, a *potion of eagle's splendor*, and an *elixir of tumbling* (Subtier 3–4), or a *headband of alluring charisma* +2 (Subtier 6–7).

Mission Notes: Qadira faction PCs need to bring back a preserved sample of an xtabay for study. This requires a successful DC 15 Craft (alchemy) or Knowledge (nature) check to preserve one of the dead blossoms without damaging its alchemical properties. Doing so earns a Qadira faction PC 1 Prestige Point.

Rewards: If the PCs survive the encounter and retrieve the wolfsbane, reward each subtier thusly:

Subtier 3–4:

Give each PC 287 gp.

Subtier 6–7:

Give each PC 724 gp.

Wolf's Delight (CR 5 or CR 8)

In addition to gathering their arsenal to turn against Vilks, the PCs also need to know how to find the wolf once the moon rises. With thousands of potential victims to protect within the city, the PCs' only hope lies with Vilks's former lover, Markov Rutowski. No one left alive in Ardis knew Vilks so intimately or has the slightest chance of predicting his motives; even the public records of his activities and exile were moved to Caliph's decades ago and now rest, forgotten, in an arbiter's musty basement. Any attempt to learn more about Vilks via Diplomacy checks to gather information or Knowledge (local) check reveals only this much.

Both Erudyta and a DC 15 Knowledge (nobility) check point the heroes to the half-elf courtesan and provide his home address. However, a wide gulf lies between

learning Rutowski's name and gaining an audience with the elitist noble. Firmly entrenched in Ardis's web of courtly intrigue, the silver-tongued half-elf rarely sees anyone without a name backed by 12 generations of history.

As the PCs approach Rutowski's townhouse, read the following aloud.

A scraggly hedgerow and a thousand storms' worth of water stains mar Rutowski's otherwise beautiful townhouse. Well-worn marble steps lead to oaken double doors and an ornate, yellow bell pull.

Ring the bell summons Almoch, Rutowski's manservant and guard. Well dressed in coattails and powdered wig, Almoch habitually turns away any visitors he does not recognize on sight, especially those dressed like murderous vagabonds. He politely but firmly informs any unscheduled visitors that Rutowski is not currently seeing visitors.

Even getting inside to speak with Rutowski requires getting past Almoch first, whether through charm, magic, or wit. The DCs for various skill checks to confront (or sneak past) Almoch are listed below, along with his saving throws. If he can be made friendly, he allows the PCs an audience in exchange for a 50 gp bribe. If helpful, he allows them an audience with Rutowski free of charge. Though skill use or spells are the expected means of bypassing Almoch, they are not necessarily the only ways, and GMs should reward creative thinking, though open combat with the servant of an established member of the Ardis nobility is not recommended.

Subtier 3–4

ALMOCH

LN male human aristocrat 2/warrior 3

Skill DCs Bluff DC 16; Diplomacy DC 16 (unfriendly);

Intimidate DC 17; Stealth DC 21

Will Save +6

Special Though thorough, Almoch remains a product of Ardis's superficial upper classes. PCs wearing noble outfits gain a +2 circumstance bonus on Diplomacy and Intimidate checks. A successful DC 15 Knowledge (nobility) check grants a PC enough insight into the local political climate to provide a +2 bonus on Diplomacy checks.

Subtier 6–7

ALMOCH

LN male human aristocrat 4/warrior 4

Skill DCs Bluff DC 17; Diplomacy DC 17 (unfriendly);

Intimidate DC 20; Stealth DC 24

Will Save +7

Special Though thorough, Almoch remains a product of Ardis's superficial upper classes. PCs wearing noble outfits gain a +2 circumstance bonus on Diplomacy and Intimidate checks. A successful DC 19 Knowledge (nobility) check grants a PC enough insight into the local political climate to provide a +2 bonus on Diplomacy checks.

Once inside, the PCs find Rutowski in his study reviewing Taldan poetry. Read the following.

A fine-featured gentleman of mixed Taldan and Ustalavic descent reclines on a fainting couch, though his pointed ears and upturned eyes betray an even more exotic ancestry. He gently lays aside the book in his hand.

"You're clearly not locals, nor are you expected. I know only Pathfinders to be so bold. Your fearless little Society has already taken enough from me. Leave or I will call the guards."

Markov Rutowski lost much to Vilks's exile: social standing and the wealth that accompanied it, a valuable inroad into the Pathfinder Society, and most importantly, his soulmate. While he regained his lost position and clientele after decades of politicking, Rutowski remains intensely bitter and an outspoken critic of the Pathfinder Society. Convincing or compelling Rutowski to give up what he knows is no simple feat, demanding a command of language, a gift for diplomacy, or magical compulsion, though he is far more experienced at wordplay than his manservant.

Subtier 3–4

MARKOV RUTOWSKI

N male middle-aged half-elf aristocrat 6

Skill DCs Bluff DC 21; Diplomacy DC 22 (unfriendly); Intimidate DC 20

Will Save +6 (+8 vs. enchantments)

Special Reading Rutowski's reactions provides a subtle bonus:

A DC 18 Sense Motive check grants a +2 bonus on a PC's next Bluff, Diplomacy, or Intimidate check. If a character examines the book Rutowski was reading, he discovers it to be a collection of Taldan poetry; a DC 15 Knowledge (history) or Profession (scribe) check recalls enough similar poetry to impress Rutowski, granting a +2 bonus on all future Diplomacy checks with him.

Subtier 6–7

MARKOV RUTOWSKI

N male middle-aged half-elf aristocrat 6

Skill DCs Bluff DC 24; Diplomacy DC 23 (unfriendly); Intimidate DC 23

Will Save +7 (+9 vs. enchantments)

Special Reading Rutowski's reactions provides a subtle bonus:

A DC 21 Sense Motive check grants a +2 bonus on a PC's next Bluff, Diplomacy, or Intimidate check. If a PC examines the book Rutowski was reading, he discovers it to be a collection of Taldan poetry; a DC 15 Knowledge (history) or Profession (scribe) check recalls enough similar poetry to impress Rutowski, granting a +2 bonus on all future Diplomacy checks with him.

If the PCs can improve Rutowski's attitude to indifferent or better, the courtesan shares what knowledge he possesses with the PCs, answering questions to the best of his ability.

Rutowski sighs and retakes his seat, gesturing to the other overstuffed chairs and divans that fill the room. "Forgive me. I sometimes forget that it was Ardis's machinations that took my beloved away from me, and not the Pathfinder Society itself. I shall try to help you however I can."

Why was Vilks banished from Ustalav? "Politics. He turned a daughter of the Moulot family into a Pathfinder, and then she died on one of those damnable adventures of hers. Graverobbing is a crime in Ustalav, but banishment is a sentence reserved for those with enemies."

Who is Vilks's next target? "There are a few poor souls left in Ardis I'm sure Vonran bears a grudge toward, though the worst offenders moved on decades ago to Caliphas. Of all his remaining accusers, Judge Cevianna Pradowca is the worst. She bore a grudge against Vonran for refusing to wed her and so turned her courtroom into a weapon against him. She's the one who handed down his banishment. I wager he'll hunt her next."

Judge Pradowca is still alive after 50 years? "Indeed. She's long-lived for a human. The story I prefer to spread is demon-blood, but more likely she simply buys ointments from the Varisian vagrants. They have a gift for preserving crones."

Why didn't you leave with Vilks? "My entire life is in Ardis—my experience, my clients, all my family's property. It killed me inside to lose him; I've never known a man like Vonran Vilks before or since, but my work and my life were more important then."

You? And Vilks? Lovers? "I hope you don't think that greatness hinges solely on a willingness to bed women."

If the PCs improve Rutowski's attitude to helpful, he also shares the following.

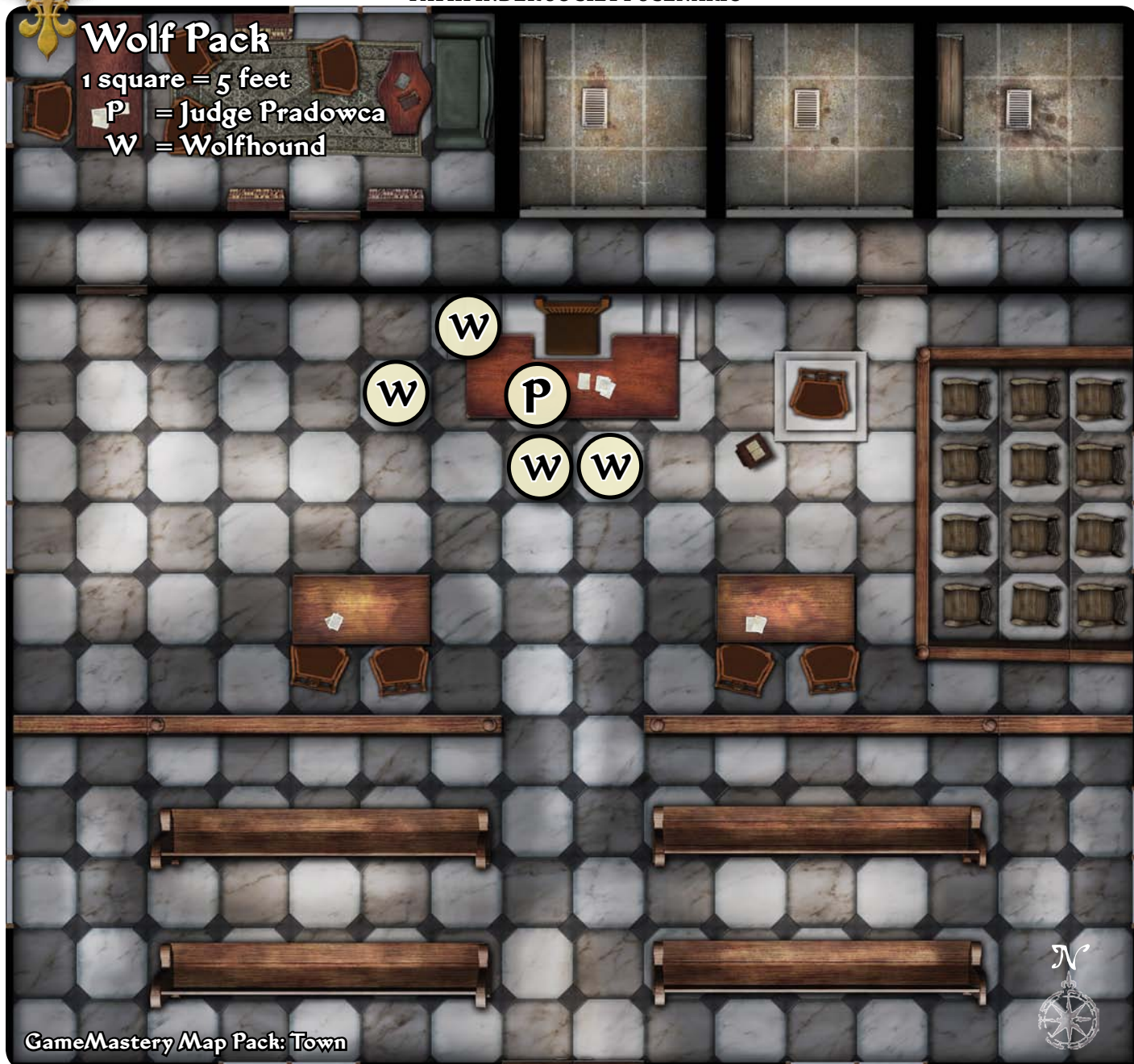
"He was here, you know. Not five days ago he stood where you are now, ranting and raving about Judge Pradowca and her lofty position. He was... so different from the Vonran I loved. So cold—hate just roiling off of him. Help him. Please."

Wolf Pack

1 square = 5 feet

P = Judge Pradowca

W = Wolfhound



GameMastery Map Pack: Town

Development: The PCs conclude their business with Rutowski just as the sun sets and the full moon begins to peek from behind the hills. Somewhere in the distance, an eerie howl echoes through the streets. Should the PCs fail to earn the courtesan's respect or to otherwise persuade him to share what he knows, Erudyta instead provides them with Judge Pradowca's name after his own independent research, though they don't gain the listed rewards for this encounter.

Treasure: If PCs manage to earn Rutowski's trust, he offers the group gifts and political favors that translate to quick money at the end of the scenario, reflected in the rewards below.

Mission Notes: Lantern Lodge faction PCs need to retrieve the crest of Xi Wikong that long ago found its way

into Rutowski's collection. The courtesan doesn't part with the artifact willingly, as it was a gift from a long-dead friend, so obtaining it requires magical influence, a DC 20 Diplomacy check, or a DC 15 Sleight of Hand check. This check may only be attempted once. Success earns Lantern Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs earn Rutowski's favor, reward each subtier thusly:

Subtier 3–4:

Give each PC 239 gp.

Subtier 6–7:

Give each PC 370 gp.

ACT 2: THE HUNT

With the sun finally setting, two hunts begin: Vonran Vilks—now transformed into the bloodthirsty beast known as the Midnight Mauler—stalks Judge Pradowca, while the PCs stalk the Midnight Mauler to prevent his next murder. Even worse, the town guard and Ardis's beleaguered citizens stand ready to kill anyone and anything they suspect to be responsible for the murders, be it monster or Pathfinder.

Of course, the Mauler is no more a fool than Vilks. The experienced Pathfinder learned of Erudya's call to the Society days ago and fed Rutowski a false lead to distract his pursuers and leave his true target exposed. While Vilks reviles Judge Pradowca, he reserves his utter hatred for his ex-lover. His broken heart never truly mended 50 years ago, when he was cast into the world with no one, and his infection caused the black spot in Vilks's heart to fester and grow into overwhelming hate. While the PCs rush to save Pradowca from the Midnight Mauler's canine servants, he instead circles back to his former lover's abode.

Wolf Pack (CR 5 or CR 8)

In Ardis, as in many cities, judges lodge in their respective courthouses. Judge Pradowca's courtroom lies in the city center, halfway across the city from Rutowski's townhouse. As the PCs arrive at the courthouse, read the following to set the scene:

The black granite edifice of the courthouse looms high above its enclosing wall, though a gate ahead stands ajar. A scream breaks the evening's silence, and upon the wide, stone steps two figures fall prone. A third, hulking form unleashes a furious howl before bounding to the roof and through an open skylight. The courthouse door stands ajar, and a low growling echoes from somewhere within.

The two men laid low are Judge Pradowca's guards. The Midnight Mauler mutilated both and left them for dead (currently at –2 hit points each, and they die in 10 rounds without aid). Allow the PCs the chance to heal the guards if they want, but if they dally outside any longer, a woman's scream rolls out from the darkness and the growling raises to yelping and hostile barking.

Once the PCs enter the courthouse, read the following.

The dark courtroom looks like a scene out of a nightmare. A young woman, perhaps twenty, lies on the floor with her throat torn out. Across the room, a well-preserved older woman stands atop her bench, supporting a bleeding arm and swinging a ceremonial blade erratically. Four slobbering mongrels, each as much dog as wild wolf, circle her makeshift tower.

NEW MAGIC ITEM: SWORD OF STATION

Once a common sight in Ardis's courts and courtrooms, *swords of station* began falling out of favor over a century ago, and most now collect dust in storerooms or mounted, forgotten, on mantles.

SWORD OF STATION

Aura faint abjuration and enchantment; **CL** 1st

Slot belt; **Price** 360 gp (lesser), 1,680 gp (normal), 4,120 gp (greater); **Weight** 5 lbs

DESCRIPTION

This ornate sword and belt impart uncanny confidence and insight while worn, granting a +2 competence bonus on Sense Motive checks. Three times per day, the wearer may draw the sword and deliver a single-word *command*, as per the spell. Lesser versions of *swords of station* exist that allow the wearer to cast *command* only once per day, and that lack the confidence-boosting enhancements. For *greater swords of station*, the competence bonus on Sense Motive checks increases to +5. A *sword of station* is blunted and poorly balanced, intended as a showpiece rather than a weapon. If used in combat, treat it as an improvised club.

CONSTRUCTION

Requirements Craft Wondrous Item, *command*, *remove fear*, creator must have 2 ranks in the Sense Motive skill; **Cost** 180 gp (lesser), 840 gp (normal), 2,060 gp (greater)

The courtroom benches and chairs count as rough terrain, but do not directly block movement. The bar and tables are low barriers, requiring a DC 5 Acrobatics check to leap over. Standing atop the judge's bench provides partial cover from low attackers (such as the mongrels) and provides a +1 circumstance bonus on attacks against opponents on the ground, but is tall enough to require a DC 10 Acrobatics or Climb check to mount.

Creatures: Rather than confront his banisher directly, the Midnight Mauler instead sent several of Ardis's wolf-blooded feral dogs to kill her.

Under the best of circumstances, Ustalavic wolfhounds boast almost as much wolf blood as canine. But in Ardis, rotting estates and fleeing lords release their hounds into the streets to roam, hunt, and mate with the wild wolves slowly but surely retaking the abandoned portions of the city. Several such feral wolfhounds now serve the Midnight Mauler as part of his "pack," and have been sicced on Judge Pradowca before their master fled. The creatures initially ignore any PCs entering the courtroom, instead focusing on the judge (AC 10, 14 hp) until she falls unconscious or the PCs attack them.

OPTIONAL ENCOUNTER

This sewer encounter is optional and should only be included if at least 90 minutes remain or the PCs skipped the Wolfsbane encounter in Act 1. If the PCs skipped the Wolfsbane encounter in Act 1, move the treasure for that encounter to the sewers; otherwise this encounter provides no rewards. If little time remains, skip directly to Act 3.

Subtier 3–4 (CR 5)

FERAL WOLFHOUNDS (4)

CR 1

Wolf (*Pathfinder RPG Bestiary* 278)

hp 13 each

TACTICS

During Combat The wolfhounds attack Judge Pradowca unless attacked directly. If one member of the pack is attacked, all wolfhounds focus on the most recent attacker before moving on.

Morale The wolfhounds flee if half their number are killed.

Subtier 6–7 (CR 8)

SHADOWBLOOD WOLFHOUNDS (4)

CR 4

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

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

hp 42 each (5d8+20)

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

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus trip), 2 claws +7 (1d4+4)

TACTICS

During Combat The wolfhounds attack Judge Pradowca unless attacked directly. If one member of the pack is attacked, all wolfhounds focus on the most recent attacker before moving on.

Morale The wolfhounds flee if half their number are killed.

STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Iron Will, Skill Focus (Perception), Toughness

Skills Perception +9, Stealth +8, Survival +5

Development: Whether the PCs save Judge Pradowca or not, the Midnight Mauler's trail isn't hard to follow. The door behind the bench has been smashed open, and the drainage grating in one of the cells has been completely ripped from its mounting bolts. The Mauler fled into Ardis's sewers while the PCs battled his servants.

Treasure: While the sword Judge Pradowca wielded against the wolfhounds is ceremonial and largely useless as a weapon, it serves as a valuable symbol of her office; those who sat on the bench before her enchanted it to aid in dispensing law. In Subtier 3–4, it is a *sword of station* (see sidebar), and in Subtier 6–7, it is a *greater sword of station*. She gladly parts with the sword in thanks for the PCs rescuing her. Additionally, the judge gives the PCs a small musical jewelry box filled with gold and silver baubles.

Mission Notes: If Judge Pradowca survives her ordeal, Cheliox faction PCs can hand-deliver her invitation to the Loyalty Day Ball in Isger but must succeed at a DC 15 Diplomacy check to convince her to attend, earning them 1 Prestige Point.

Shadow Lodge faction PCs should be interested in Pradowca's personal effects. The judge's office, where she had been working until she heard the commotion out front, stands open. Her personal journal sits atop her desk, but retrieving it without the judge or fellow Pathfinders noticing the theft requires a DC 20 Sleight of Hand check. Successfully obtaining the journal earns Shadow Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the Midnight Mauler's hounds and obtain the judge's gifts, reward each subtier thusly:

Subtier 3–4:

Give each PC 440 gp.

Subtier 6–7:

Give each PC 604 gp.

Wolfless (CR 4 or CR 7)

The Mauler's trail through the courthouse leads clearly to an open holding cell and a torn-open sewer grate. As the PCs follow the Mauler into Ardis's drainage tunnels, read the following.

The tight confines of the courthouse sewers eventually open into wider tunnels collecting effluence from the neighboring buildings. The putrid stink of human refuse mingles with a more natural stink of decomposition. Bubbles and ripples occasionally break the water's surface, filling the chamber with a constant gurgle.

The water in the collecting chamber is 2 feet deep and counts as difficult terrain. Anyone who takes slashing or piercing damage in the sewers must make an immediate DC 12 Fortitude save or contract filth fever (*Core Rulebook* 557). Remember that creatures in dim light have partial concealment and creatures in darkness have concealment.

Creatures: In addition to the filth and stench, several horrible creatures infest the sewers. The Midnight Mauler intentionally left his trail through a nest of the vermin, hoping they'll further slow or even kill anyone foolish enough to follow.

Wolfless

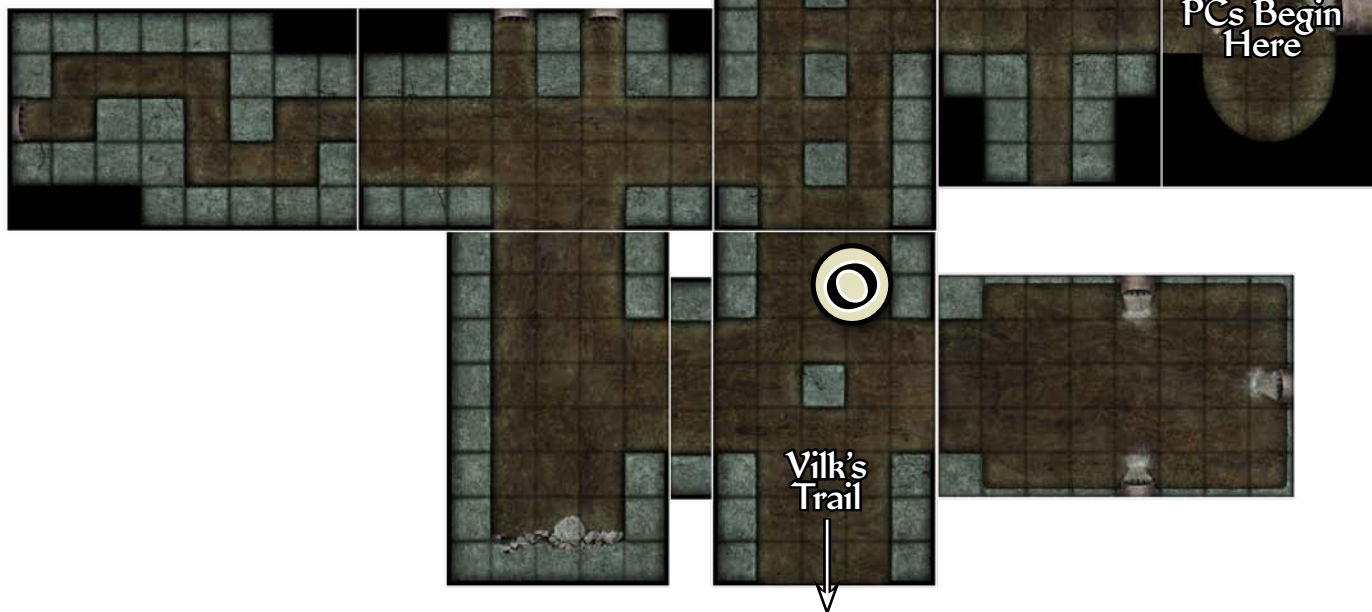
1 square = 5 feet

○ = Ooze

S = Swarm



GameMastery Map Pack: Sewers



Many dangerous creatures reside in Ardis's sewers. This nest includes an ooze, the strongest predator in the area, as well as the biting, stinging vermin that pick at the ooze's scraps and feed on the insects it attracts. In Subtier 3–4, a gelatinous cube and a spider swarm occupy the room. In Subtier 6–7, an ochre jelly and a centipede swarm call this chamber home.

Subtier 3–4 (CR 4)

GELATINOUS CUBE CR 3

hp 50 (*Pathfinder Bestiary* 138)

TACTICS

Before Combat The ooze approaches from beneath the water's surface, gaining a +4 bonus on its Stealth check because of the cover. It attempts to surprise any prey stumbling into its territory.

During Combat The ooze fights mindlessly, focusing on a single opponent until its target dies.

Morale The ooze fights to the death.

SPIDER SWARM CR 1

hp 9 (*Pathfinder RPG Bestiary* 258)

TACTICS

Before Combat The swarm remains in its corner until it notices the ooze attack, at which point it swarms out and over the nearest warm-blooded meal.

During Combat The swarm instinctively avoids whichever PC the ooze focuses on for its own safety, but otherwise attacks whoever comes closest.

Morale The swarm fights until destroyed.

Subtier 6–7 (CR 7)

OCHRE JELLY CR 5

hp 63 (*Pathfinder RPG Bestiary* 218)

TACTICS

Before Combat The ooze approaches from beneath the

CHASE TO THE FINISH

Running a chase in a fast, cinematic manner is easy. Just remember that all participants have the following options each round. For more details on running a chase using this system, see page 232 of the *Pathfinder RPG GameMastery Guide*.

- It takes a move action to move through a single square. When a character exits from a square, he must choose one of that square's two obstacles to face as a standard action before moving to the next square. Instead of exiting a square, a character can choose to take another action not directly related to navigating the chase's course, such as casting a spell or drawing a weapon.
- A character may attempt to move three squares during his turn by taking a full-round action. That character must overcome both obstacles on the square he is leaving. In this case, if a character fails either obstacle check by 5 or less, he only moves one square forward and his turn ends. If a character fails either obstacle check by more than 5, he cannot move at all that turn. A character unfortunate enough to fail two obstacle checks in a turn becomes mired in his current square. A mired character must spend another full-round action becoming unmired, effectively losing his next turn.
- A character can also choose to make a ranged attack or cast a spell during his turn in a chase. If the action is a full-round action, he can't move at all. Use the number of squares and their established distances (in this case, 30 feet) to determine ranges as necessary. The terrain where the chase takes place might provide the target partial or even full cover or concealment. A character can only choose to make melee attacks against targets that are on the same card.

water's surface, gaining a +4 bonus on its Stealth check because of the cover. It attempts to surprise any prey stumbling into its territory.

During Combat The ooze fights mindlessly, focusing on a single opponent until its target dies.

Morale The ooze fights to the death.

CENTIPEDE SWARM

CR 4

hp 31 (*Pathfinder RPG Bestiary* 43)

TACTICS

Before Combat The swarm remains in its corner until it notices the ooze attack, at which point it swarms out and over the nearest warm-blooded meal.

During Combat The swarm instinctively avoids whichever PC the ooze focuses on for its own safety, but otherwise attacks whoever comes closest.

Morale The swarm fights until destroyed.

Development: Defeating or fleeing from the sewer predators allows the PCs to continue tracking the Midnight Mauler through the sewers until they exit the sewers by the riverside.

ACT 3: TO CATCH A KILLER

Surprised and frustrated by how quickly his fellow Pathfinders defeated his minions and escaped the trap he laid in the sewers, the Midnight Mauler has simply taken off running in the direction of Markov Rutowski's townhouse, hoping to kill his former lover before the persistent adventurers catch up with him. In his frustration, though, the Midnight Mauler smashed his most treasured keepsake, leaving a valuable clue behind for the PCs.

As the PCs exit Ardis's sewers, read the following.

The mouth-filling stench of the sewers finally breaks in the relatively fresh air of Ardis's docks. The moonlight shining down upon the weathered stones beneath the sewer gate catches a glint of gold: a small, worn locket smashed upon the rocks holds a pair of tiny portraits. One shows a Vonran Vilk who might have walked the streets fifty years ago. The other, torn and gnawed, shows Markov Rutowski—Vilk's former lover.

A howl pierces the night sky. Several blocks away, a hunched figure pauses to watch its pursuers emerge from the sewer, then takes off running in the direction of Rutowski's townhouse.

Wolf Run

The Midnight Mauler realizes that the Pathfinder Society has marked him for death (death and a cure being equitable in the murderer's eyes) and means to kill his most hated target before the adventurers catch up to him. He and his two remaining feral wolfhounds now race the PCs to Rutowski's townhouse. The PCs need to catch up with the Mauler before he reaches his goal.

Wolf Run is a chase encounter (see page 232 of the *Pathfinder RPG GameMastery Guide*), with Rutowski's townhouse as the final destination, though the PCs may not know where exactly Vilk is headed. If the Midnight Mauler reaches the house first, he murders the courtesan. But if the PCs manage to catch up to the lycanthrope, they can battle or attempt to cure him before any more blood is spilled.

Each box on page 17 represents approximately 30 feet of distance between the Midnight Mauler and the PCs, and the PCs must close to within 30 feet (the same box) to finally confront the werewolf and move on the next encounter. You should use the full-page chase diagram as a visual aid for PCs to track their progress and judge

Collapsed Structure

**FORCE THE
DOOR**
(CMB DC 12)

**CLAMBER
OVER**
(Climb DC 15)

Overgrown Greenbelt

**HIDDEN
SHORTCUT**
(Perception DC 20)

**THORNY
THICKET**
(Escape Artist DC 12)

Crumbling Bridge

**LEAP OF
FAITH**
(Acrobatics DC 15)

**JUST DEEP
ENOUGH**
(Swim DC 15)

Lingering Mob

**TALK THEM
DOWN**
(Diplomacy DC 15)

**PASS
UNNOTICED**
(Stealth DC 13)

Gaping Sinkhole

**WALK THE
PLANK**
(Acrobatics DC 20)

**WHAT'S THAT
STENCH?**
(Fortitude Save DC 13)

Guard Station

**NOTHING TO
SEE HERE**
(Bluff DC 15)

**SLIP AROUND
BACK**
(Stealth DC 15)

District Wall

**UP AND
OVER**
(Climb DC 10)

**ALONG THE
TOP**
(Acrobatics DC 15)

Rose Garden

**HEDGE
MAZE**
(Perception DC 15)

**REFLECTING
POND**
(Swim DC 15)

Shopping Block

**PILED
CRATES**
(Reflex Save DC 15)

**HE WENT
THAT WAY!**
(Sense Motive DC 20)

Rutowski's Townhouse

**FINISH
LINE!**
(No challenges)

Wolf Run
1 square = 30 feet

their distance from the Midnight Mauler. Allow them to place their minis on their respective squares, using the diagram as a simple game board. Alternatively, you may use the urban subset of cards in the GameMastery Chase Cards deck, available at your local game store or online at paizo.com, replacing the listed chase encounters with those on the randomly drawn cards.

The Midnight Mauler begins two squares ahead of the PCs (on the Crumbling Bridge). He attempts a double move every round, never attempting to move three squares unless the PCs are immediately behind him. Use his stat block for the relevant subtier (see page 20) for all of the Midnight Mauler's skill checks during the chase. Note that the lycanthrope's superior speed grants him a +4 bonus on all chase checks. Similarly, any PC gains a +2 cumulative bonus on all chase checks for each 10 feet by which her speed exceeds 30 feet, or takes a -2 cumulative penalty for each 10 feet by which it is slower than 30 feet.

Development: Should the PCs catch up to the Midnight Mauler (or otherwise halt the lycanthrope's movement) before he reaches Rutowski's townhouse, they save the half-elf's life and move directly into the next encounter. Should the Mauler reach the townhouse before the PCs catch him, allow them 1 round to catch up before Vilk, his animal rage unchecked, slays his former lover in short order. If the PCs can't save Rutowski, they nevertheless encounter Vilk as he flees the estate.

Treasure: Should they prevent the Midnight Mauler from killing Rutowski (or somehow restore the courtesan to life if he is slain), they receive a special political favor they can spend in the future (the Averted Mauling boon on their Chronicle sheets).

The Old Wolf (CR 6 or CR 9)

The city streets remain empty, and the full moon above provides dim illumination outdoors. The rooftops for most of the shops are only 8 feet high, allowing PCs (or the Mauler) to leap up onto them as part of a move with a DC 32 Acrobatics check or to leap and pull themselves up as a move action with only a DC 10 Acrobatics check.

As the PCs finally confront Vonran Vilk's alter ego, the Midnight Mauler, read the following.

The old wolfman hunches down on the cobblestones, panting from the chase and glaring with fiery red eyes. "So, you're the lap dogs the Decemvirate sent to cull me? Pathetic. All of your cut throats will barely slake my thirst from our little run."

Low, feral growling can be heard coming from the shadows of a nearby alley.

The Mauler grins, bearing ragged, yellow fangs. "How shall we do this, little ones?"

The Midnight Mauler stands cautiously, waiting for his pursuers to make the first move. If the PCs choose to fight immediately, roll initiative and face off. If they instead choose to talk, they may reach some shred of Vilk's humanity left buried under the Mauler persona. In the likely event that some characters are still engaged in the chase, begin this encounter without them, allowing them to continue the chase while their comrades face off against the Midnight Mauler. The potential for a split party and staggered arrivals to the scene of the action more than makes up for Vilk's age-inflicted weaknesses in terms of encounter difficulty.

The Mauler begins the conversation as hostile; a successful DC 24 Diplomacy check is required to improve his attitude at all. Though the Mauler aspect of his personality revels in the power and vitality his lycanthropy provides, some part of Vilk is horrified by the actions he's undertaken. PCs must change the Mauler's attitude to helpful to finally allow that buried shred of humanity to break through, at which point the Mauler breaks down into tears and begs the PCs to end his suffering. If the PCs ever fail a Diplomacy check by 5 or more, the Midnight Mauler snaps and attacks.

So long as the Mauler remains indifferent or better, he shares his opinions on various topics:

Don't you want to be cured? "The wolf is a cure! My decades of skill and untold experience rot in my withered husk. But now the moon brings me strength and vitality that I haven't felt in thirty years! I'm strong enough now to do what I always should have done, rather than bowing my head to the Decemvirate. Now, I'm the alpha."

Why Markov? "Why would I kill Markov? My one and only? My shining light, who pulled away in the darkest of days? The one shred of my old life I could have taken with me to Absalom, who denied me to keep dallying with the sons and daughters of my exilers? Markov dies because his every breath offends me!"

Why the other murders? "Because I'm stronger than they are! My blood is stronger than their blood! They banished me from my territory, I banish them in return. Their hot, red, sticky silence speaks volumes about who truly is master of Ardis."

Creatures: Vonran Vilk, the Midnight Mauler, is a powerful werewolf. His lycanthropy invigorates him, effectively reducing his age penalties; but even more terrifying, he retains much of his knowledge of fencing and swordplay. Additionally, one of Ardis's feral wolfhounds, the last of the Mauler's pack, supports its master in the fight.

Subtier 3–4 (CR 6)

THE MIDNIGHT MAULER (HYBRID FORM) CR 5

Male venerable human afflicted werewolf fighter 4/rogue 2

(Pathfinder RPG Bestiary 198)

NE Medium humanoid (human, shapechanger)

Init –1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+5 armor, –1 Dex, +4 natural)

hp 45 (4d10+2d8+10)

Fort +5, **Ref** +4, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, evasion; **DR** 5/silver

OFFENSE

Speed 50 ft.

Melee mwk short sword +7 (1d6+2/19–20), bite +0 (1d6)

Ranged dagger +4 (1d4/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The Midnight Mauler keeps his back to a wall while conversing with the PCs.

During Combat The Mauler prefers to tackle opponents one-on-one, and backs himself into corners or leaps onto rooftops to keep from being surrounded and overwhelmed. He prefers to use a full attack, but if forced to move to prevent flanking or to isolate a foe, he falls back on his Vital Strike feat.

Morale The Midnight Mauler fights until slain or cured.

STATISTICS

Str 11, **Dex** 9, **Con** 11, **Int** 14, **Wis** 17, **Cha** 9

Base Atk +5; **CMB** +5; **CMD** 14

Feats Combat Reflexes, Toughness, Vital Strike, Weapon Focus (short sword), Weapon Specialization (short sword), Two-Weapon Defense*, Two-Weapon Fighting*, Power Attack*

Skills Acrobatics +8 (+16 jump), Bluff +4, Climb +9, Diplomacy +4, Disable Device +4, Disguise +4, Escape Artist +4, Intimidate +8, Knowledge (local) +7, Perception +8, Profession (scribe) +8, Sense Motive +8, Stealth +8

Languages Common, Elven, Varisian

SQ armor training 1, change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves), rogue talents (combat trick), trapfinding +1

Gear +1 chain shirt, daggers (5), masterwork short swords (2), cloak of resistance +1, 33 pp, 6 gp

SPECIAL ABILITIES

Venerable (Ex) Because of his advanced age, the Midnight Mauler no longer gains any benefit from several of his feats (denoted with an asterisk), reducing his challenge rating by 1.

FERAL WOLFHOUND

CR 1

Wolf (Pathfinder RPG Bestiary 278)

hp 13

TACTICS

Before Combat The wolfhound lurks in the shadows until called by the Midnight Mauler.

During Combat The wolfhound uses pack tactics to protect the Midnight Mauler, flanking when possible and focusing on any who directly threaten his master.

Morale The wolfhound fights to the death.

A BITTER CURE

If the PCs cannot convince Vilk to consume wolfsbane of his own free will and don't wish to kill him, they'll need to force the bitter cure down his throat. The safest way is to pin the werewolf, after which a dose of wolfsbane may be force-fed to the lycanthrope as a full-round action that requires two hands and draws attacks of opportunity (including a bite from Vilk himself). Alternatively, PCs can force-feed the Mauler a dose of wolfsbane without pinning him by making a CMB check as a standard action. Success forces a dose of the poison down his throat, but the character automatically takes bite damage.

A single dose of wolfsbane allows Vilk a new DC 15 Fortitude save against his lycanthropy, with success curing him and reverting his form to an ordinary, elderly human. Wolfsbane is also a deadly poison, though, requiring a DC 16 Fortitude save once per minute to prevent 1d3 points of Con damage. Multiple doses of the herb allow Vilk additional saves against his lycanthropy, but also increase the potency and duration of the toxin (see page 558 of the *Core Rulebook*). Unwary PCs may well save Vilk from his affliction, only to kill him with the cure. Once Vilk has been cured of lycanthropy, his Constitution score drops to 9, reducing his Fortitude save by –3.

Subtier 6–7 (CR 9)

THE MIDNIGHT MAULER (HYBRID FORM)

CR 8

Male venerable human afflicted werewolf fighter 6/rogue 3

(Pathfinder RPG Bestiary 198)

NE Medium humanoid (human, shapechanger)

Init –1; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 9, flat-footed 19 (+6 armor, –1 Dex, +4 natural)

hp 74 (6d10+3d8+24)

Fort +8, **Ref** +5, **Will** +7; +2 vs. fear,

Defensive Abilities bravery +2, evasion, trap sense +1; **DR** 5/silver

OFFENSE

Speed 50 ft.

Melee +1 short sword +12/+7 (1d6+4/17–20), bite +4 (1d6+1)

Ranged dagger +8/+3 (1d4+2/19–20)

Special Attacks weapon training (light blades +1), sneak attack +2d6

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 14, **Wis** 17, **Cha** 9

Base Atk +8; **CMB** +9; **CMD** 18

Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (short sword), Power Attack, Toughness, Two-Weapon Defense*, Two-Weapon Fighting*, Vital Strike, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Acrobatics +11 (+19 jump), Bluff +5, Climb +13,

The Old Wolf

1 square = 5 feet

M= The Midnight Mauler

W= Wolfhound

PCs Begin
Here

GameMastery Flip-Mat: City Streets

Diplomacy +5, Disable Device +5, Disguise +5, Escape Artist +5, Intimidate +11, Knowledge (local) +8, Perception +9, Profession (scribe) +9, Sense Motive +9, Stealth +11

Languages Common, Elven, Varisian

SQ armor training 1, change shape (human, hybrid, and wolf; polymorph), rogue talents (combat trick), trapfinding +1, lycanthropic empathy (wolves and dire wolves)

Gear +2 chain shirt, daggers (5), +1 short swords (2), belt of giant strength +2, cloak of resistance +1, 5 opals worth 200 gp each, 80 pp, 34 gp

SPECIAL ABILITIES

Venerable (Ex) Because of his advanced age, the Midnight Mauler no longer gains any benefit from several of his feats (denoted with an asterisk), reducing his challenge rating by 1.

SHADOWBLOOD WOLFHOUND

CR 4

hp 42 (Use the stats from Subtier 3–4 on page 19.)

Development: Whether the PCs cure or slay the Midnight Mauler, he falls to the ground in convulsions, coarse fur falling out in clumps as his body writhes and warps to eventually reveal a withered old man. If the PCs want to keep Vilks alive after administering a dose of

wolfbane, remind them of the poison coursing through his body and that his system may eventually shut down without assistance. Healing checks, antitoxins, and spells such as *resistance* improve the old man's flagging Fortitude save, though the *neutralize poison* spell likely remains out of reach for all but the highest-level parties. As at least one of the scenario's rewards hinges on Vilks's survival, tracking the wolfbane's effects as it ravages his system is important.

Mission Notes: As long as the Midnight Mauler does not escape, and is either cured or killed, Grand Lodge faction PCs can easily collect fur that the werewolf sheds in his transformation. Returning a sample to the Grand Lodge earns each member of the faction 1 Prestige Point.

Rewards: If the PCs survive the Midnight Mauler's wrath, reward each subtier thusly:

Subtier 3–4:

Give each PC 256 gp.

Subtier 6–7:

Give each PC 1,462 gp.

CONCLUSION

By ending the Midnight Mauler's reign of terror before the city guard tracks Vilks down, the PCs spare the Pathfinder Society from an awkward situation that may have eventually led to the entire Society's expulsion from Ustalav, barring heroic deeds or extraordinary blackmail.

If the PCs manage to save his life, Vilks recovers consciousness around sunrise. He thanks them, but otherwise remains silent and withdrawn, ashamed of his actions. Within a week, he leaves Ustalav for Varisia, where he eventually settles into the hustle and bustle of Korvosa to live out his final years. Parties that save Vilks earn the Master of Blades Saved boon on their Chronicle sheets.

If the PCs slay Vilks, they should dispose of his body as well. Doing so prevents the Pathfinder Society from being connected to the sudden appearance and disappearance of Ardis's serial killer. Erudyta's own motivations shatter if Vilks dies, and he withdraws from the Society, sending his resignation back to Absalom with the PCs.

If the PCs fail to slay or cure the Midnight Mauler in their first meeting, the town guard catches the werewolf the next night, torturing and eventually killing the beast. Vilks's identity surfaces before long, creating difficulty for other Pathfinders operating in Ustalav. Parties who fail to keep Vilks's identity a secret earn the Ustalavic Stigma boon on their Chronicle sheets, and as noted below, are considered to have failed their primary mission for the Decemvirate.

Success Conditions

While saving Vilks and his victims from the Mauler's rampage is certainly important, the Pathfinder Society's primary mission is to prevent the former Master of Blades' identity from being discovered. Whether the PCs cure or kill Vonran Vilks, and regardless of whether they can save Rutowski, as long as the Pathfinders succeed in covering up the Pathfinder Society's unfortunate connection to the Midnight Mauler's serial killings, each PC earns 1 Prestige Point.

Faction Missions

The PCs may earn prestige from their respective factions for completing the tasks listed below during the course of the adventure.

Andoran Faction: Andoran faction PCs who spend any time during Act 1 in Ardis's taverns spreading rumors about Ambassador Melagar Atharian earn 1 Prestige Point.

Cheliaz Faction: Cheliaz faction PCs who deliver the Paracountess's invitation to Judge Pradowka in Act 2 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who recover the Midnight Mauler's shed fur in Act 3 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who obtain the ancient crest owned by Markov Rutowski in Act 1 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who copy down the Ardis safe house's records pertaining to ancient Osirion in Act 1 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who recover a preserved sample of an xtabay in Act 1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who negotiate a contract with the assassin Imrean Deso to kill the merchant Ilsof Regaran earn 1 bonus Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who obtain blackmail material from Judge Pradowka's personal notes earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who find a witch's breath dealer in Ardis's black market earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who arrange for the purchase of native Ustalavic costumes in Act 1 earn 1 Prestige Point.



**Vonran Vilks,
The Midnight Mauler**

PATHFINDER SOCIETY SCENARIO #3-16: THE MIDNIGHT MAULER

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

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

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

Character # _____	<input type="checkbox"/>	Prestige Points
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Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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THE MIDNIGHT MAULER

Andoran



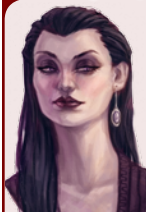
Hero of Liberty,

Cheliox's slaving ways have grown truly reprehensible. Not content to merely enslave those already under their sway, the Chelaxians work tirelessly to rip freedom from those who've escaped the infernal lash. A Chelish ambassador to Ustalav, a man named Melagar Atharian, is negotiating with the Ustalavic nobility to dismantle the local Bellflower Network and sell its members back into Chelish slavery. Start a whispering campaign in Ardis's taverns to ruin Atharian's reputation. The more lurid the gossip, the faster it will spread.

In solemn service,

Major Colson Maldris

Cheliox



Executor of my whims,

Such a simple little place, Ustalav. It parrots our lovely Chelish customs so desperately it's sometimes embarrassing. But occasionally this backwater provides something of interest. The woman Cevianna Pradowka intrigues me. She is a judge, and began dispensing law over fifty years ago, yet she appears to be a woman of only forty years. I would greatly like to speak with her in person about her preservation methods. My cousin is organizing a grand ball in Isger to celebrate next year's Loyalty Day. Deliver this invitation to the good judge so I might meet her.

Intolerably lonesome,

Paracountess Zarta Dralneen

Grand Lodge



Capable Pathfinder,

In addition to the Decemvirate's primary goal of keeping the Midnight Mauler's true identity from the authorities in Ustalav, they also have a particular interest in former Master of Blades Vilks's unique affliction. While lycanthropy is anything but a rare curse, the fact that it has made him so virile at his advanced age certainly has raised eyebrows. Regardless of Vilks's ultimate fate, retrieve for me a sample of his fur from his bestial form, so that our masked benefactors can learn all they can about the situation in Ardis.

For the Ten,

Venture-Captain Ambrus Valsin

Lantern Lodge



Friend of the Dragon Empires,

As you likely know, one of my primary goals for the Lantern Lodge is to protect the history and honor of our homeland far to the east, even here amid the nations of the Inner Sea region. It has come to my attention that a former acquaintance of Vonran Vilks—the man the Society believes to be the Midnight Mauler—has in her collection a missing Tian treasure that I'd very much like returned to its homeland. While in Ardis, do what you can to gain access to the home of Vilks's friend, the local courtesan Markov Rutowski, and do what you must to retrieve the Crest of Xi Wikong. I trust you won't jeopardize the Pathfinder Society's mission there, but consider the crest's retrieval your most important secondary priority.

Honor and Peace to you,

Venture-Captain Amara Li

Osirion



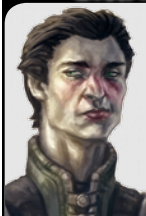
Hand of the Forthbringer,

Our holy ruler, Ruby Prince Khemet III, seeks constantly for plundered artifacts of our nation's glorious past. Naturally, information is our greatest resource in this search. Two centuries ago, a Pathfinder based out of a safe house in Ardis was world-renowned for her studies of Osirionology, and her records would provide us great assistance in tracking our glorious nation's stolen history. Kindly copy the safe house's records and return them to me.

Always in service,

Amenopheus, the Sapphire Sage

Qadira



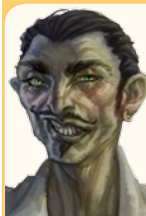
Intrepid entrepreneur,

My most recent business venture here in fine Absalom hinges on creating a demand for fine Qadiran alchemical reagents. But—greatest of injustices—there are simply some ingredients Qadira herself cannot provide. Ustalav boasts one potent alchemical component I'm particularly interested in, however: an aromatic flower known as xtabay. This curious plant grows wild in Ustalav and makes an exceptional additive to sleeping elixirs and bladeguard. Retrieve me a preserved specimen of the flower and we will work to cultivate it here along with the profits it will reap.

Mind your fingers and toes,

Trade Prince Aaqir al'Hakam

SCZARNI



Trustworthy Associate,

It always pains me when allies force me to punish them harshly. One such friend of our organization resides in Ustalav, and I need you to take care of the situation. Seek a man in Ardis named Imrean Deso to bring a final resolution to our problems. He's worked for me before, and can likely be pressured to repeat his last contract, but this time regarding the merchant Ilsof Regaran in Kavapesta. Deso is reclusive, but frequents a tavern called Petty Desires. Don't fail me, friend, lest you raise my ire as Ilsof did.

For repaid justice,

Guaril Karela

SHADOW LODGE



Friend in Shadow,

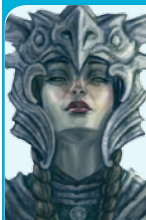
While the Decemvirate are interested in covering their asses, sending you to Ardis to stop our former Master of Blades from tarnishing the Society's name, I feel they are missing a vital opportunity to influence one of the organization's existing enemies. When Vonran Vilks was exiled from Ustalav decades ago, the decree came down from a judge in Ardis named Cevianna Pradowka. She's still a sitting judge there, and has made no secret of her ill feelings toward the Pathfinder Society her entire tenure. We must make her see the error of her ways. While in Ardis, find me something on her that would suffice for acceptably juicy blackmail materials. I think that would encourage her to change her opinion of the Society, and perhaps even aid us in our growing efforts to explore Ustalav.

Stay true to your ideals,

Grandmaster Torch

THE MIDNIGHT MAULER

Silver Crusade

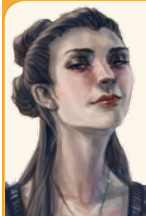


Beacon of Light,

Many problems plague the people of Ustalav, and they are among those most in need of our help. I have come by a report of a growing market for the illicit drug known as witch's breath in Ardis, and fear the addictive substance only serves to further enslave the already downtrodden masses there. Be subtle, but find among the black markets a supplier of such drugs and make contact. I'd like to infiltrate the organization to see exactly how deep this blight upon the land runs. Whatever you do, however, don't tip your hand to our true intentions.

For the betterment of all,
Ollysta Zadrian
Ollysta Zadrian

TALDOR



My fellow Taldan enthusiast,

The cotillion season rapidly approaches, and I entertain notions of impressing Absalom's elite in a series of elaborately themed galas to show them that opulence of Old Taldor still lives. My first ball shall drape itself in the affectations and gothic romance of Ustalav. As you already travel to this region, kindly assist my preparations. Needy as always, my servants demand I supply them with Ustalavic fashions for the event, as no examples are to be found in Oppara. Find me a sample costume so that I may review it and place a larger order from the supplier should it meet my needs.

Eyes ever forward,
Gloriana Morilla
Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-16

THE MIDNIGHT MAULER

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	639	1,278
3-4		
SUBTIER	1,580	3,160
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

-	
---	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Total

Items Found During This Scenario

SUBTIER
ALL

- ☐ **Averted Mauling:** By saving the half-elf courtesan Markov Rutowski in Ardis, you gain a political favor you can trade in while in Ustalav. Within the Immortal Principality, you may trade this political favor for any non-magical item worth up to 400 gp, including but not limited to masterwork weapons and armor and courtier clothing and jewelry.
- ☐ **Master of Blades Saved:** By saving the life of famed adventurer and former Master of Blades Vonran Vilks, you have earned a permanent place in the *Pathfinder Chronicles*. You gain a +4 circumstance bonus on Diplomacy and Intimidate checks when dealing with members of the Pathfinder Society of your level or lower when you mention this boon.
- ☐ **Ustalavic Stigma:** Your failure to cover up the Society's involvement in the Midnight Mauler's murders have resulted in a black mark upon your name within Ustalav's borders. You take a permanent -2 penalty on all Diplomacy checks to influence Ustalavic NPCs unless you first succeed at a DC 20 Bluff or Disguise check to hide your involvement in the serial killings.

SUBTIER
3-4

Elixir of tumbling (250 gp)

Potion of cure serious wounds (750 gp)

Potion of eagle's splendor (300 gp)

Sword of station (1,680 gp; this decorative sword and scabbard occupies the belt slot and grants a +2 competence bonus on Sense Motive checks. Three times per day, the wearer may draw the sword and deliver a single-word *command*, as per the spell [CL 1st]. The blunt and poorly balanced sword is treated as an improvised club when used as a weapon in combat.)

Wolfsbane (500 gp; limit 1 dose)

SUBTIER
6-7

+2 chain shirt (4,250 gp)

Belt of giant strength +2 (4,000 gp)

Cloak of resistance +1 (1,000 gp)

Headband of alluring charisma +2 (4,000 gp)

Potion of cure serious wounds (750 gp)

Sword of station, greater (4,120 gp; as a *sword of station* but providing a +5 competence bonus on Sense Motive checks.)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #