



A Pathfinder Society Special



RACE FOR THE RUNECARVED KEY

By Kyle Baird and Tim Hitchcock



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A PATHFINDER SOCIETY SPECIAL

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Pathfinder Society Special: Race for the Runecarved Key is a Pathfinder Society Special designed for 1st- to 12th-level characters (Tier 1–12+; Subtiers 1–2, 3–4, 5–6, 8–9, 10–11, and 12+). 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*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, the *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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RACE FOR THE RUNECARVED KEY

BY KYLE BAIRD AND TIM HITCHCOCK



The Pathfinder Society is truly a world-spanning organization, with agents, allies, and waystations throughout the Inner Sea region and beyond. But its strategically placed Pathfinder Lodges don't spring up through magic, and each requires the hard work and dedication of a number of loyal Pathfinders and venture-captains to ensure its viability and long-term survival. The Pathfinder Lodge at Heidmarch Manor in the Varisian city of Magnimar is just such a burgeoning lodge, and though it was formed over 5 years ago, it is still in its infancy and in a vulnerable state. Under the guidance of Magnimarian aristocrats Sheila and Canayven Heidmarch, the lodge has grown significantly in the last few years and now stands on the verge of truly establishing itself among the elite and powerful institutions within the city. A forthcoming auction being held by the Magnimarian government could provide the Society an opportunity to show itself as a major player in local politics and earn it a rare ancient artifact from the lost empire of Thassilon. The Decemvirate is sending a veritable army of Pathfinder agents to the City of Monuments to aid the Heidmarchs in their efforts. But the Pathfinder Society isn't the only powerful organization with its sights set on retrieving the *Runecarved Key*, and when opposed forces collide, the potential for conflict becomes a near certainty.

ADVENTURE BACKGROUND

Until recently, Magnimar stood just beyond the eager reach of the Pathfinder Society—an entire city built in the shadow of an ancient Thassilonian ruin that lay upon the Varisian coast like a lost jewel waiting to be discovered. In the city's early days, the Pathfinder Society's longstanding nemesis, the Aspis Consortium, entrenched itself in Magnimar's burgeoning economy by financing and controlling the flow of much of the city's foreign trade. To this day, the Consortium holds the favor of dozens of powerful merchants and has allies in both the Lord Mayor's office and the Council of Ushers. But now, with the arrival of Sheila and Canayven Heidmarch, the Society has finally started to gain a foothold in the City of Monuments, even as they

PATHFINDER SOCIETY SPECIALS

Race for the Runecarved Key is a special Pathfinder Society Organized Play event that gives players and GMs the opportunity to take part in major events that shape the campaign while attending large conventions or game days. This Pathfinder Society Special is designed specifically for large-scale events, allowing any number of participants to play simultaneously and all have an impact on the adventure's outcome. *Race for the Runecarved Key* is designed to be run with a minimum of four tables of tiered players, one Table GM per table, and one Overseer GM. *Race for the Runecarved Key* is also a tournament-style adventure, meaning that participants will be competitively scored on their overall performance.

struggle to wrest political favor from the mercantile stranglehold of the Aspis Consortium. Fortunately, the Heidmarchs' wealth—earned during their days as adventurers—has allowed them a certain amount of stability and security, though they cannot rely on this forever. For this reason, the Heidmarchs have taken a great interest in the forthcoming public auctioning of an ancient artifact dubbed the *Runecarved Key*.

During one of their salvage runs of Magnimar's harbor, workers from the Golemworks dredged up a large rune-covered key from the bottom of the bay. Since the artifact fell outside their area of interest, the head of the Golemworks, Bretcher Toth, presented it as a gift to the Lord Mayor's office, which has in turn decided to auction the key off as a way to raise funds for municipal projects. The Heidmarchs see their participation in the auction as a way to impress the Lord Mayor's office and increase the public and political standing of the Pathfinder Society in Magnimar. The opportunity offers a means of legally obtaining the key, which is now a relic of high enough profile that gaining it through other means could prove problematic for the Society as the organization works to grow its influence in Magnimar.

REFERENCED SOURCES

This adventure makes use of the following Pathfinder RPG game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, the *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

ADVENTURE SUMMARY

At the request of hosts Canayven and Sheila Heidmarch, the PCs attend a private meeting at Heidmarch Manor. Once the doors close and the lights dim, the Heidmarchs present a semi-formal mission brief in which the PCs learn that the venture-captains have secretly summoned all of them to Magnimar to help the new lodge compete in an auction for a mysterious Thassilonian relic known as the *Runecarved Key*.

Prior to the auction itself, the Pathfinders must work to ensure the Society's victory when bidding begins, first by attending the pre-auction gala at the Cathedral of Abadar. There they can view the key and scope out prospective buyers. The PCs objective here is to find out who are the most serious potential bidders on the item, where their funding is coming from and what their limits are, and if they represent themselves or bid on behalf of another party.

Learning of a caravan brining monetary resources into Magnimar on behalf of the Aspis Consortium—who are likely competitors for the *Runecarved Key*—the Heidmarchs send the Pathfinders to perform a covert raid on the caravan beyond the city's walls. Here the PCs have the opportunity to both deplete the funds of their competitors as well as build up their own stores.

Upon the PCs' return to Magnimar, Sheila Heidmarch briefs the Pathfinders on the auction's remaining competitors, identified from the reconnaissance gained at the pre-auction gala. All present a serious threat to the Society's chances of winning the auction, and thus must somehow be "removed" from the bidding. Here the PCs may choose which competitors to go after, and are encouraged to legally eliminate as much competition as possible before the auction begins in a matter of hours.

At sundown, the Pathfinders return to the Cathedral of Abadar to participate in the auction for the *Runecarved Key*, where they bid on the Society's behalf against their (hopefully depleted) competitors. Just as the auction comes to a close, a mysterious cultist magically teleports into the cathedral, slays the auctioneer, steals the key, and flees. To assist the cultist in her escape, dozens of other

cultists storm the cathedral to waylay any attempting to catch the thief. The PCs must fight their way through the cultists and chase the thief through the streets of Magnimar, using the *GameMastery Chase Cards* deck or the chase mechanic presented in the *Pathfinder RPG GameMastery Guide*.

Once the PCs catch the thief, they must fight her for the key. With her dying breath, the cultist utters an oath to Lissala, and summons increasingly difficult waves of extraplanar foes to assail the PCs in revenge for her defeat. The Pathfinders must defend the regained key from the attack until reinforcements arrive.

RUNNING THE EVENT

Because Pathfinder Society Specials are more complex than normal scenarios, involving multiple tables and over 12 levels of scaled encounters, special rules exist to run them, as outlined below. Both GMs of individual tables, the room's Overseer GM, and event organizers should be familiar with all of these special rules to make the event run smoothly and to answer any logistical questions players may have about the event.

Glossary of Terms

Race for the Runecarved Key uses several terms unique to its Pathfinder Society Special format, as listed below. Each participants' role in the event is outlined under his respective entry.

House: All the PCs participating in the adventure across all subtiers.

Acts: Because so many players participate and need to remain caught up with one another, the event is broken into separate acts which are run in a set time limit. While each individual table can move through encounters at its own pace, the entire House starts and ends each act simultaneously.

Overseer GM: This game master is responsible for keeping the entire room on point. She sets the pace for the event, as unlike in a typical scenario, each of the acts is timed to keep the event progressing despite the large number of participants. The timing for each act may speed up depending on how quickly the tables from each subtier meet their objectives. The Overseer GM is responsible for introducing the event, stating the rules and terms of play, and performing the opening and closing readaloud text for each of the major acts.

The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can permeate the din of a room full of excited gamers, or a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and

ensure that they are all positioned to be able to see or hear it during the event.

Table GMs: These GMs each run a subtiered table. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of an act, that act is finished and the Table GMs must follow the instructions for getting the PCs to the next act provided in the next act's description. Likewise, if a Table GM has a group that finishes the act before the Overseer GM calls time, she must notify the Overseer GM. Because the Overseer GM changes the scenes, Table GMs aren't responsible for presenting the adventure's introduction or the descriptions for major act changes, though they should be familiar with them in the event that their PCs require a recap or further clarification of the events.

Table GMs should make a special note of their table's average party level (APL) as calculated using the formula in the *Guide to Pathfinder Society Organized Play*. In addition to determining the appropriate subtier to use for each encounter, the table's APL will be used to determine several important skill and save DCs throughout the adventure.

Rewards

Rewards are handled differently in this event than in a normal scenario. PCs may collect loot during the encounters that comprise it, however it is expected that any gold they find will be added to the collective pool in order to outbid competitors during the auction. Instead, the PCs receive a blanket reward at the end of the event for successfully recovering the *Runecarved Key*.

Prestige

All participating PCs advancing on the normal advancement track receive 2 Prestige Points for recovering the *Runecarved Key* and surviving the event; PCs on the slow advancement track earn 1 PP for meeting the same conditions. While there are no faction missions for this event, the Pathfinder Society's factions still hold the PCs in high regard for their contributions. Indeed, the factions are very interested in having their members earn the respect of the Heidmarchs and city officials of Magnimar. By aiding the Heidmarchs in winning the key, the PCs can help both their factions and the Pathfinder Society as a whole.

Key Points

Race for the Runecarved Key includes a competitive element not normally present in Pathfinder Society adventures. Throughout the event, teams will be scored on their

performance to determine how various parts of the adventure unfold. The Table GM is responsible for tracking player performance using Key Points. These are recorded on the Key Point Tracker provided on page 47. Specific actions and their point values are listed both in the various acts and on the tracking sheet. To keep suspense high for players, GMs are encouraged to keep details of the scoring system and the team's running total hidden from the players until the event calls for you to provide them such information.

Success Slips

At the end of this adventure, on page 50, GMs will find a series of success slips designed to be quickly handed in to the Overseer GM or runners for the event coordinator. These success slips allow the Overseer GM to track the overall success or failure of tables within the House. At various stages throughout the adventure, usually after the PCs complete a mission or encounter, the Table GM will be prompted to hand in his table's success slip for that encounter. What system you use to turn these in is up to the event organizer, but printing them on brightly colored paper and simply holding them up for collection is a simple solution. If no other method presents itself, GMs are encouraged to send a runner from the table to deliver success slips to the Overseer GM or her representative. The Table GM is also responsible for writing the party's table number on the success slip in the space provided.

Props

While no props are absolutely required to run this event, there are several which the adventure assumes and which can make running the event easier and more memorable for all involved.

The first such prop is a life-sized version of the *Runecarved Key* itself. This key is illustrated on the cover of this document and on page 35. It stands roughly 3 feet tall when set on its Sphedron-shaped base, and is made of stone etched with glowing arcane symbols. Having this prop on hand should focus the event's many parts on the attainment of the key for the Pathfinder Society. If the event organizer is especially generous, one player at the randomly selected winning team (see page 35) can even keep the prop as a memento of the event.

The second prop is more of an organizational aid, in that it serves in keeping the auction running smoothly, especially when the event is run for more than 10 tables. These are the auction paddles each table uses to indicate that it is still in the running during the auction. Paddles should come in 5 different colors, one for each subtier, so that all present can tell what tables they're competing with as all reveal their scores in Act Four. These can be simple pieces of construction paper cut to resemble



WHERE ON GOLARION?

Race for the Runecarved Key takes place in the Varisian city of Magnimar, one of the three independent city-states vying for control and influence in the burgeoning wilderness nation. Magnimar is known as the City of Monuments, for its streets overflow with marble edifices, memorials to the city's brave founders, and the stolid ideals that make it unique among Varisian settlements. For more information on Magnimar, see *Pathfinder Campaign Setting: Magnimar, City of Monuments*, available where ever gaming books are sold, or online at paizo.com.



auction paddles or painted wooden ping pong paddles. Ultimately, as long as each table has at least one paddle of the color corresponding to its subtier, they will meet the needs of the auction and provide a visual signal to other tables of what's going on.

GETTING STARTED

The focus of the start of the event should be getting all the players divided into four- to six-person tables of like-level PCs and seating them for play as quickly as possible. The Overseer GM should coordinate the marshalling of the room, and all Table GMs should be ready to accept a table of eager players and get started quickly when they arrive.

Once all tables have been seated, the Overseer GM begins the entire event with the following address, in character as Venture-Captain Sheila Heidmarch:

"Dear friends, welcome to Magnimar and the newest Pathfinder Lodge—Heidmarch Manor. For those of you who do not yet know me, my name is Sheila Heidmarch—venture-captain of Magnimar. This lodge is also my home, which I share with my husband Canayven. While we are far from the comforts of the Grand Lodge at Absalom, we shall do our best to accommodate you with our humble Varisian hospitalities. My husband and I both spent many years in the field, so we know well what you do and appreciate that you have answered our summons. We are both extremely grateful to receive you and your support.

"As you well know, Heidmarch Manor is a new lodge. Presently it is funded almost entirely from my own resources. Although I adore Magnimar, we have as many enemies here as friends. This being the case, I seek to court the favor of more powerful allies, specifically members of the Council of Ushers and the Office of the Lord Mayor.

"This brings the conversation to our current situation. On one of their more recent salvage runs, the wondrous artificers of the Golemworks uncovered a strange relic while dredging stone from the bottom of Magnimar's harbor. The relic appears to be some sort of a giant key, etched with ancient Thassilonian runes that their learned arcanists speculate may even predate the coming of the mysterious runelords. Because the key falls outside their area of expertise, the Golemworks donated the curious artifact to the Office of the Lord Mayor. In turn, the Lord Mayor intends to auction off the key to the highest bidder in short order, to fund municipal projects. The auction will be run by the Cathedral of Abadar, gold in hand—meaning immediately after the final bid is accepted, the bidder must pay for his prize in full.

"We want the key. However, we want it legally. Our establishment in Magnimar is relatively new and our footing tenuous. We need to secure more stable political relationships with the Lord Mayor's office and the Council of Ushers to ensure the Society's long term success in this city; especially since the Aspis Consortium already has such a strong foothold here. The legitimate purchase of the *Runecarved Key* from the local authorities would demonstrate our respect for the city's government, which would go a long way toward improving our public image with these people.

"That said, we can greatly increase our chances of winning the auction by persuading our competition to back out. While there are some we believe we can outbid, we are a new lodge with far fewer funds than many. Thus, we must find out who else is interested in the key, how much they can bid, and whether or not we can knock them out of the auction.

"To assure our success, our espionage must be extensive. Therefore we have divided the task between our agents. While division stands to place field operatives in greater danger, we cannot risk revealing ourselves by working en masse. If you are discovered, we will disavow any association with you. We cannot aid you if you get arrested or fall into the clutches of the enemies of our Society. While this is unfortunate, I hope you can understand our position.

"For now, please make yourselves at home. We have provided accommodations for each of your groups. Feel free to drop off your things and prepare yourselves. Then meet me in the manor's theater in five minutes."

Table GMs: Allow the players at your table to introduce themselves and prepare for the start of the adventure.

At the end of 5 minutes, the Overseer GM calls for the House's attention and starts Act 1.

ACT ONE: PRE-AUCTION GALA

The adventure begins with Sheila Heidmarch's private briefing which takes place in the theater at Heidmarch Manor. The Overseer GM should read or paraphrase the following text to kick off the action:

Even before the venture-captain arrives, the theater in Heidmarch Manor is crammed with Pathfinders. Heidmarch enters quietly, then slips through the crowd, takes the stage, and speaks.

"Tonight, the Council of Ushers is sponsoring a pre-auction gala, to be hosted at the Cathedral of Abadar. During the party, the auctioneers intend to display the *Runecarved Key* in order to entice potential bidders. Anyone serious about entering the auction will be required to place a deposit of ten thousand gold coins in an escrow account at the cathedral.

"We need you to attend this event, both to submit our deposit as well as to determine who else might be interested in the key. While most of those attending received invitations, the event is semi-private and open to anyone with enough money to place serious bids. While the city provided me with an invitation, my appearance would give our many enemies cause for suspicion. For this reason, I ask that all of you go in my stead, and enter as my proxies. Still, we do not want our enemies to speculate on our own intentions. For this reason, you must keep a low profile and avoid seeming too eager about the key. Each of you will be given a portion of the full deposit to take to the temple to present to Proctor Imikar."

Overseer GM: The following section should run around 5 minutes.

Table GMs: Once the PCs receive their briefing, Sheila gives them a strong box containing a portion of the 10,000 gp deposit. At this time, the PCs may proceed to the Cathedral of Abadar.

Upon their arrival, the PCs witness a steady stream of guest as they ascend the stairs and enter the cathedral's main sanctuary, where the viewing is being held. Rows of paladins donning white tabards stitched with the golden key of Abadar flank the main entrance. Their hands clench tightly around their gleaming swords as they stand almost motionless, ever-vigilant stares upon their faces.

As the PCs enter, various low-level priests greet them and invite the Pathfinders to partake in food and beverages while they mingle about. If the PCs ask about the deposit, one of the acolytes directs them to **Proctor Jyronn Imikar** (LG male Garundi cleric of Abadar 13) a pleasant Osirian priest who runs the temple. Imikar

is responsible for taking the bids and logging entries. When the PCs present their deposit, they have the opportunity to peek at his ledger to see who else might be participating in the auction. The list of participants is provided in **Handout 1: The Cathedral Ledger** on page 8. Initially, GMs should keep this aid concealed from the players until their PCs make the requisite skill checks to catch a glimpse of its contents.

If a Pathfinder attempts to peek at the proctor's ledgers, allow the PC to attempt a Perception check to glean some of the names on the list. If a PC succeeds, the Table GM should allow the player to peek at the list for short number of seconds, as detailed below. After the given time, the GM once again conceals the list, allowing the PCs no further attempts to scan it.

DC 1 + APL = 5 seconds

DC 4 + APL = 10 seconds

DC 8 + APL = 15 seconds

DC 12 + APL = 20 seconds

DC 16 + APL = 30 seconds

The PCs can attempt to seek out any of the individuals whose names they pick out from the ledger by making DC 10 + APL Diplomacy checks to gather information. On a successful check, a church official or another gala guest points out the person in question.

Overseer GM: During this time, the Overseer GM casually finds an appropriate spot in the room to display the *Runecarved Key* (see Props on page 5). About 5 minutes after setting the key in place, the Overseer GM reads the following passage.

A squat man in white robes steps upon the cathedral dais to address the room. Introducing himself as the sexton of Magnimar's High Cathedral of Abadar, he greets his guests with a broad, welcoming smile.

"Good evening, friends! I'm pleased to see so many of our distinguished and honored guests could attend. For those of you not fortunate enough to have participated in our pre-auction festivities, please feel free to take part in all the luxuries and wonders within these halls. And with my welcome, I have the pleasure unveiling the auction's feature lot. Enjoy!"

Overseer GM: With the utterance of the final word pull aside the veil from the prop key, displaying it to the House. Then immediately initiate the next section to keep the event open, giving the Table GMs 10 minutes to complete the rest of Act 1.

Table GMs: Begin this section by reading or paraphrasing the text below.



Sheila Heidmarch

HANDOUT 1: THE CATHEDRAL LEDGER

DEPOSIT OF 10,000 SAILS OR GREATER

SIGNED

REPRESENTING:

Maiveer Sloan

Aspis Consortium

Falrig Sneve

—

Kresch Vaor

Underbridge Exports

Sheila Heidmarch

Pathfinder Society

Dymal Rinks

independent

The Duchesses

NONE

Doctor Ernst Landis

Museum of Ages

Zimandi Kaddren

The crowd is an eclectic mix of landholders, merchants, and other notable figures from all over Varisia, wide-eyed and curious to glimpse the mysterious *Runecarved Key*. Hired servants weave through the crowd bearing luxurious platters of fruits, sweetbreads, and oysters or trays topped with crystal goblets of heady red wine. Guests mingle slowly, socializing amicably but cautiously with longtime acquaintances, as they feel out potential competitors.

At this time, PCs can attempt to scope the crowd to try to deduce who are their most serious competitors if they haven't already glanced at the cathedral's ledger. If the PCs state that they are seeking specific types of buyers (such as political figures, aristocrats, Aspis Consortium members, or wealthy merchants) allow them to make a Diplomacy, Knowledge (local or nobility), Perception, or Sense Motive check to locate individuals that best resemble the PCs' descriptions of who they seek (see the skill DC for each NPC in their respective sections below). If the PCs have not yet given

Proctor Imikar their portion of Sheila's deposit, they may do so now (and attempt to glance at the ledger should they wish to do so).

Whether they locate a potential bidder through a skill check or by seeking him out specifically after reading the ledger, a PC who succeeds on a Diplomacy check to gather information or a Knowledge (local or nobility) check at the appropriate DC for identifying the given NPC gains a brief insight into the individual's background and earns a number of Key Points. Once the party identifies an NPC, the PCs can choose whether or not to engage them to determine their motives. The various NPC competitors are listed below.

The Aspis Agent

A gaunt, fashionably dressed Chelaxian shakes his way through the room, accompanied by a half-dozen followers who appear to be equal parts attendant and bodyguard.

This is **Maiveer Sloan** (NE male Taldan rogue 11), head of Magnimar's chapter of the Aspis Consortium.

Identify/Locate: DC 10 + APL

Interaction: The Consortium boss keeps his intentions hidden, feigning total disinterest in the key altogether, and claiming he's only arrived for the party and to see what kind of fools are actually showing up to bid on a "stupid key to a lock long lost to time." If asked whether or not he plans to participate in the auction, he once again denies his interest in the key, attempting a Bluff skill check (+16 bonus) to maintain his lie.

If the PCs make their affiliation as Pathfinders known, Sloan spends the rest of the conversation attempting to insult and belittle them and their "deplorable little organization of thieving rats." Even after the PCs walk away, he outspokenly defames them to other guests, accusing the Pathfinder Society of being a bunch of duplicitous grave robbers.

Motives: Sloan has two goals in provoking the PCs. First, he hopes to get them to slip up and reveal their intentions, for he too wants to size up the competition for the forthcoming auction. To this end, he goads them with insults like, "are you here to bid on something? Why you're all a bunch of cheap criminals. Don't you just take what you want?" If the PCs mention anything about bidding on the key or even attending the auction, they confirm Sloan's suspicions.

Second, after Sloan gets the information he needs (or after realizing the PCs aren't foolish enough to reveal anything) his goal is to provoke the PCs enough to initiate a dramatic altercation. If he succeeds, not only do the PCs' actions justify his accusations of the Society's true nature, but their violent acts immediately get them ejected from the gala by both Sloan's bodyguards and the Abadaran paladins overseeing the event.

The Merchant Arbitrator

A squat halfling, dressed in plain clothes skates about the edge of the crowd, his eyes flitting back and forth between the key and the exit.

This is **Dymal Rinks** (CG male halfling rogue 3), a regional merchant's arbitrator, who has made a name for himself using of his sharp wit and quick tongue to broker deals between many of Varisia's most powerful merchants. Over the past decade, he's traveled throughout most of Varisia and has made hundreds of business contacts.

Identify/Locate: DC 15 + APL

Interaction: Rinks has little to say, especially to those he doesn't know. If approached, he attempts to remain polite and diplomatic while also extremely cautious. If asked about his interest in the *Runecarved Key*, he lies and says he's only come to appraise it for one of his wealthier clients, who has expressed interest in it (see page 22 for his subtler-appropriate Bluff modifier). To back his claim, he explains what it is he does as a merchant's arbitrator. He keeps the conversation light and superficial, and politely attempts to extract himself from the situation as soon as possible.

Motives: A DC 10 + APL Diplomacy check to gather information reveals that Rinks is a compulsive gambler and spent the past three months in Magnimar betting on the bullfights at the Matador's Lodge. The halfling has run up a sizable debt with the lodge's sadistic proprietor **Master Basaale**

Minvandu (NE male Chelaxian ranger 6), a sadistic and ruthless businessman who

likely wants to break the halfling's legs. If the PCs ask him too many prying questions, Rinks becomes edgy and begins to suspect they might be bounty-hunters seeking to turn him over to Minvandu and his knee-breakers, making it tougher for the halfling to maintain his composure. If he

suspects the PCs may be a little too interested in him, he leaves the PCs with several complaints about the horrid accommodations at the Old Fang Inn where he claims to be staying, all as part of the normal flow of conversation. Of course, he only claims to have a room at the Old Fang to throw the PCs off his trail.

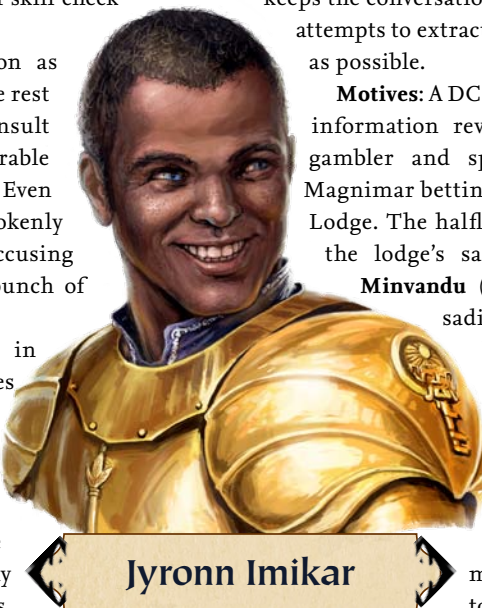
The Collector

Toward the back of the room stands a gray-haired man in his early fifties, dressed in fine silken robes and flanked by two muscular guards. The man nervously fingers a small silver coin, flipping it about in his fingers.

This nervous man is **Falrig Sneve** (LN male human expert), and eclectic, wealthy, and extremely superstitious merchant and artifact collector from the Capital District.

Identify/Locate: DC 10 + APL

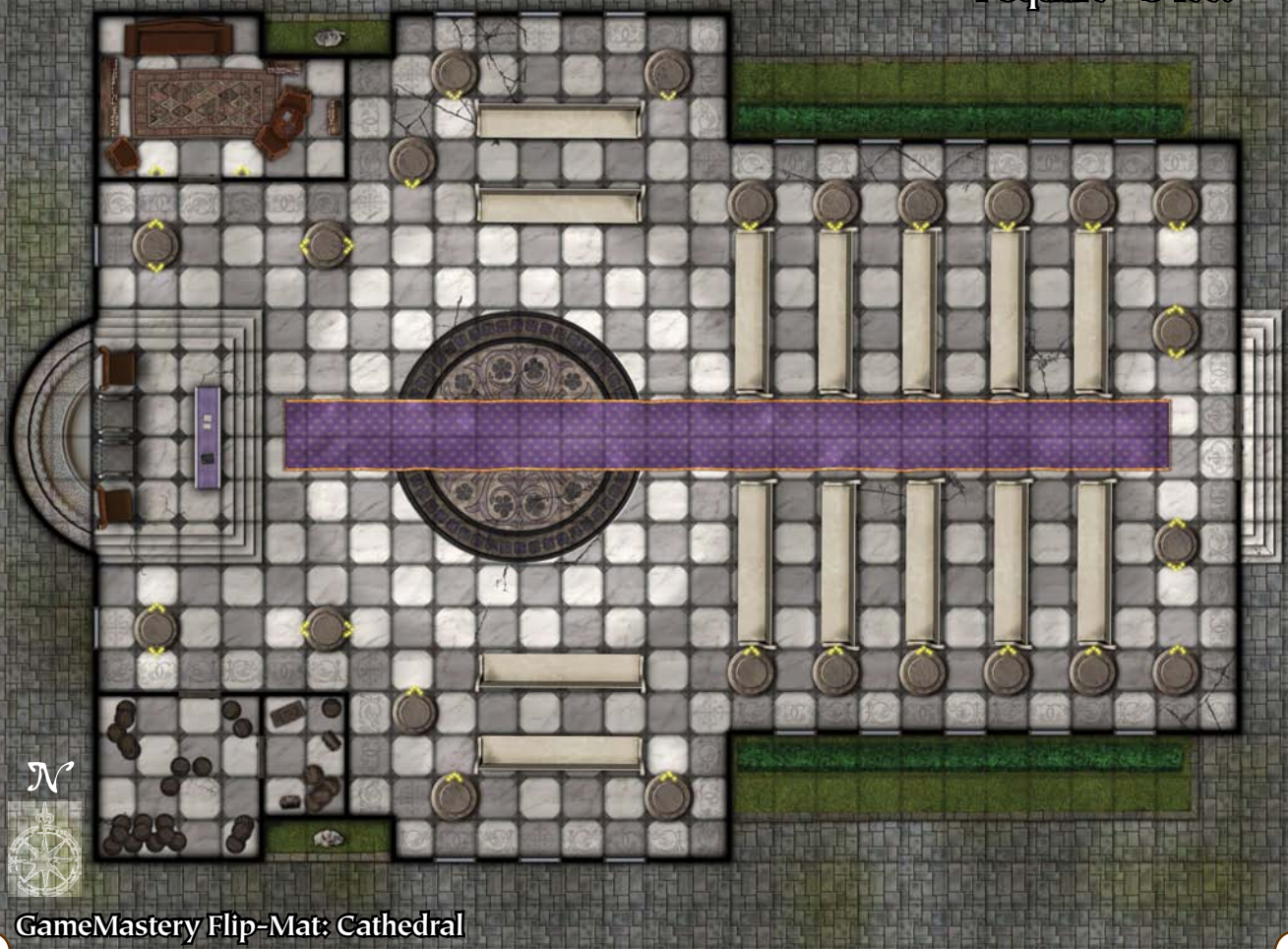
Interaction: Almost as soon as he arrives at the gala, Falrig Sneve displays an obvious interest in the *Runecarved Key*. If the PCs engage him, Falrig readily declares his great interest in the piece, but soon after confesses, "I do hope this auction goes better than the last one. The last time I bought a similar piece, it was cursed." At this



Jyronn Imikar

Cathedral of Abadar

1 square = 5 feet



point, he notices an acquaintance across the room, and politely excuses himself from the PCs' company to go and speak with his friend.

Motives: Falrig Sneve is incredibly superstitious, so much so that it often hinders his ability to function in normal society. His obsession with collecting strange artifacts is only matched by his sometimes crippling superstitiousness. A DC 10 + APL Sense Motive check identifies Falrig's behavior as somewhat compulsive, such as knocking three times on doors before he passes through them, counting certain objects or groups of people, and deliberately avoiding the cracks of mortar between the cathedral's tiled floor.

A DC 15 + APL Diplomacy check to gather information reveals rumors that Falrig is extremely superstitious.

The Aristocrat

A strikingly handsome Chelaxian woman with deep, dark eyes and black hair steps forward to admire the key. She

is richly dressed in a flowing gown cut to the very latest in Magnimarian fashion.

This woman is **Zimandi Kaddren** (N female Chelaxian/Varisian aristocrat 3/wizard 9), the current matriarch of one of Magnimar's founding families. Among other things, the Kaddrens are noted for sending their scions to study the arcane arts in the Inner Sea's most prestigious schools and are known supporters of the Golemworks.

Identify/Locate: DC 10 + APL

Interaction: Kaddren is amiable and the epitome of aristocracy. She talks with the PCs about arcane theories of the key's true nature, about rumors among Magnimar's upper crust, and any other topic the PCs may bring up. If, however, she discovers that they are Pathfinders—or even that the Pathfinder Society is interested in the *Runecarved Key*—her entire demeanor changes, and she vindictively assures them that she will take every effort to outbid them in the auction, after which she storms out of the gala in an outrage.

Motives: Zimandi only recently inherited her position after her parents vanished during an expedition to mysterious fortress known as Viperwall in central Varisia. A DC 10 + APL Sense Motive or Diplomacy check reveals that Kaddren blames the disappearance of her parents upon the Pathfinder Society.

The Good Doctor

Near the front of the gathering, vying for a look at the key, stands a balding, weathered old man wearing heavy robes stitched with runes. Despite his age, his face beams with a boyish grin as he gazes at the curious artifact.

This is **Doctor Ernst Landis** (N male Chelaxian expert 5/wizard 5), curator of Magnimar's publically funded Museum of Ages.

Identify/Locate: DC 10 + APL

Interaction: Pathfinders approaching Landis find him pleasantly chatty and excited to rub elbows with adventuring relic collectors. He is quick to introduce himself and to tell the PCs his title. Landis loves historic artifacts and talking about relics of the past, and naturally assumes Pathfinders share his interests. He shows great enthusiasm for the *Runecarved Key* and shares his speculation that he believes it is an item of great historical significance, and that it was created by Emperor Xin to unlock a temple of seven paradises. If the PCs show interest (either real or feigned) in his theories, he confidently reveals his intent to purchase the key, and that he is sure to win it with the backing of a very generous donor.

Motives: Since the majority of the museum's funding comes from the city, Landis cannot rightly bid on the *Runecarved Key* using the museum's budget—which would defeat the entire purpose of the city hosting the auction. To remedy this situation, he put out feelers among philanthropists and other well-to-do Magnimarians for private donors to bolster his personal funds. One such patron, who has remained anonymous in all dealings with Landis, came forward with enough funds for the doctor to feel confident in his ability to win the auction.

Doctor Landis feels obligated to purchase the key and accepted the anonymous donations to ensure he could do so. He fears the auction might set a terrible precedent for generating future municipal funds and holds great concern that, should the auction succeed, the Lord Mayor's office might start auctioning off some of the museum's prize pieces to help subsidize more civic projects. If he wins, however, the city may not try that as it would just end up running auctions for Landis to buy his own relics from himself.

Landis initially reveals to the PCs only that he has a donor and that he believes he stands a good chance of buying the key, but he refuses to reveal his source (or that the donor is anonymous). If pressed, he admits the latter detail, and states that he only accepted funds on such a condition because of his greater fears of what the auction will mean for his collection.

The Wererat

Moving slowly through the crowd is an uncomely woman with large teeth and a shrewlike nose, dressed unbecomingly in the drab clothing of a stevedore. Slight in stature with a slightly stooped posture, she behaves in a mostly standoffish manner. Slipping to the edge of the crowd, she nervously waits for the key. Spotting the artifact, she make a few quick notes then slips off.

The woman is **Kresch Vaor** (NE female human natural wererat), a wererat hailing from Underbridge. She's not particularly well-known (resulting in the relatively high skill DC to identify her) but her clothing is threadbare and doesn't fit her well, making her stick out among the gala's generally fashionable guests. Wearing secondhand clothes is common among residents of Magnimar's poorer districts, who are otherwise not well represented at the event.

Identify/Locate: DC 20 + APL to identify; DC 15 + APL to locate

Interaction: If the PCs approach her, she does her best to shrug them off. If pressed, she excuses herself and leaves quickly, hoping to prevent anyone from tailing her. She makes a quick two circles around the outside of the Cathedral then ducks down a side alley. As soon as she gets a few blocks away, she disappears into the sewers, transforms into her dire rat form, and hurries back to a storehouse in Underbridge.

Motives: Kresch is in charge of a small clan of wererats who runs a modest exporting company that often deals with stolen or illegal goods. Her clan is only interested in putting down a deposit as a means of laundering payment from a mysterious benefactor in exchange for their scattering of strange seeds in the vicinity of the cathedral. For more information on the wererats' business arrangement, see encounter 3D on page 26.

The Rushlight Thugs

Two women stand to the side of the cathedral, conversing softly between themselves. Both are dressed in Varisian travelers' clothes draped with thick cloaks.

These Varisian women go only by the shared name Duchess, which they use when referring to one another and introducing themselves. Their clothing reflects typical Varisian fashion, while its practical material and multiple layers reflect the functional styles worn by the people of Magnimar's hinterlands. They are not immediately recognizable or identifiable, but a high enough skill check can confirm that they are not notable residents of Magnimar—these women are likely from out of town.

Identify/Locate: DC 15 + APL

Interaction: If the PCs attempt to engage the Duchesses, the women respond amicably, with affected Varisian accents. They claim they live in Ordellia where they work as caravan guards. Beyond that, they have little to say and if the PCs attempt to continue the conversation, the Duchesses let their attentions wander elsewhere and barely respond to questions, if they respond at all.

Motives: The women belong to a clandestine organization of bandits known as the Rushlight Society, and serve as the trusted agents of one of its most powerful leaders, **Miior Duvanti** (LE female Chelaxian bard 13). While the key itself is of little interest to Miior, the auction immediately sparked her interest. A Korvosan loyalist, her society of crude bandits and cutthroat highwaymen has long dedicated itself to shattering Magnimar's economy. In a recent raid, Duvanti's thugs pilfered a cache of Minkaian coins from a caravan traveling the Lost Coast Road from Sandpoint to Magnimar. She sees the auction as an opportunity to launder the coins in exchange for the key, all at the expense of the Lord Mayor's office.

Duvanti assigned the task of entering the auction to a pair of her most-trusted agents, who she refers to as the Korvosan Duchesses. Other than using the stolen coins, the Duchesses were instructed to act legally and under no circumstances reveal their allegiance to the Rushlight Society.

Concluding the Act

Table GMs: If your table finishes this section before time is called, you may skip to the beginning of Act Two and allow the PCs to prepare themselves for the next encounter. Otherwise, allow the PCs to keep playing until the Overseer GM calls time.

Overseer GM: After 8 minutes, make the following announcement in character as the cathedral's sexton:

"The pre-auction gala will be ending in two minutes! Please, wrap up your business promptly or make arrangements to take it elsewhere."

After 2 more minutes pass, make the following announcement to close out Act One before moving directly into Act Two.

"The pre-auction gala has ended; all must leave the cathedral immediately. Thank you for attending and we'll see many of you back here for the auction."

Key Point Awards

Table GMs should award Key Points to their tables as follows:

- +1 point for each name gleaned from the cathedral ledger. [max 7]
- +1 point for each competitor identified. [max 7]

ACT TWO: ASPIS GOLD

With the pre-auction gala ended, Sheila Heidmarch expects the PCs to return to Heidmarch Manor. Upon the PCs' arrival, the manor's gatekeeper informs them that the venture-captain will be hosting a meeting in the theater shortly.

Overseer GM: Begin Act Two with the following passage:

The theater is filled with your fellow Pathfinders, all buzzing with excitement. Sheila Heidmarch, raises her hands and quiets the room before speaking.

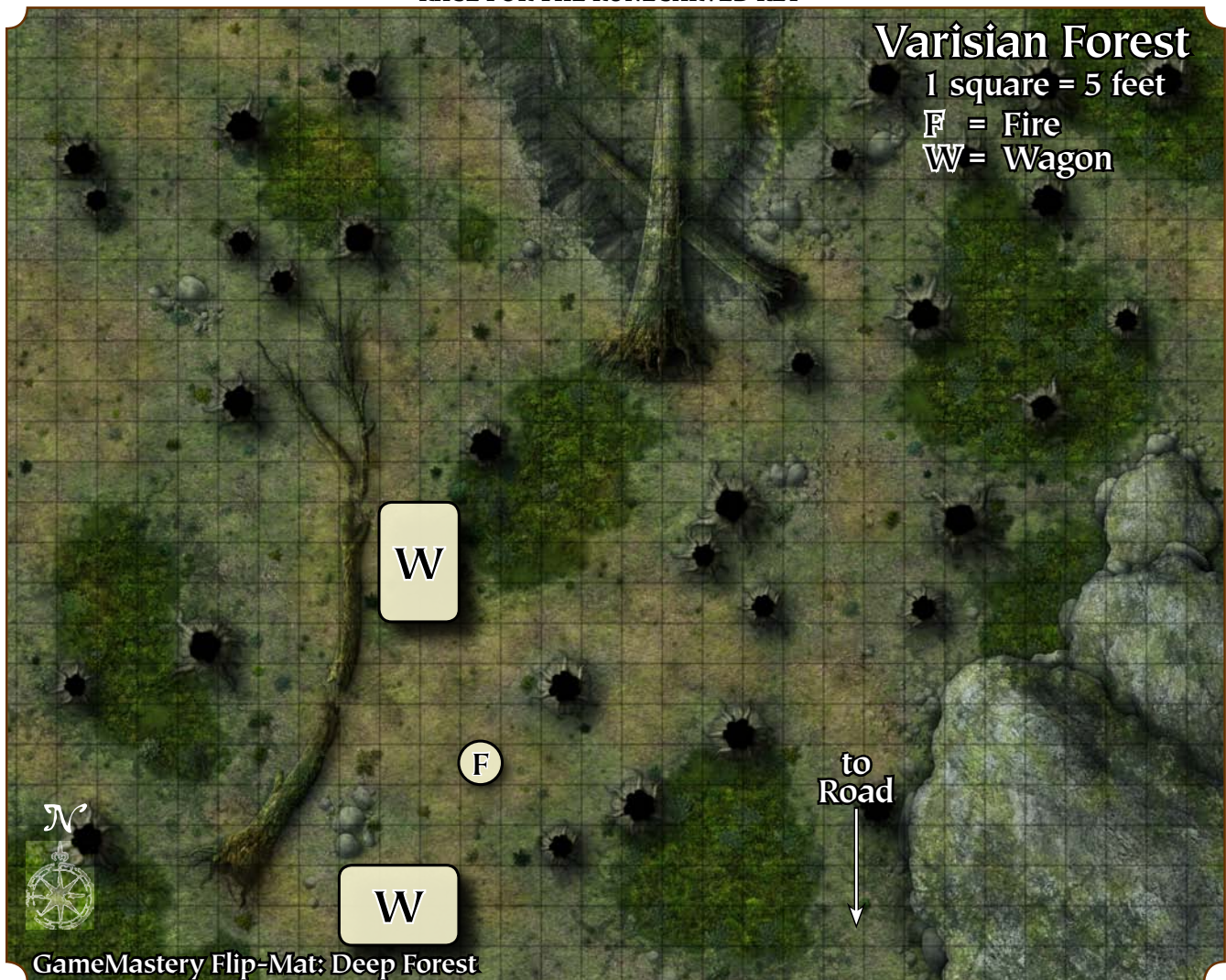
"Well my colleagues, I trust you were successful this evening? Anyone have information to share? Lets see some hands."

After asking the question, the Overseer GM (in character as Sheila Heidmarch) mediates a brief information gathering session by calling on tables with raised hands and allowing them a few seconds to share a bit of intelligence gathered at the gala. The venture-captain thanks each table for the intelligence and quickly moves on to another. After hearing from four to five tables, someone should hand the Overseer GM a note. The Overseer GM (still in character) should briefly ponder the note and then tell the house the following:

"Well, my friends, it seems Desna smiles upon us. My sources have just informed me that the Aspis Consortium has fewer funds than we first imagined. Thus, they have sent word to an ally in Korvosa to ship them more gold. Fortunately, I still have a few spies in Korvosa.

"A few days ago, the Consortium hired a Varisian caravan to carry a sizable shipment of gold to Magnimar, presumably to help them secure the *Runecarved Key's* purchase.

"The caravan was traveling along the Yondabakari River and should be nearing the outskirts of the city in a few hours. I need you to ride out to the caravan before it gets within



sight of the city walls and ensure that gold never reaches the Aspis Consortium at Bronze House. Take whatever gold you can, but try not to draw attention to yourselves as Pathfinders. It's bandit territory out there anyway, so caravan raids aren't uncommon. That said, rest assured the caravan will be armed. As soon as you're finished, hurry back here. We don't want Maiveer Sloan to catch on to our plot. I'll send a white raven to signal you to return before the situation becomes too risky."

Table GMs have 45 minutes to run the following encounter.

2A. Varisian Forest

Several miles outside of the city walls, a side trail branches off and away from the Yondabakari and winds south into a forest of ancient evergreens. Off to the side of the path, nestled into a deep pocket of spruces, sleeps a small Varisian caravan, only two wagons strong.

Allow the PCs a DC 10 + APL Perception check to spot the symbol of the Aspis Consortium painted onto the caravan wagons' wheels.

The caravan is led by one Barsuvius Geed, a rotund wizard of some renown within the Aspis Consortium, who specializes in the capture of dangerous creatures. Naturally, when he was ordered to play nursemaid to a cache of Aspis gold, he saw an opportunity. He ordered his Varisian escorts to help him net a vicious creature born of magic, one which he could sell for a small fortune to Jorston "Axetongue" Droaeb, the gamesmaster at Serpent's Run, Magnimar's famous coliseum. He now sleeps in comfort next to his caged beast while the rest of the caravan has been forced to sleep under the stars.

A second covered wagon rests slightly farther from the road. This wagon is empty save for the oversized chest containing the only thing the Consortium cares about in this caravan: its gold. The chest is trapped with an audible *alarm* spell set to go off if anyone but Geed approaches within 10 feet (CL based on subter).

SCALING ENCOUNTER 2A

For tables of only 4 players, remove one sleeping Varisian mercenary from the encounter in all Subtiers but 12+; in Subtier 12+ remove 2 Varisian mercenaries.

In Subtier 12+, if the party's APL is 15 or higher, increase the number of Consortium wizards to 3 and replace the advanced catoblepas with a jubjub bird (*Pathfinder RPG Bestiary* 3 157), which must squeeze into the cage inside the covered wagon.

Creatures: A single Varisian mercenary scouts the immediate vicinity of the encampment. A pair of unarmed Varisian wagon drivers and the remaining hired mercenaries sleep around the campfire. Barsuvius Geed rests in the wagon closest to the fire, sleeping next to his prized magical beast, locked in a cage only inches away. In some subtiers, Barsuvius is accompanied by additional Aspis cohorts who share his wagon.

All Subtiers

VARISIAN WAGON DRIVERS (2) CR 1/3

Human expert 1

N Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

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

hp 5 each (1d8+1)

Fort +0, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee club +0 (1d6)

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 11

Feats Animal Affinity, Skill Focus (Handle Animal)

Skills Handle Animal +10, Heal +4, Knowledge (geography) +3, Perception +4, Ride +7, Survival +4

Languages Common, Varisian

Subtier 1–2 (CR 4)

VARISIAN MERCENARIES (2) CR 1/2

Human ranger (guide) 1 (*Advanced Player's Guide* 125)

LN Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 each (1d10+2)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+2/18–20)

Ranged composite longbow +5 (1d8+2/x3)

Special Attacks ranger's focus +2 (1/day)

TACTICS

Before Combat The Varisian Mercenary on guard duty moves stealthily through the thick undergrowth of the surrounding woods looking for any threats to the encampment. The other Varisians are asleep next to the fire.

During Combat The Varisian Mercenaries attempt to identify any intruders. They are quick to engage and warn the rest of the camp should their challenges not be met with prompt answers. They begin combat using blunt arrows until they are attacked with lethal force.

Morale Having been compensated well for the safe delivery of the Aspis Consortium's gold, the Varisian Mercenaries are willing to lay down their lives to protect their charge.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Weapon Focus (longbow)

Skills Climb +5, Handle Animal +3, Knowledge (nature) +4, Perception +5, Ride +6, Stealth +6, Survival +5

Languages Common, Varisian

SQ track +1, wild empathy +0

Combat Gear blunt arrows^{APG} (20), tanglefoot bag; **Other Gear** studded leather, composite longbow (+2 Str) with 20 arrows, rapier

^{APG} See the *Advanced Players Guide*.

CONSORTIUM WIZARD CR 1

Male human abjurer 2

N Medium humanoid (human)

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

DEFENSE

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

hp 18 (2d6+9)

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

Resist fire 5

OFFENSE

Speed 30 ft.

Melee quarterstaff +1 (1d6)

Abjurer Spells Prepared (CL 2nd; concentration +5)

1st—*alarm*, *grease*, *mage armor*, *magic missile*, *shield*

0 (at will)—*detect magic*, *read magic*

Opposition Schools Divination, Necromancy

TACTICS

Before Combat The Consortium Wizard is sound asleep in the wagon next to his prize beast.

During Combat Startled in the night, the Consortium Wizard responds quickly to any sounds of attack by using a scroll of *invisibility* and then surveying the situation. If the camp is under attack, he releases the beast from its cage and either continues to buff or uses his *wand of web* depending on the

RACE FOR THE RUNECARVED KEY

situation. He continues to fight with a mix of controlling and damaging spells.

Morale The Consortium Wizard continues to fight until the cause is lost after which he drops to his knees and pleads for his life. If he hasn't found out already, he attempts to identify the attackers.

STATISTICS

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

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

Feats Combat Casting, Scribe Scroll, Toughness

Skills Diplomacy +2, Knowledge (arcana) +8, Knowledge (nature) +7, Knowledge (planes) +7, Linguistics +8, Perception +1, Sense Motive +0, Spellcraft +8

Languages Abyssal, Common, Elven, Infernal, Shoanti, Varisian

SQ arcane bond (amulet), protective ward (3 rounds, +1 deflection, 6/day)

Combat Gear *potion of cure light wounds*, *scroll of create pit*^{APG}, *scroll of invisibility*, *wand of web* (4 charges); **Other Gear** quarterstaff, spell component pouch, spellbook (contains all prepared spells), 70 gp

SHOCKER LIZARD

CR 2

hp 19 (*Pathfinder RPG Bestiary* 248)

Subtier 3–4 (CR 6)

VARISIAN MERCENARIES (4)

CR 1/2

hp 12 each (use the Varisian Mercenary stats from Subtier 1–2)

CONSORTIUM WIZARDS (2)

CR 1

hp 18 each (use the Consortium Wizard stats from Subtier 1–2)

YOUNG BASILISK

CR 4

hp 38 (*Pathfinder RPG Bestiary* 29, 295)

Subtier 5–6 (CR 8)

VARISIAN MERCENARIES (2)

CR 3

Human ranger (guide) 4 (*Advanced Player's Guide* 125)

LN Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 34 each (4d10+8)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee rapier +7 (1d6+3/18–20)

Ranged mwk composite longbow +9 (1d8+3/×3)

Special Attacks ranger's focus +2 (2/day)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*gravity bow*^{APG}

TACTICS

Before Combat The Varisian Mercenary on guard duty moves stealthily through the thick undergrowth of the surrounding woods looking for any threats to the encampment. The other Varisian Mercenaries are asleep next to the fire.

During Combat The Varisian Mercenaries attempt to identify any intruders. They are quick to engage and warn the rest of the camp should their challenges not be met with prompt answers. They begin combat using blunt arrows until they are attacked with lethal force.

Morale Having been compensated well for the safe delivery of the Aspis Consortium's gold, the Varisian Mercenaries are willing to lay down their lives to protect their charge.

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 20

Feats Deadly Aim, Endurance, Point-Blank Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +6, Climb +6, Handle Animal +3, Heal +5, Knowledge (local) +1, Knowledge (nature) +7, Linguistics +1, Perception +8, Ride +6, Sense Motive +2, Stealth +9, Survival +8, Swim +6

Languages Common, Shoanti, Varisian

SQ favored terrain (forest +2), terrain bond, track +2, wild empathy +3

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, blunt arrows^{APG} (20), tanglefoot bag;

Other Gear +1 chain shirt, masterwork composite longbow (+3 Str) with 20 arrows, rapier, 30 gp

^{APG} See the *Advanced Players Guide*.

CONSORTIUM WIZARD

CR 5

Male human abjurer 6

N Medium humanoid (human)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 47 (6d6+24)

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

Defensive Abilities energy absorption (18/day); **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee quarterstaff +3 (1d6)

Abjurer Spells Prepared (CL 6th; concentration +10)

3rd—*d ispel magic*, *displacement*, *fireball* (DC 17), *fly*

2nd—*daze monster* (DC 16), *extended mage armor*,

glitterdust (DC 16), *mirror image*, *resist energy* (DC 18)

1st—*alarm*, *expeditious retreat*, *grease*, *magic missile*, *shield*

o (at will)—*detect magic*, *read magic*

Opposition Schools Divination, Necromancy

TACTICS

Before Combat The Consortium Wizard is sound asleep in the wagon next to his prize beast. He is still protected by

an extended *mage armor* spell cast earlier in the day (already included in his stats).

During Combat Startled in the night, the Consortium Wizard responds quickly to any sounds of attack by using a *scroll of invisibility* and then surveying the situation. If the camp is under attack, he releases the beast from its cage and either continues to buff or uses his *wand of black tentacles* depending on the situation. He continues to fight with a mix of controlling and damaging spells.

Morale The Consortium Wizard continues to fight until the cause is lost, after which he drops to his knees and pleads for his life. If he hasn't found out already, he attempts to identify the attackers.

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Combat Casting, Extend Spell, Greater Spell Focus (abjuration), Scribe Scroll, Spell Focus (abjuration), Toughness

Skills Diplomacy +5, Disguise +2, Intimidate +2, Knowledge (arcana) +13, Knowledge (nature) +8, Knowledge (planes) +12, Linguistics +9, Perception +5, Sense Motive +5, Spellcraft +13, Use Magic Device +5

Languages Abyssal, Common, Elven, Infernal, Shoanti, Varisian

SQ arcane bond (*amulet of natural armor*), protective ward (4 rounds, +3 deflection, 7/day)

Combat Gear *scroll of invisibility*, *wand of black tentacles* (CL 10th, 2 charges), *wand of create pit*^{APG} (3 charges); **Other Gear** quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, gold dust (25 gp), spell component pouch, spellbook (contains all prepared spells), 5 gp

^{APG} See the *Advanced Player's Guide*.

YOUNG BULETTE

CR 6

hp 68 (*Pathfinder RPG Bestiary* 39, 295)

Subtier 8–9 (CR 11)

VARISIAN MERCENARIES (6)

CR 3

hp 34 each (use the Varisian Mercenary stats in Subtier 5–6)

CONSORTIUM WIZARD

CR 8

Male human abjurer 9

N Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 70 (9d6+36)

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

Defensive Abilities energy absorption (27/day); **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6)

Abjurer Spells Prepared (CL 9th; concentration +14)

5th—*dismissal* (DC 22), *feeblemind* (DC 20), *persistent slow* (DC 18)

4th—*dimension door*, *dimensional anchor*, *greater invisibility*, *solid fog*

3rd—*dispel magic*, *displacement*, *fireball* (DC 18), *fly*, *stinking cloud* (DC 18)

2nd—*arcane lock*, *extended mage armor*, *flaming sphere*, *glitterdust* (DC 17), *mirror image*, *resist energy*

1st—*alarm*, *expeditious retreat*, *grease*, *hold portal*, *magic missile* (2), *shield*

0 (at will)—*detect magic*, *read magic*

Opposition Schools Divination, Necromancy

TACTICS

Before Combat The Consortium Wizard is sound asleep in the wagon next to his prize beast. He is still protected by an extended *mage armor* spell cast earlier in the day (already included in his stats).

During Combat Startled in the night, the Consortium Wizard responds quickly to any sounds of attack by casting *greater invisibility* and then surveying the situation. If the camp is under attack, he releases the beast from its cage and either continues to buff or uses his *wand of black tentacles* depending on the situation. He continues to fight with a mix of controlling and damaging spells.

Morale The Consortium Wizard continues to fight until the cause is lost, after which he drops to his knees and pleads for his life. If he hasn't found out already, he attempts to identify the attackers.

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 21, **Wis** 8, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 16

Feats Combat Casting, Extend Spell, Greater Spell Focus (abjuration), Magical Aptitude, Persistent Spell^{APG}, Scribe Scroll, Spell Focus (abjuration), Toughness

Skills Appraise +9, Diplomacy +8, Disguise +4, Fly +5, Intimidate +2, Knowledge (arcana) +17, Knowledge (dungeoneering) +9, Knowledge (nature) +9, Knowledge (planes) +16, Knowledge (religion) +9, Linguistics +11, Perception +8, Sense Motive +8, Spellcraft +19, Use Magic Device +12

Languages Abyssal, Celestial, Common, Elven, Infernal, Shoanti, Varisian

SQ arcane bond (*amulet of natural armor* +1), protective ward (5 rounds, +3 deflection, 8/day)

Combat Gear *scroll of stonewall*, *scroll of true strike*, *wand of black tentacles* (CL 13th, 2 charges), *wand of create pit*^{APG} (3 charges); **Other Gear** quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +2, gold dust (25 gp), spell component pouch, spellbook (contains all prepared spells), 220 gp

*See the *Advanced Player's Guide*.

AURUMVORAX **CR 9**
hp 114 (*Pathfinder RPG Bestiary* 2 35)

Subtier 10–11 (CR 14)

VARISIAN MERCENARIES (2) **CR 8**
Human ranger (guide) 9 (*Advanced Player's Guide* 125)
CN Medium humanoid (human)
Init +3; **Senses** Perception +15

DEFENSE
AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)
hp 81 each (9d10+27)
Fort +10, **Ref** +11, **Will** +6

OFFENSE
Speed 30 ft.
Melee rapier +12/+7 (1d6+3/18–20)
Ranged +1 composite longbow +14/+9 (1d8+4/×3)
Special Attacks ranger's focus +4 (3/day)
Ranger Spells Prepared (CL 6th; concentration +7)
2nd—*barkskin*
1st—*entangle* (DC 12), *gravity bow*^{APG}, *longstrider*

TACTICS
Before Combat The Varisian Mercenary on guard duty moves stealthily through the thick undergrowth of the surrounding woods looking for any threats to the encampment. The other Varisian Mercenaries are asleep next to the fire.

During Combat The Varisian Mercenaries attempt to identify any intruders. They are quick to engage and warn the rest of the camp should their challenges not be met with prompt answers. They begin combat using blunt arrows until they are attacked with lethal force.

Morale Having been compensated well for the safe delivery of the Aspis Consortium's gold, the Varisian Mercenaries are willing to lay down their lives to protect their charge.

STATISTICS
Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +9; **CMB** +12; **CMD** 26
Feats Alertness, Deadly Aim, Endurance, Improved Precise Shot, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (longbow)
Skills Acrobatics +11, Climb +7, Handle Animal +6, Heal +6, Knowledge (local) +1, Knowledge (nature) +10, Knowledge (planes) +1, Linguistics +1, Perception +15, Ride +8, Sense Motive +7, Stealth +14, Survival +13, Swim +7
Languages Common, Shoanti, Varisian
SQ favored terrain (forest +4, mountain +2), ranger's luck (1/day), terrain bond, swift tracker, track +4, wild empathy +8, woodland stride
Combat Gear blunt arrows^{APG} (20), tanglefoot bag; **Other Gear** +1 chain shirt, +1 composite longbow (+3 Str) with 20 arrows, rapier, *cloak of resistance* +2, *ring of protection* +1, 30 gp

^{APG} See the *Advanced Players Guide*.

CONSORTIUM WIZARD **CR 10**
Male human abjurer 11
N Medium humanoid (human)
Init +1; **Senses** Perception +10

DEFENSE
AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 deflection)
hp 85 (11d6+44)
Fort +7, **Ref** +6, **Will** +10
Defensive Abilities energy absorption (33/day); **Resist** fire 10
OFFENSE

Speed 30 ft.
Melee quarterstaff +5 (1d6)
Abjurer Spells Prepared (CL 11th; concentration +16)
6th—*globe of invulnerability*, *summon monster VI*
5th—*break enchantment* (DC 20), *dismissal* (DC 22), *feeblemind* (DC 20), *persistent slow* (DC 18)
4th—*dimension door*, *dimensional anchor*, *greater invisibility*, *solid fog*, *wall of fire*
3rd—*dispel magic*, *displacement*, *fireball* (DC 18), *fly*, *magic circle against chaos*, *wind wall*
2nd—*arcane lock*, *glitterdust* (DC 17), *disruptive magic missile*, *extended mage armor*, *mirror image*, *resist energy*
1st—*alarm*, *expeditious retreat*, *grease*, *hold portal*, *magic missile* (2), *shield*
o (at will)—*detect magic*, *read magic*
Opposition Schools Divination, Necromancy

TACTICS
Before Combat The Consortium Wizard is sound asleep in the wagon next to his prize beast. He is still protected by an extended *mage armor* spell cast earlier in the day (already included in his stats).

During Combat Startled in the night, the Consortium Wizard responds quickly to any sounds of attack by casting *greater invisibility* and then surveying the situation. If the camp is under attack, he releases the beast from its cage and either continues to buff or uses his *wand of black tentacles* depending on the situation. He continues to fight with a mix of controlling and damaging spells.

Morale The Consortium Wizard continues to fight until the cause is lost after which he drops to his knees and pleads for his life. If he hasn't found out already, he attempts to identify the attackers.

STATISTICS
Str 10, **Dex** 13, **Con** 14, **Int** 21, **Wis** 8, **Cha** 12
Base Atk +5; **CMB** +5; **CMD** 17
Feats Combat Casting, Disruptive Spell^{APG}, Extend Spell, Greater Spell Focus (abjuration), Iron Will, Magical Aptitude, Persistent Spell^{APG}, Scribe Scroll, Spell Focus (abjuration), Toughness
Skills Appraise +9, Diplomacy +12, Disguise +4, Fly +5, Intimidate +2, Knowledge (arcana) +19, Knowledge (dungeoneering) +9, Knowledge (nature) +9, Knowledge (planes) +18, Knowledge (religion) +9, Linguistics +11,

SUCCESS SLIP 2A

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 2A success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how Maiveer Sloan will perform during the auction when bidding on behalf of the Aspis Consortium.

Perception +10, Sense Motive +10, Spellcraft +23, Use Magic Device +16

Languages Abyssal, Celestial, Common, Elven, Infernal, Shoanti, Varisian

SQ arcane bond (*amulet of natural armor* +1)

Combat Gear *scroll of locate creature*, *scroll of spell turning*, *scroll of stoneskin*, *scroll of true strike*, *wand of create pit*^{APG} (6 charges), *wand of black tentacles* (CL 15th, 2 charges);

Other Gear quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of vast intelligence* +2, gold dust (25 gp), spell component pouch, spellbook (contains all prepared spells), 35 gp

^{APG} See the *Advanced Player's Guide*.

CATOBLEPAS**CR 12**

hp 161 (*Pathfinder RPG Bestiary* 2 52)

Subtier 12+ (CR 16)**VARISIAN MERCENARIES (6)****CR 8**

hp 81 each (use the Varisian Mercenary stats from Subtier 10–11)

CONSORTIUM WIZARD (2)**CR 10**

hp 85 each (use the Consortium Wizard stats in Subtier 10–11)

ADVANCED CATOBLEPAS**CR 13**

hp 161 (*Pathfinder RPG Bestiary* 2 52, 292)

Development: If the PCs are recognized as Pathfinders and any Varisian survives the encounter, word of the raid spreads immediately upon the PCs' return to the city. In this instance, if the PCs killed any of the drivers, the PCs take a penalty on all Diplomacy checks within the city limits equal to the table's APL. If any of the mercenaries are killed, the PCs take a –2 penalty on Diplomacy checks throughout the city (this penalty does not stack with the previous penalty). If the PCs kill all of the hired Varisian mercenaries and drivers, no one is left alive to identify the party. While no one can say with certainty that it was the Pathfinder Society, rumors circulate on the streets. The PCs may find it more difficult to hire services or deal with the common folk of the city in the future.

Should the PCs spare Barsuvius Geed's life (or that of any of his unnamed Aspis Consortium cohorts), he reports back to the Aspis Consortium all the details of the attack, including the identities of the culprits responsible and their affiliation with the Pathfinder Society, if he knows them.

If the PCs manage to capture the magical beast instead of killing it, they can complete Geed's mission and sell it to Jorston Droaeb.

Treasure: The large chest in the northern wagon contains gold bars. The PCs may find a note in Barsuvius's pocket regarding the terms of sale of a non-intelligent rare magical beast for 20,000 gp.

Key Point Awards

Table GMs should award Key Points to their tables as follows:

- +2 points for not triggering the *alarm* spell during their approach to the chest.
- +2 points for recovering the Aspis Consortium's gold bars.
- +2 points if the PCs are not recognized as Pathfinders.
- +2 points for not killing any of the Varisian wagon drivers.
- +3 points for capturing the magical beast and selling it in Magnimar to Jorston Droaeb.

Concluding Act Two

After 40 minutes have passed, the Overseer GM should make the following announcement.

A white raven begins circling overhead. The bird is Sheila Heidmarch's signal that you should wrap things up and head back to Heidmarch Manor with or without the Aspis Consortium's gold.

After 45 minutes have elapsed, the Overseer GM calls time. Table GMs should conclude the encounter and get the PCs back to their accommodations at Hiedmarch Manor however possible to keep the event moving. There they can rest up a bit and prepare themselves for the auction, which is scheduled to be held on the following day, just after supper. At this time, Table GMs should allow their players 5 minutes to make whatever preparations they need before Act Three commences.

**ACT THREE:
NARROWING THE FIELD**

The Overseer GM initiates Act Three by reading the following passage aloud.

Two hours before the auction is slated to begin, Sheila Heidmarch calls everyone back to the theater for another emergency briefing. She appears greatly agitated and her tenor is one of immediacy.

“My friends, we have little time and much work to do, so I’m going to make this simple. While you were dealing with the Aspis Consortium, my informants in the city investigated the individuals you reported on from last night’s gala. It seems a number of them have sufficient funds to jeopardize our efforts. In what little time remains, I need you to prevent as many of them from participating in the auction as possible. My agents will provide each of your groups with a mission brief. Once you complete the task, return here to inform us of the results, and we shall quickly set you upon another mission. Again, we need you to complete as many missions as you can before the auction starts. But remember to keep your efforts clandestine and try not to kill anyone important. We’re still trying to win the auction somewhat legally.”

Table GMs: Your players have 2 hours in which to complete as many of the included missions as possible. Each of the eight missions contained in the act affects the auction in Act Four. It isn’t expected for tables to complete all eight missions, only that they complete as many as possible within the limited time. Table GM can assign the missions in any order, or let the PCs choose their opponents. Table GMs present each mission in-character with hints and suggestions on ways that the PCs might manipulate things.

During the missions, the PCs earn Key Points by performing tasks that help increase the odds that the Pathfinder Society will win the auction. These task include eliminating rivals from the running, recovering debts, and earning money to increase funds.

To begin this section of the adventure, Sheila Heidmarch asks if the PCs would like her to suggest a mission or if they would feel more comfortable choosing themselves. If the PCs request the venture-captain pick their missions, the Table GM can choose her own order, roll randomly (1d8) or run them in numeric order. If the PCs request the choice, read off the titles of each mission, but only offer a brief explanation of the mission.

3A. The Curse

“I think we got lucky with our merchant friend, Falrig Sneve. He mentioned that he was trying to conserve funds for the auction, so we sent him an invitation to stay at Haruka House on the grounds of our manor. If you have yet to see it, Haruka House sits alone on the west side of the main house and is the most luxurious of the four Thassilonian cottages on the property. As far as I can tell, Sneve suspects us of no foul play. Still, we can’t have him mucking up the auction,

can we? Thankfully, I doubt we have to do much. Ensure no actual harm comes to him, though, as such would reflect poorly upon Heidmarch Manor and the Pathfinder Society. Rather, somehow trick him into believing the *Runecarved Key* is cursed and he should withdraw from the auction without any further urging.”

How the PCs attempt to convince Sneve is entirely up to them. They can attempt to fool him through the use of social skills, create some kind of phantasm to haunt Haruka House, or use a combination of the two. For each successful use of a skill the PCs perform or for each failed save Sneve makes against a fear or illusion spell, he moves one step closer to backing out of the auction. Alternatively, each time the PCs fail a skill check or Sneve saves against a spell effect, he becomes more suspicious of the PCs and moves one step closer to packing up and leaving Haruka House for other lodgings where he won’t be molested. If the PCs can move Sneve three steps toward abandoning the auction before he moves three steps in the opposite direction, they succeed at their task. Table GMs should do their best to encourage and reward the efforts of players seeking creative solutions to scaring off the superstitious collector. If the PCs take any violent action toward Sneve or he is made hostile toward the Pathfinders, he immediately starts packing his belongings and leaves Haruka House, regardless of the PCs’ past successes.

Subtier 1–2

FALRIG SNEVE

LN male human expert 3

Skill DCs Bluff DC 18; Diplomacy DC 16 (indifferent);

Intimidate DC 14

Will Save +3 (+1 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Subtier 3–4

FALRIG SNEVE

LN male human expert 5

Skill DCs Bluff DC 20; Diplomacy DC 16 (indifferent);

Intimidate DC 16

Will Save +4 (+2 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails

SUCCESS SLIP 3A

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3A success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how Sneve will perform during the auction, if he shows up at all.

a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Subtier 5–6**FALRIG SNEVE**

LN male human expert 7

Skill DCs Bluff DC 25; Diplomacy DC 16 (indifferent); Intimidate DC 17

Will Save +5 (+3 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Subtier 8–9**FALRIG SNEVE**

LN male human expert 9

Skill DCs Bluff DC 29; Diplomacy DC 22 (unfriendly); Intimidate DC 19

Will Save +6 (+4 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Subtier 10–11**FALRIG SNEVE**

LN male human expert 11

Skill DCs Bluff DC 32; Diplomacy DC 22 (unfriendly); Intimidate DC 22

Will Save +8 (+6 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Subtier 12+**FALRIG SNEVE**

LN male human expert 15

Skill DCs Bluff DC 37; Diplomacy DC 23 (unfriendly); Intimidate DC 27

Will Save +11 (+9 vs. fear)

Special Sneve is incredibly superstitious and takes a –2 penalty on Will saves against fear effects. When Sneve fails a save against a fear effect or an illusion with the figment descriptor, or if convinced of some curse or potential danger through the use of Bluff, Diplomacy, or Intimidate, the skill DCs listed above are reduced by 2 for the duration of such effects or attitude shifts. This effect is cumulative.

Key Point Rewards

Table GMs should award Key Points to their tables as follows:

+1 point for each Will save Falrig fails against a PC's fear or illusion effect [max 2].

+1 point for each successful use of a social skill against Falrig [max 2].

+2 points if Falrig never fails a Will save and no PC fails a single skill check against him.

3B. The Debtor

"While we're not sure how much of a threat Dymal Rinks poses to our winning the auction, we don't want to take any chances. Our informants tell us that Rinks owes a considerable debt to the proprietor of the Matador, Master Basaale Minvandu. Short on the funds to cover his debts, Dymal Rinks hopes to cash in on the *Runecarved Key* as part of a wild investment scheme. Unfortunately for Rinks, Minvandu wants his debts paid immediately and has sent his collectors to track the halfling down. I suspect we can easily knock Rinks out of the auction by turning him over to Minvandu's thugs. Still, I'm a little wary of this course of action as handing Rinks over to the bone-breakers may very well result in his death. Despite being a desperate little imp, Rinks is a decent arbitrator and if word gets back that we played a part in his death, it might make things difficult in the future. If you can avoid getting him killed it might help. Perhaps you can pretend to be thugs and scare him off or simply threaten to rat him out to Minvandu if he doesn't back out of the auction. In any event, do whatever

Act Three: Narrowing the Field

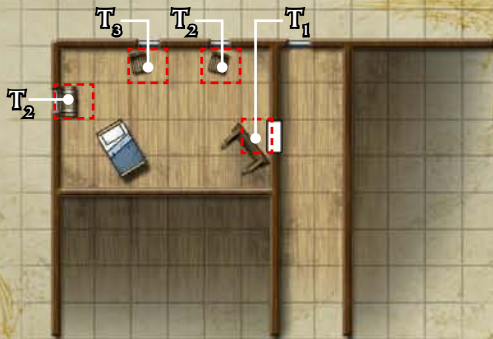
3A. Haruka House



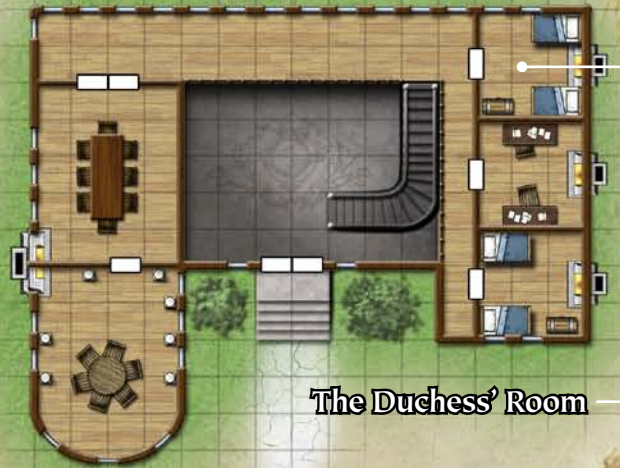
3D. Underbridge Exports



3B. The Galesford Inn



3F. Windon Lander's Manse



3C. Kaddren Manor



3G. Cranstone's Tower



G = Guard

you need to do to drive him away. Oh, and he lied about his whereabouts. Our informants say he's hiding out at the Galesford Inn in Dockway."

Rinks is holed up in his room at the Galesford Inn and doesn't intend to show himself before the auction. In order to confront him, the PCs are going to need to find some way to sneak or break into his room. How they do this is up to them, however the paranoid halfling has placed some deadly snares about the room for added protection.

Creature: If the PCs confront him, Rinks immediately assumes they are debt-collecting thugs sent by Minvandu to break his bones. Initially, he attempts to fight back (giving the PCs the opportunity to kill him and commit a murder). If captured or subdued, the strong-willed halfling refuses to be intimidated or threatened, and dares the PCs to hand him over to their boss. The PCs will need to make an Intimidate check to finally break him, at which point he attempts to bargain with the PCs for his life. If this check fails, the PCs may continue to attempt to break Rinks, though each successive failed attempt applies a -2 penalty on any future Intimidate checks made to break him. PCs that successfully break Rinks can use Diplomacy to further attempt to convince him to "loan" his deposit to the Pathfinder Society. Alternately, the PCs can choose to pretend they work for Minvandu and try to get him to hand over his sizable deposit to them.

Traps: Rinks has set a number of poison dart traps to guard against possible ingress into his room. Since the number of such traps is different in each subtier, employ the traps in ascending order based on the map on page 21.

Subtier 1–2 (CR 3)

POISONED DART TRAP	CR 1
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger touch; Reset none	
Effect atk +10 ranged (poison dart; 1d3 plus greenblood oil)	

DYMAL RINKS	CR 2
Male halfling rogue 3	
CN Small humanoid (halfling)	
Init +3; Senses Perception +10	
DEFENSE	
AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)	
hp 20 (3d8+3)	
Fort +3, Ref +7, Will +2; +2 vs. fear	
Defensive Abilities evasion, trap sense +1	
OFFENSE	
Speed 20 ft.	
Melee mwk short sword +3 (1d6/19–20)	

Ranged dagger +5 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

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

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

Feats Alertness, Throw Anything

Skills Acrobatics +10 (+6 when jumping), Appraise +6, Bluff +6, Climb +7, Craft (trapmaking) +8, Diplomacy +6, Disable Device +9, Disguise +4, Escape Artist +7, Knowledge (local) +7, Perception +10, Sense Motive +7, Sleight of Hand +9, Stealth +9, Use Magic Device +4; **Racial Modifiers** Acrobatics +2, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (fast stealth), trapfinding +1

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 studded leather, masterwork short sword, dagger, 63 gp

Subtier 3–4 (CR 5)

POISONED DART TRAPS (2)	CR 2
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger touch; Reset none	
Effect atk +15 ranged (poison dart; 1d3 plus greenblood oil)	

DYMAL RINKS	CR 2
hp 20 (use the stats from Subtier 1–2)	

Subtier 5–6 (CR 7)

POISONED DART TRAPS (3)	CR 2
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger touch; Reset none	
Effect atk +15 ranged (poison dart; 1d3 plus greenblood oil)	

DYMAL RINKS	CR 6
Male halfling rogue 7	
N Small humanoid (halfling)	
Init +7; Senses Perception +14	
DEFENSE	
AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)	
hp 60 (7d8+25)	
Fort +5, Ref +9, Will +5; +2 vs. fear	
Defensive Abilities evasion, trap sense +2, uncanny dodge	
OFFENSE	
Speed 20 ft.	
Melee +1 short sword +10 (1d4+1/19–20)	
Ranged mwk dagger +10 (1d3/19–20)	
Special Attacks sneak attack +4d6	
STATISTICS	
Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 10	

Base Atk +5; **CMB** +4; **CMD** 18

Feats Alertness, Improved Initiative, Iron Will, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Appraise +9, Bluff +10, Climb +11, Craft (traps) +10, Diplomacy +8, Disable Device +13, Disguise +6, Escape Artist +9, Knowledge (local) +8, Perception +14, Sense Motive +11, Sleight of Hand +9, Stealth +15, Use Magic Device +6; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (combat trick, fast stealth, finesse rogue), trapfinding +3

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 studded leather, +1 short sword, masterwork dagger, ring of protection +1, 113 gp

Subtier 8–9 (CR 10)

POISONED DART TRAPS (3) CR 6

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

EFFECTS

Trigger touch; **Reset** none

Effect atk +20 ranged (poison dart; 1d3 plus medium spider venom)

DYMAL RINKS CR 6

hp 60 (use the stats in Subtier 5–6)

Subtier 10–11 (CR 12)

POISONED DART TRAPS (3) CR 6

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

EFFECTS

Trigger touch; **Reset** none

Effect Atk +20 ranged (poison dart; 1d3 plus medium spider venom)

DYMAL RINKS CR 10

Male halfling rogue 11

CN Small humanoid (halfling)

Init +8; **Senses** Perception +19

DEFENSE

AC 21, touch 16, flat-footed 17 (+5 armor, +1 deflection, +4 Dex, +1 size)

hp 92 (11d8+39)

Fort +6, **Ref** +12, **Will** +6; +2 vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 20 ft.

Melee +2 short sword +15/+10 (1d4+2/19–20)

Ranged mwk dagger +14/+9 (1d3/19–20)

Special Attacks sneak attack +6d6

STATISTICS

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

Base Atk +8; **CMB** +7; **CMD** 22

Feats Alertness, Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +15 (+11 when jumping), Appraise +11, Bluff +13, Climb +14, Craft (traps) +16, Diplomacy +11, Disable Device +17, Disguise +9, Escape Artist +13, Knowledge (local) +10, Perception +19, Sense Motive +12, Sleight of Hand +12, Stealth +21, Use Magic Device +9; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (combat trick, defensive roll, fast stealth, finesse rogue, opportunist), trapfinding +5

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*; **Other Gear** +2 studded leather, +2 short sword, masterwork dagger, ring of protection +1, 663 gp

Subtier 12+ (CR 13)

POISONED DART TRAPS (4) CR 8

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

EFFECTS

Trigger touch; **Reset** none

Effect atk +20 ranged (poison dart; 1d3 plus wyvern poison)

DYMAL RINKS CR 10

hp 92 (use the stats from Subtier 10–11)

Development: Some parties may wish to go directly to Minvandu and instead deal with the Matador's proprietor. This is certainly a safer option for the Pathfinders, as Minvandu—sadistic and evil as he is—has no conflict with them. If told Rinks' location or that the halfling plans to attend the auction later that night, Minvandu sneers a sinister smirk and thanks them for the information, promising that Rinks "won't be making an appearance at the auction due to other obligations."

Key Point Rewards

Table GMs should award Key Points as follows:

+1 point for entering the room without setting off a trap.

+1 point for fighting defensively and not dealing any lethal (hp) damage to Rinks.

+2 points for avoiding any physical altercation with Rinks that results in injury to either party.

+1 point for convincing Rinks to drop out of the auction or inform Minvandu of the rogue's whereabouts*

+2 for convincing Rinks to drop out and loan his auction funds to the Pathfinder Society*.

SUCCESS SLIP 3B

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3B success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how Rinks will perform during the auction, if he shows up at all.

+3 for convincing Rinks that the PCs are Minvandu's thugs and getting him to hand over his auction funds as repayment of his outstanding debt*.

* Each party may only receive one reward thus marked.

3C. The Scandal

"I need not warn you how much of a threat Lady Kaddren is to our mission—she is wealthy, powerful, a wizard, and she hates us. Thankfully, our talented informants seem to have uncovered her weakness: scandal! It seems the lady has been seen slipping in and out of the tower of the Golemworks's master wizard, Toth Bhreacher, at unusual hours. If the two of them are involved in an affair, it could imply Lady Kaddren might be showing Toth political favoritism—an illicit act that would also break her family's long-standing efforts to keep nobility and business separate. Such evidence might stand to ruin her if it fell into the hands of her rivals. I need you to collect, fabricate, or purchase enough hard evidence to be able to blackmail her. While blackmailing her won't help ease her opinion of the Pathfinder Society, it is perhaps the only way we can get her to back out of the auction."

How the PCs gather evidence against Lady Kaddren and ultimately blackmail her is up to them, but some possible solutions are to forge love letters, hire a goon to steal a ledger from the Golemworks and plant it at her residence, or even disguise themselves to resemble Lady Kaddren, Toth, or both and put on an incriminating public performance. Still, real evidence is better than fake evidence. Pathfinders attempting to forge evidence of the affair can only pull off the forgery if they attempt to fabricate something written by Toth, as the Lady would immediately recognize any forgery of her own writings. A successful forgery requires a DC 20 + APL Bluff or Linguistics check. Alternatively, a DC 20 + APL Diplomacy or Knowledge (local) check allows the party to find a scoundrel willing to plant incriminating evidence on the lady or in her chambers, though the thug requests a payment of 50 gp × APL to perform the task.

Should the PCs attempt to gather their own evidence, they can do so by breaking into Lady Kaddren's private chambers and stealing a hidden collection of erotic

poems penned by Toth that highlight the couple's affair in detail. Lady Kaddren's chambers are most easily breached at night, after she leaves for the evening. Her bedroom is on the third floor of her manse with a window overlooking the lower districts. Only a handful of guards watch her courtyard and the walls are a relatively easy climb with rope or a DC 20 otherwise. Kaddren keeps her window locked (Disable Device DC 10 + APL), and breaking the glass to gain entry alerts the nearby guard.

Once the PCs enter the bedchamber, they are free to search it, however Lady Kaddren keeps a lone guard in the corridor just outside her door. A DC 10 + APL Perception check uncovers her stash of Toth's erotic poems in the top drawer of a locked jewelry box (Disable Device DC 20 + APL) that she keeps on her vanity.

Creature: A guard in the employ of House Kaddren stands watch over his mistress's chambers from the corridor outside. If he hears any sound from the other side of the door, he peers in to investigate, immediately attacking anyone caught trespassing.

Trap: Kaddren's jewelry box is not only locked but also warded with a trap that automatically alerts the guard outside her door if triggered. The box can only be opened by Kaddren, who set herself as the sole creature able to pass through the area of the trap's *alarm* spell.

Subtier 1–2 (CR 3)**BURNING HANDS TRAP****CR 2**

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (*alarm*); Reset none

Effect spell effect (*burning hands*, 2d4 fire damage, DC

11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

HOUSE KADDREN GUARD**CR 1/2**

hp 12 each (use the Subtier 1–2 Varisian Mercenary stats on page 14)

Subtier 3–4 (CR 5)**ACID ARROW TRAP****CR 3**

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (*alarm*); Reset none

Effect spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

HOUSE KADDREN GUARD**CR 3**

hp 34 (use the stats for the Subtier 5–6 Varisian Mercenary on page 15)

Subtier 5–6 (CR 7)

FIREBALL TRAP CR 6

Type magic; Perception DC 28; Disable Device DC 28
EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (empowered *fireball*, 6d6 × 150% fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

HOUSE KADDREN GUARD CR 3

hp 34 (use the stats for the Subtier 5–6 Varisian Mercenary on page 15)

Subtier 8–9 (CR 10)

SHOCKING FLOOR TRAP CR 9

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (alarm); Duration 1d6 rounds; Reset none

Effect spell effect (*shocking grasp*, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

HOUSE KADDREN GUARD CR 8

hp 81 (use the Subtier 10–11 Varisian Mercenary stats on page 17)

Subtier 10–11 (CR 12)

CONE OF COLD TRAP CR 11

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (*cone of cold*, 15d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-ft. cone)

HOUSE KADDREN GUARD CR 8

hp 81 (use the Subtier 10–11 Varisian Mercenary stats on page 17)

Subtier 12+ (CR 13)

MAXIMIZED FIREBALL TRAP CR 13

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (*fireball*, 60 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

HOUSE KADDREN GUARD CR 8

hp 81 (use the Subtier 10–11 Varisian Mercenary stats on page 17)

SCALING ENCOUNTER 3C

Make no adjustments for parties of only 4 PCs. If the party's APL is 15 or higher, replace the maximized *fireball* trap in Subtier 12+ with the following trap.

EMPOWERED DISINTEGRATE TRAP CR 16

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger sight (*true seeing*); Reset none

Effect spell effect (empowered *disintegrate*, +9 ranged touch, 30d6 damage plus 50%, DC 19 Fort save reduces

Development: Once the PCs have evidence (real or faked), they must confront Lady Kaddren and use it to blackmail her in order for her to back out of the competition. Kaddren won't allow herself to be blackmailed on another individual's suspicion alone, however. Thus the PCs must have at least some solid evidence against her. Once they can produce evidence, they may attempt to convince her with a DC 15 + APL Intimidate check; grant PCs who have solid evidence (or effective forgeries) a circumstance bonus equal to their APL on this check.

Key Point Rewards

Table GMs should award Key Points as follows:

- +1 point for successfully forging evidence.
- +1 point for hiring a scoundrel to plant false evidence.
- +2 points for recovering Toth's erotic poems from Lady Kaddren's bedchambers.
- +1 point for entering and leaving the bedchambers without alerting the guard.
- +2 points for successfully blackmailing Lady Kaddren, convincing her to pull out of the auction.

3D. Underbridge Exports

"It seems the *Runecarved Key* has attracted the attention of a small exporting company run by the dubious Vaor family of Underbridge. Why the Vaors are interested in the key, or even how they came up with the deposit, is beyond my imaginings. I doubt they have much in the way of finances, but one can never tell. Perhaps they represent someone else more powerful, perhaps not. In any event, I need someone to head down to Underbridge and find out. This map should get you to their warehouse quickly. Best of luck, Pathfinders."

The PCs have no trouble following Heidmarch's explicit map, and soon arrive at the warehouse in Underbridge. Inside, members of the Vaor family bustle around cases of supplies hauled in from their various business operations. Most of the crates contain salvaged

SUCCESS SLIP 3C

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3C success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how Lady Kaddren will perform during the auction, if she shows up at all.

junk, various items pilfered from homes in wealthier neighborhoods, currently set to be packed up and shipped off for sale in the black markets of other cities. The storeroom itself is poorly organized.

Creatures: Most of the Vaor family isn't actually related. Instead, their strong physical resemblance is due to their common affliction: wererat lycanthropy. The entire clan was infected by their leader, Kresch Vaor, the only natural lycanthrope in the gang (except in Subtiers 10–11 and 12+, where she is joined by her sisters, who are also natural lycanthropes). They immediately attack any trespassers within the warehouse.

Subtier 1–2 (CR 3)**KRESCH VAOR (HYBRID FORM) CR 2**

Female human natural wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18

WAREHOUSE THUGS (2) CR 1/2

hp 12 each (use the Subtier 1–2 Varisian Mercenary stats on page 14)

Subtier 3–4 (CR 5)**KRESCH VAOR (HYBRID FORM) CR 2**

Female human natural wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18

WAREHOUSE THUGS (4) CR 1/2

hp 12 each (use the Subtier 1–2 Varisian Mercenary stats on page 14)

Subtier 5–6 (CR 7)**KRESCH VAOR (HYBRID FORM) CR 2**

Female human natural wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18

VAOR WERERATS (HUMAN FORM) (3) CR 2

Human afflicted wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18 each

WAREHOUSE THUGS (4) CR 1/2

hp 12 each (use the Subtier 1–2 Varisian Mercenary stats on page 14)

Subtier 8–9 (CR 9)**KRESCH VAOR (HYBRID FORM) CR 7**

Female human natural wererat druid (pack lord) 6/rogue 1 (*Pathfinder RPG Bestiary* 197, *Ultimate Magic* 38)

NE Medium humanoid (augmented humanoid, human, shapechanger)

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

hp 61 (7d8+27)

Fort +10, **Ref** +8, **Will** +11; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee +1 scimitar +7 (1d6+2/18–20), bite +0 (1d4+1 plus disease and curse of lycanthropy)

Special Attacks sneak attack +1d6, wild shape 1/day

Druid Spells Prepared (CL 6th; concentration +11)

3rd—*dominate animal* (DC 18), *poison* (DC 18), *spike growth* (DC 18)

2nd—*heat metal* (DC 17), *flaming sphere* (DC 17), *spider climb*, *summon swarm*

1st—*entangle* (DC 16), *produce flame*, *longstrider*, *magic fang*, *speak with animals*

0 (at will)—*detect poison*, *flare* (DC 15), *know direction*, *resistance*

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 20, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Casting, Great Fortitude, Stealthy, Toughness, Weapon Focus (scimitar)

Skills Appraise +9, Bluff +5, Craft (alchemy) +7, Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +5, Handle Animal +4, Intimidate +3, Knowledge (dungeoneering) +5, Knowledge (local) +7, Knowledge (nature) +8, Perception +9, Sense Motive +10, Sleight of Hand +8, Spellcraft +5, Stealth +10, Survival +12, Swim +5, Use Magic Device +3

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), improved empathic link, lycanthropic empathy (rats and dire rats), nature sense, pack bond (6 dire rats), trackless step, trapfinding +1, wild empathy +4, woodland stride,

Combat Gear *potion of invisibility*; **Other Gear** +1 studded leather, +1 scimitar, belt of incredible dexterity +2, cloak of resistance +1, 210 gp

Place the deposit with the proctor at the temple in your name. When the bidding is over, collect it and keep it. Just make sure you sow the seeds carefully or you won't have the chance to collect your payment.

**SPECIAL ABILITIES**

Disease (Ex) Bite—Injury; save Fort DC 15; onset 1d3 days; frequency 1 day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves.

DIRE RAT COMPANIONS (6)**CR —**hp 5 each (*Pathfinder RPG Bestiary* 232)**VAOR WERERATS (HYBRID FORM) (6)****CR 2**Human afflicted wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18 each**Subtier 10–11 (CR 11)****KRESCH & MYORI VAOR (HYBRID FORM) (2)****CR 7**

hp 61 each (use the stats from Subtier 8–9)

DIRE RAT COMPANIONS (12)**CR —**hp 5 each (*Pathfinder RPG Bestiary* 232)**VAOR WERERATS (HYBRID FORM) (8)****CR 2**Human afflicted wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18 each**Subtier 12+ (CR 12)****VAOR SISTERS (HYBRID FORM) (4)****CR 7**

hp 61 each (use the Subtier 8–9 Kresch Vaor stats)

DIRE RAT COMPANIONS (24)**CR —**hp 5 each (*Pathfinder RPG Bestiary* 232)**VAOR WERERATS (HYBRID FORM) (12)****CR 2**Human afflicted wererat rogue 2 (*Pathfinder RPG Bestiary* 197)
hp 18 each

Development: As soon as the PCs begin to overwhelm the wererats, the Vaors surrender, demanding to know why the PCs invaded their storehouse. Vaor and her clan actually have no interest in the bidding, and can be quickly and easily convinced to drop out of the auction. Vaor only intends to show up to collect her deposit, for the money was a gift from a mysterious woman in exchange for Vaor's aid in another matter (see Treasure below).

Treasure: A DC 23 + APL Perception check while searching Vaor's office uncovers a strange note shoved beneath the piles of paper on her desk. If the PCs find the note, give them **Player Handout 2: Mysterious Note** on page 27.

Player characters examining the note can attempt a DC 20 + APL Linguistics check to determine it was written by a well-educated individual whose native language is Varisian. If the PCs threaten Vaor with her life, they may attempt an Intimidate check to learn that a strange woman hired her for the sum of the deposit, to walk around the outside of the Abadaran cathedral and scatter "some seeds or dust or something." What Vaor doesn't know is that the woman was a Lissalan cultist, and the small "seeds" she scattered are arcane spell components the cultist and her allies will use to open extraplanar gates during Act Four.

Key Point Rewards

Table GMs should award Key Points as follows:

SUCCESS SLIP 3D

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3D success slip and turn it in to the Overseer GM or designated event volunteer.

- +1 point for getting Vaor to surrender.
- +2 points if no PC is afflicted with the curse of lycanthropy.
- +4 points for recovering the note in Vaor's office.

3E. The Good Doctor

"I'm not sure yet how we can get Doctor Landis to back out of the auction, or if we fail, if we can outbid him; at least not until we know who is acting as his anonymous patron. I have a strange feeling about the whole thing. I doubt his patron has noble intentions and I suspect the good doctor is probably in a lot more trouble than he realizes. Go to the museum and see if you can get Doctor Landis to introduce you to his anonymous patron, or at least his patron's contact. Once we know who it is, we can hopefully drive a wedge between the doctor and his benefactor."

Unfortunately, Sheila's suspicions hold true. Nothing comes without a price, and Doctor Landis is in a fair amount of danger. His patron is none other than Paralictor Darean Halst, commander of the Order of the Nail Hellknights in Magnimar, who in his dealings with Landis ultimately seeks to recover King Chadris Porphyria III of Korvosa's gemstone regalia among other notable relics from the collection of the Museum of Ages.

The PCs can use whatever methods they want to convince Doctor Landis to introduce them to his mysterious benefactor's contact, a lower-ranking Hellknight named Elixia Makorios. If they succeed, that evening the Doctor invites his contact to supper to further discuss the auction. Makorios accepts, giving the PCs an opportunity to meet with and interview the guest over a fancy meal. Makorios arrives promptly, seemingly unarmed and dressed in the clothes of a wealthy noblewoman. Outwardly, she shows no signs of her Hellknight affiliation. Makorios sours when she realizes Landis has invited other dinner guests and makes for poor company during the entire meal.

At this point, allow the PCs a DC 15 + APL Perception check to spot two small tattoos on either side of Makorios's neck, which she carefully attempts conceal with her high collar and neatly coifed shoulder-length hair. A second Perception check (DC 20 + APL), identifies each tattoo as a nail. A DC 15 + APL Knowledge (local

or nobility) check correctly identifies the nail as a symbol of the Order of the Nail sometimes "branded" on Hellknight initiates when they take their oaths.

Throughout dinner, Makorios says little, though she seems to enjoy her wine. She tries to wait the PCs out, hoping they eventually leave so she can speak with Landis privately. Still, if PCs wait for her to consume three drinks (GMs should count 5 minutes of real time to signify the time the PCs invest in waiting), she drops her guard and can be tricked into making her affiliation with the Hellknights obvious. If openly confronted about her status as a Hellknight, Makorios pauses for a moment of reflection, then turns stone-faced and politely excuses herself from the dinner. As she exits, she curtly adds, "Thank you for the meal Doctor, and best of luck at tomorrow's auction."

Subtier 1–2**ELIXIA MAKORIOS**

LN human female fighter 4

Skill DCs Bluff DC 14; Diplomacy DC 17 (indifferent);

Intimidate DC 16

Will Save +3 (+1 vs. fear)

Subtier 3–4**ELIXIA MAKORIOS**

LN human female fighter 5/Hellknight 1

Skill DCs Bluff DC 19; Diplomacy DC 17 (indifferent);

Intimidate DC 18

Will Save +3 (+1 vs. fear)

Subtier 5–6**ELIXIA MAKORIOS**

LN human female fighter 5/Hellknight 3

Skill DCs Bluff DC 21 (can use *discern lies* as a spell-like ability 5/day at caster level 8th); Diplomacy DC 22 (unfriendly);

Intimidate DC 20

Will Save +4 (+1 vs. fear, +2 vs. spells with the charm descriptor)

Subtier 8–9**ELIXIA MAKORIOS**

LN human female fighter 6/Hellknight 5

Skill DCs Bluff DC 25 (can use *discern lies* as a spell-like ability 5/day at caster level 11th); Diplomacy DC 22 (unfriendly);

Intimidate DC 23

Will Save +6 (+2 vs. fear, +2 vs. charms)

Subtier 10–11

ELIXIA MAKORIOS

LN human female fighter 7/Hellknight 6

Skill DCs Bluff DC 27 (can use *discern lies* as a spell-like ability 5/day at caster level 13th); Diplomacy DC 22 (unfriendly); Intimidate DC 25

Will Save +8 (+2 vs. fear, +4 vs. charms, +2 vs. compulsions)

Subtier 12+

ELIXIA MAKORIOS

LN human female fighter 9/Hellknight 7

Skill DCs Bluff DC 30 (can use *discern lies* as a spell-like ability 5/day at caster level 16th); Diplomacy DC 23 (unfriendly); Intimidate DC 28

Will Save +10 (+2 vs. fear, +4 vs. charms, +2 vs. compulsions)

Development: If the PCs identify and expose the connection between the anonymous donor and the Order of the Nail, Doctor Landis backs out of his deal, and disappointedly recuses himself from the bidding.

Key Point Rewards

Table GMs should award Key Points as follows:

- +1 point for spotting and identifying Makorios's tattoos.
- +1 point for identifying Makorios as a Hellknight.
- +3 points for getting Makorios to admit her Hellknight affiliation to Doctor Landis.

3F. Glow of the Rushlights

"There were two women at the pre-auction who paid their deposit in Minkaian coins which, according to our sources, may have been stolen during a recent caravan raid. If such is the case, the duo no doubt have dubious intentions. The women call themselves the Duchesses and they likely have ties to one of Magnimar's criminal organizations; I suspect the Rushlight Society. Still, it is their finances and not their intentions that most concern us. Some of our more reliable street contacts informed me that the two women were last seen entering the home of a local merchant named Windun Landers. Perhaps not so coincidentally, Landers has a wrought iron rushlight mounted on his door casing. Head to the man's residence, and see if you can't figure out how much money these "Duchesses" have. If all is as I suspect, they don't have enough to bid competitively. I'm also near certain they're using stolen funds, so leave whatever gold you find. I don't want us bidding with illegally gotten coin—that'll create more problems for us than it will solve. Lastly, whatever you happen to find, do not involve

SUCCESS SLIP 3E

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3E success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how Doctor Landis will perform during the auction, if he shows up at all.

the authorities. I cannot risk the courts subpoenaing your testimony during the auction."

Sheila gives the PCs the address of Windun Landers's residence. When they arrive, the Duchesses aren't about, though Windun is. The PCs must cleverly devise some way to sneak or charm their way into his home.

Windun at first denies he has visitors, though a DC 20 Sense Motive check notes that he becomes visibly nervous at the mention of guests. If the PCs openly accuse him of lying, a successful Diplomacy or Intimidate check causes him to relent and admit he has two guests who he refuses to name. In truth, he knows them only as the Duchesses. After that, he shuts down and refuses to talk, however he can again be intimidated into playing a sort of guessing game (like "hot and cold") to reveal where in his home they're staying—the north bedroom. A DC 15 + APL Perception check locates an iron strongbox stashed beneath the bed in the Duchesses' room. The locked box contains 5,000 gp in Minkaian coins. If the PCs take the coins, instead of merely counting them, the Duchesses report the theft to the authorities after gathering descriptions of the Pathfinders from Landers, accusing them as being the original caravan raiding bandits. If this occurs, several officers from the Lord Mayor's office corner the PCs when they next return to Heidmarch Manor and demand they come in for questioning. If the PCs don't have the coins, there isn't enough evidence to hold them, however the incident delays them, likely hurting their ability to complete other missions.

Subtier 1–2

WINDUN LANDERS

LE human male expert 3

Skill DCs Bluff DC 18; Diplomacy DC 17 (indifferent); Intimidate DC 14; Stealth DC 18

Will Save +5

Subtier 3–4

WINDUN LANDERS

LE human male expert 5

SUCCESS SLIP 3F

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3F success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room and how the Duchesses will perform during the auction, if they show up to participate at all.

Skill DCs Bluff DC 22; Diplomacy DC 17 (indifferent);

Intimidate DC 17; Stealth DC 22

Will Save +6

Subtier 5–6**WINDUN LANDERS**

LE human male expert 7

Skill DCs Bluff DC 24; Diplomacy DC 17 (indifferent);

Intimidate DC 19; Stealth DC 24

Will Save +7

Subtier 8–9**WINDUN LANDERS**

LE human male expert 10

Skill DCs Bluff DC 35; Diplomacy DC 22 (unfriendly);

Intimidate DC 22; Stealth DC 29

Will Save +9

Subtier 10–11**WINDUN LANDERS**

LE human male expert 12

Skill DCs Bluff DC 37; Diplomacy DC 23 (unfriendly);

Intimidate DC 24; Stealth DC 31

Will Save +12 (Improved Iron Will)

Subtier 12+**WINDUN LANDERS**

LE human male expert 13

Skill DCs Bluff DC 38; Diplomacy DC 28 (hostile); Intimidate

DC 25; Stealth DC 32

Will Save +12 (Improved Iron Will)

Key Point Rewards

Table GMs should award Key Points as follows:

- +1 point for gaining access to Landers's home.
- +1 point for getting Landers to admit he has guests.
- +2 points for determining the Duchesses's maximum possible bid (5,000 gp).
- +1 point if the PCs don't take the coins as instructed.

3G. Dead Woman's Debts

"Prior to the founding of our lodge, the Pathfinder Society had few contacts and fewer resources here in Magnimar. One of our best was an alchemist and a sage name Darga Cranstone. Cranstone kept a small lab in Ordellia, performing specialized research using rare herbs that grow wild in the Mushfens. Yesterday, word from Absalom arrived that several years ago, our organization paid the alchemist an advance of over a three thousand crowns for some research. Several months later, Cranstone had only turned over half her findings, and eventually failed to complete the commission. Then for a short while, the Society lost all contact with her. Just days before the Decemvirate sent a debt collector to hunt down Darga, her apprentice suddenly sent word that his mistress was still working on the project. This kept on for several seasons, with the apprentice's notes becoming more infrequent, until they simply petered off. While the sum was fairly significant, other matters put recouping the lost sum on hold, and after a few years, it was eventually forgotten. Now that we have again been reminded of this debt, I need you to go to Cranstone's tower and collect the fee she owes us, with interest."

The Pathfinders arrive at Cranstone's rundown tower to find it long abandoned. The doors and windows have been boarded up and dozens of old, faded notices plastered on the door warn trespassers to keep out and that the property has been seized by the lord mayor's office. Still, it appears like a long time has passed since anyone from the government has paid the premises a visit. The boards pry off easily, allowing access to the ground floor. Long looted of all valuables, it contains nothing but rubbish and rats. A rickety wooden staircase curls about the exterior wall leading a good 60 feet upward to a second floor.

Creature: A dilemma surfaces when, upon their arrival, the PCs discover the reason the sage never finished her research: halfway through the process she dropped dead from unknown causes. Her undead spirit still haunts her lonely laboratory and the PCs must destroy it in order to safely recover the missing funds.

Traps: The funds the PCs seek are split into two coffers, each hidden in separate compartments beneath the floorboards. A DC 10 + APL Perception check to search the room uncovers a locked box and 1,000 gp within. A DC 20 + APL Perception check locates a second box containing 3,000 gp. Both boxes are locked (Disable Device DC 10 + APL). In Subtiers 1–2, 3–4, and 5–6, the box containing the greater sum is trapped, while both are trapped in Subtiers 8–9, 10–11, and 12+.

Subtier 1–2 (CR 3)

DARGA CRANSTONE	CR 2
Poltergeist (<i>Pathfinder RPG Bestiary</i> 2 211)	
hp 16	

POISONED CHEST	CR 1
Type mechanical; Perception DC 15; Disable Device DC 15	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect +3 melee touch attack (malyass root paste)	

Subtier 3–4 (CR 5)

DARGA CRANSTONE	CR 3
Allip (<i>Pathfinder RPG Bestiary</i> 3 12)	
hp 30	

ALCHEMICAL GAS CHEST	CR 3
Type mechanical; Perception DC 15; Disable Device DC 15	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect poison gas (ungol dust); never miss; onset delay (1 round); multiple targets (all creatures in a 10-ft. by 10-ft. cube)	

Subtier 5–6 (CR 7)

DARGA CRANSTONE	CR 5
Wraith (<i>Pathfinder RPG Bestiary</i> 281)	
hp 47	

ALCHEMICAL GAS CHEST	CR 5
Type mechanical; Perception DC 20; Disable Device DC 20	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect poison gas (ungol dust); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft. by 10-ft. cube)	

Subtier 8–9 (CR 11)

DARGA CRANSTONE	CR 8
Greater shadow (<i>Pathfinder RPG Bestiary</i> 245)	
hp 58	

ALCHEMICAL GAS CHESTS (2)	CR 8
Type mechanical; Perception DC 28; Disable Device DC 28	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect poison (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 20-ft. by 20-ft. cube)	

Subtier 10–11 (CR 13)

DARGA CRANSTONE	CR 11
Bhuta (<i>Pathfinder RPG Bestiary</i> 41)	
hp 147	

ALCHEMICAL GAS CHESTS (2)	CR 9
Type mechanical; Perception DC 30; Disable Device DC 30	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect poison (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft. by 10-ft. cube)	

Subtier 12+ (CR 15)

DARGA CRANSTONE	CR 13
Banshee (<i>Pathfinder RPG Bestiary</i> 2 41)	
hp 161	

ALCHEMICAL GAS CHESTS (2)	CR 12
Type mechanical; Perception DC 30; Disable Device DC 30	
EFFECTS	
Trigger touch (opening chest); Reset no reset	
Effect poison (burnt other fumes); never miss; onset delay (1 round); multiple targets (all targets in a 20-ft. by 20-ft. cube)	

Key Point Rewards

Table GMs should award Key Points as follows:

- +2 points for putting Darga Cranstone's soul to rest by destroying her.
- +1 point for finding the lesser treasure.
- +2 points for finding the greater treasure.
- +1 for opening a trapped chest without triggering it.

3H. Hydra Bait

"We're still a little short on funds and we need to make some quick coin! If you're daring enough, head over to the Alabaster District and enter a hydra baiting competition at the Serpent's Run coliseum. The Master of Games, Axetongue Droaeb, has offered a decent sized purse to adventurers willing to get in the ring with one of his ferocious multi-headed beasts. As always, this event draws a tremendous crowd, one whose coin will more than double the purse he pays to contest participants."

The PCs have little trouble locating **Jorston "Axetongue" Droaeb** (LN male dwarf expert 4/fighter 3), as the Master of Games eagerly seeks out contestants for his most popular event. He offers the PCs a flat rate in an amount gold appropriate to the CR of the following encounter. All the PCs must do is fight the hydra for 6

SUCCESS SLIP 3G

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3G success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room.

rounds, plus a bonus for each additional round they draw the fight out (as longer fights make for more excitement and more excitement makes him more money, especially once the crowd starts betting).

After 6 rounds Axetongue asks if the PCs are ready to call the fight. If they answer affirmatively, he gives his signal for his guardsmen to storm the floor, and dozens of them rush from the wings with chains, ropes, and sedatives, quickly overwhelming and subduing the beast. If the PCs request to continue, Axetongue readies his guardsmen, and makes the same request at the start of each round until the PCs decide to call the match, slay the hydra, or lose one of their own to the crazed reptilian beast. If at anytime during the match a PC is knocked unconscious or killed, Axetongue calls the match, sadly awarding favor to the beasts. The crowd considers the loss a bad omen, and for the PCs it is. Pathfinders losing this fight do not earn any Key Points.

Subtier 1–2 (CR 3)**YOUNG HYDRA****CR 3**

hp 37 (*Pathfinder RPG Bestiary* 178, 295)

Subtier 3–4 (CR 5)**ADVANCED HYDRA****CR 5**

hp 57 (*Pathfinder RPG Bestiary* 178, 294)

Subtier 5–6 (CR 7)**ADVANCED CRYOHYDRA****CR 7**

hp 57 (*Pathfinder RPG Bestiary* 178, 294)

Subtier 8–9 (CR 10)**SIX-HEADED PYROHYDRAS (2)****CR 8**

Advanced 6-headed pyrohydra (*Pathfinder RPG Bestiary* 178, 294)

N Huge magical beast (fire)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, –2 size)
hp 69 (6d10+36); fast healing 6

Fort +11, **Ref** +10, **Will** +6

Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 6 bites +9 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (15-ft. cone, 3d6 cold damage, DC 19 Reflex half, usable every 1d4 rounds), pounce

STATISTICS

Str 21, **Dex** 16, **Con** 22, **Int** 6, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +13, Swim +13; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

Subtier 10–11 (CR 12)**TEN-HEADED CRYOHYDRA****CR 12**

Advanced 10-headed cryohydra (*Pathfinder RPG Bestiary* 178, 294)

N Huge magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, –2 size)

hp 115 (10d10+60); fast healing 10

Fort +13, **Ref** +12, **Will** +7

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 10 bites +13 (2d6+5)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (15-ft. cone, 3d6 cold damage, DC 21 Reflex half, usable every 1d4 rounds), pounce

STATISTICS

Str 21, **Dex** 16, **Con** 22, **Int** 6, **Wis** 15, **Cha** 13

Base Atk +10; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes

Skills Perception +17, Swim +13; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

Subtier 12+ (CR 14)**MIASMA HYDRA****CR 14**

Advanced miasma hydra (*Pathfinder Campaign Setting:*

Mythical Monsters Revisited 32, *Pathfinder RPG Bestiary* 294)

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +14

DEFENSE

AC 26, touch 12, flat-footed 22 (+4 Dex, +14 natural, –2 size)

hp 162 (12d10+96); fast healing 12

Fort +17, **Ref** +14, **Will** +8

DR 10/cold iron; **Immune** disease, poison

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 12 bites +16 (1d8+6 plus poison)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (15-ft. cone, *cloudkill*, Fort DC 23 partial, usable every 1d4 rounds), pounce

Statistics

Str 21, **Dex** 18, **Con** 24, **Int** 2, **Wis** 15, **Cha** 13

Base Atk +12; **CMB** +20; **CMD** 34 (38 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Toughness^B, Snatch^B

Skills Perception +14, Swim +23; **Racial Modifiers** +2

Perception

SQ bloodspray, hydra traits, regenerate head

SPECIAL ABILITIES

Bloodspray (Ex) Whenever a creature sunders one of a miasma hydra's heads, strikes it with a melee attack that does bleed damage, or confirms a successful critical hit against the miasma hydra with a melee piercing or slashing weapon, the creature must succeed at a DC 23 Fortitude save or be affected by the miasma hydra's poison as though it had been bitten.

Breath Weapon (Ex) A miasma hydra's breath weapon is identical in effect to *cloudkill*, except that it has a duration of instantaneous, covers a 15-foot-cone area, and is usable every 1d4 rounds by each of the miasma hydra's heads. A creature in the area of multiple breaths in the same round must make multiple saves, but can only be affected by the *cloudkill* effect once per round.

Fast Healing (Ex) A miasma hydra's fast healing ability is equal to its current number of heads (minimum fast healing 12). This fast healing applies only to damage dealt to the miasma hydra's body.

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage and sickened for 1 minute; *cure* 2 consecutive saves.

Key Point Rewards

Table GMs should award Key Points as follows:

- +1 point for staying in the arena for at least 6 rounds.
- +1 point for each additional round the PCs stay in the arena past round 6 [max +3].
- +1 point for each hydra head the PCs lop off and deliberately allow to grow back double [max +3].

SUCCESS SLIP 3H

As soon as a table completes this mission, the Table GM should place the table's number on the Encounter 3G success slip and turn it in to the Overseer GM or designated event volunteer. During Act Four, these will be tallied to determine the overall success of the room.

Concluding Act Three

After 1 hour and 45 minutes have passed, the Overseer GM should call a 15 minute warning with the following announcement.

Ladies and gentlemen, the Cathedral of Abadar will soon open its doors for the public auction! Anyone interested in participating must be within the cathedral in fifteen minutes. Once the auction starts, the doors will close. This is not an open door auction and no one will be admitted to the auction once the bidding starts.

Table GMs: your players have fifteen minutes to wrap up their encounters and get to the Cathedral of Abadar for the start of the auction.

After another 10 minutes have passed (1 hour 55 minutes total for Act Three), the Overseer GM should give a final 5-minute warning. At the 2 hour mark, the Overseer GM should call time. Table GMs should end their table's actions at the end of the current players' turn, award any Key Points earned to that point, submit their success slips, and progress immediately to Act Four.

ACT FOUR: THE AUCTION

The auction takes place at the Cathedral of Abadar, where the PCs attended the pre-auction gala in Act One. During the beginning of the act, the Overseer GM serves as the auctioneer and runs the bidding. Each table must suspend disbelief and pretend they are the Pathfinder Society's sole representatives in the bidding (regardless of the other tables) and that they are only bidding against the Aspis Consortium and other rivals who also seek to win the *Runecarved Key*.

The auction itself is a short interlude from traditional roleplaying and combat and the entire thing should take no more than 10 minutes to complete. Ultimately, its purpose is to let the house tables know their approximate standing within the competition before the final push for Key Points at the act's conclusion.

As the Overseer GM explains to the House how the auction will work, tally up all Key Points your table has earned to this point and refer to the table below to determine how many Auction Notes their total earns them. Auction Notes represent the PCs' success (or failure) in their missions against rival bidders. The

AUCTION SUCCESS SLIP

Once each table's Auction Note value has been determined, write that value along with your table number on the Auction success slip and turn it in to the Overseer GM or designated event volunteer. These will be quickly sorted to determine the highest possible bid from the House, which is used to calculate the maximum bids for NPC bidders.

number of Auction Notes a table receives is based on their current number of Key Points according to the Table GM Score Sheet as determined by the Key Point Conversion Scale below. Table GMs should let their tables know that despite their current score, they are only halfway through the adventure and still have the opportunity to earn many more Key Points.

KEY POINT CONVERSION SCALE

Key Points	Auction Notes
0–30	10
31–40	20
41–45	30
46–49	40
51–55	50
56–60	60
60–62	70
63–65	80
66–68	90
69–71	100
72	110
73	120
74	130
75	140

4A. Running the Auction

Acting as the auctioneer, the Overseer GM starts the auction by calling out an opening bid of 10 Auction Notes. All tables with at least that many Auction Notes raise their paddle. The auctioneer then raises the bid by +5 Auction Notes each round, forcing both players and NPCs to drop out when the bidding gets too high. Throughout the bidding, players can look about the house to see how many Key Points the other teams earned, allowing them to estimate their current standing in the competition.

Bid values for all NPCs are odd, so there is no risk of a table and NPC having identical maximum bid values (PCs can only bid in intervals of 10 Auction Notes). After counting the success slips collected during Act Three, the Overseer GM should know the maximum number of Auction Notes each of the NPCs will bid as determined by the success of various house tables. All NPCs have a

High Bid and a Low Bid listed in the NPC Bid Values table below.

If the number of success slips for a given encounter equals 50% or more than the total number of tables in the House, the Overseer GM uses the Low Bid chart to determine the maximum number of Auction Notes the associated NPC will use during the auction. Conversely, if fewer than 50% of the house tables successfully completed the mission, then the NPC decides to hang in for the long haul and bids up to their maximum as listed on the High Bid column.

If 75% or more of the house submitted a success slip for a given mission, the associated NPC decides to back out of the auction before it starts.

If the auction reaches a point where there is only single table of PCs betting against an NPC, the NPC should not bid the next time the auctioneer raises the bid, regardless of the NPC's denoted High Bid.

Use the passages below to describe what happens when each of the bidders leave the competition (listed in the order in which they drop out).

Kresch Vaor: When the wererat boss reaches her limit, she lets the house know by saying, "Bah, too much for an old key. Proctor, I'm out. Have one of your clergymen transfer my deposit to my personal account."

Dymal Rinks: Rinks doesn't bid out, per se, rather, Minvandu's legbreakers arrive during the auction and drag him off. He tries to protest, but they're too tough. They apologize to the proctor for the interruption, then inform him whatever deposit Rinks tried to put down on the auction belongs to their employer, Mr. Minvandu. They say they shall send someone around later to collect it, after their boss has a few private words with Rinks. Rinks is then dragged out of the auction house, kicking and screaming.

Falrig Sneve: When the collector reaches his limit, he lets the house know by saying, "Too rich for my blood. Fold!"

Doctor Landis: At some point Landis realizes that as much as he wants the key, there's only so much he wants to be indebted to his mysterious (or not so mysterious) benefactor. On his final bid, he starts making an offer, then thinks better of it. He lowers his hand, and simply gestures that he's cut himself off by waving his hand across his throat.

Zimandi Kaddren: Lady Kaddren would love to stay in the bidding, however her lover Bretcher Toth, eventually interrupts her by sending her a note requesting she back out to assure their privacy. As she is about to bid, a runner presents her with a note which she quickly reads. After, she grimaces at the House and in a threatening tone says, "This time, you got lucky. From here out, you might want to watch your backs." Then she turns to the proctor and

NPC BID VALUES

NPC Name	Encounter	Low Bid	High Bid
Kresch Vaor	3D	Max PC Bid – 85	Max PC Bid – 45
Dymal Rinks	3B	Max PC Bid – 85	Max PC Bid – 55
The Duchesses	3F	Max PC Bid – 85	Max PC Bid – 55
Falrig Sneve	3A	Max PC Bid – 75	Max PC Bid – 45
Doctor Landis	3E	Max PC Bid – 65	Max PC Bid – 45
Zimandi Kaddren	3C	Max PC Bid – 55	Max PC Bid – 35
Maiveer Sloan	2A	Max PC Bid – 55	Max PC Bid – 25

tells him, “You can close my bids out.” After, she tucks the note into her cloak and storms out.

Maiveer Sloan: Determined to win, Sloan holds out to the last possible moment. When the bid raises beyond his limit, he pleads with the auctioneer, “I don’t have the funds on hand, but let my organization put down credit on the key. I can have the extra funds in a few months and you know we’re good for it.”

The Proctor denies Maiveer this special treatment, restating that the auction would be a fast sell only with coin in hand. Maiveer pleads further, though his efforts prove fruitless. The proctor then informs him to contain himself or the church will have him removed.

Final: Once the final NPC bids out, the PCs are left holding the highest bid. At this point, continue the bidding until the bid hits 140 Auction Notes or there is only one table still in the running. Of those groups still in the bidding, the Overseer GM acknowledges the highest scoring table as the winning bid. Once the winning bid is accepted, the auctioneer calls out the closing:

“Going, going, gone! And sold to [Table #] with the [X]-colored paddle for a final price of [Auction Notes × 1,000] gold pieces! Table [#] please send one representative to the front to the the room to claim your prize!”

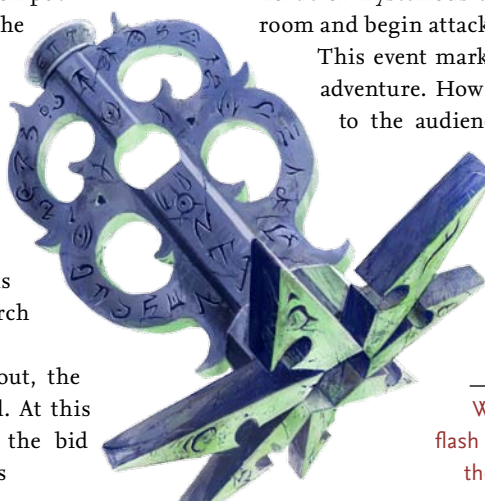
At this point, the winning table sends up one representative to collect the key on behalf of the Society. The auctioneer asks the individual’s name. As he or she announces their PC’s name, the Overseer GM holds out the giant prop key, but is suddenly stopped short from handing it over.

The auction is fated to end in chaos. Before the auctioneer has the opportunity to present the key to the winner of the auction, a mysterious assassin appears from a magic portal, slices the auctioneer’s throat, and

snatches the artifact from his hands. Next, the assassin’s form shatters into dozens of shimmering copies that run screaming from the cathedral in every direction.

At the same time, the cathedral’s tall stained glass windows suddenly shatter and, with little warning, a horde of mysterious dark-robed cultists bursts into the room and begin attacking from all sides.

This event marks a dramatic turning point in the adventure. How this cinematic scene is portrayed to the audience is entirely up to the Overseer GM, and largely depends on the number of available actors to perform. The Overseer GM can read or paraphrase the following paragraph or, more dramatically, stage the event with a helper and act it out.



The Runecarved Key

Without warning, a tremendous flash of light and smoke appears behind the auctioneer, and the very fabric of reality is sliced open. Seconds later, a black-robed figure steps through the rift and pulls a jagged black-bladed dagger across the auctioneer’s throat

sending a shower of blood into the screaming crowd of bidders. The remorseless assassin snatches the *Runecarved Key* and in a fit of mad laughter bursts into dozens of shadowy black forms, each fleeing from the cathedral in a different direction.

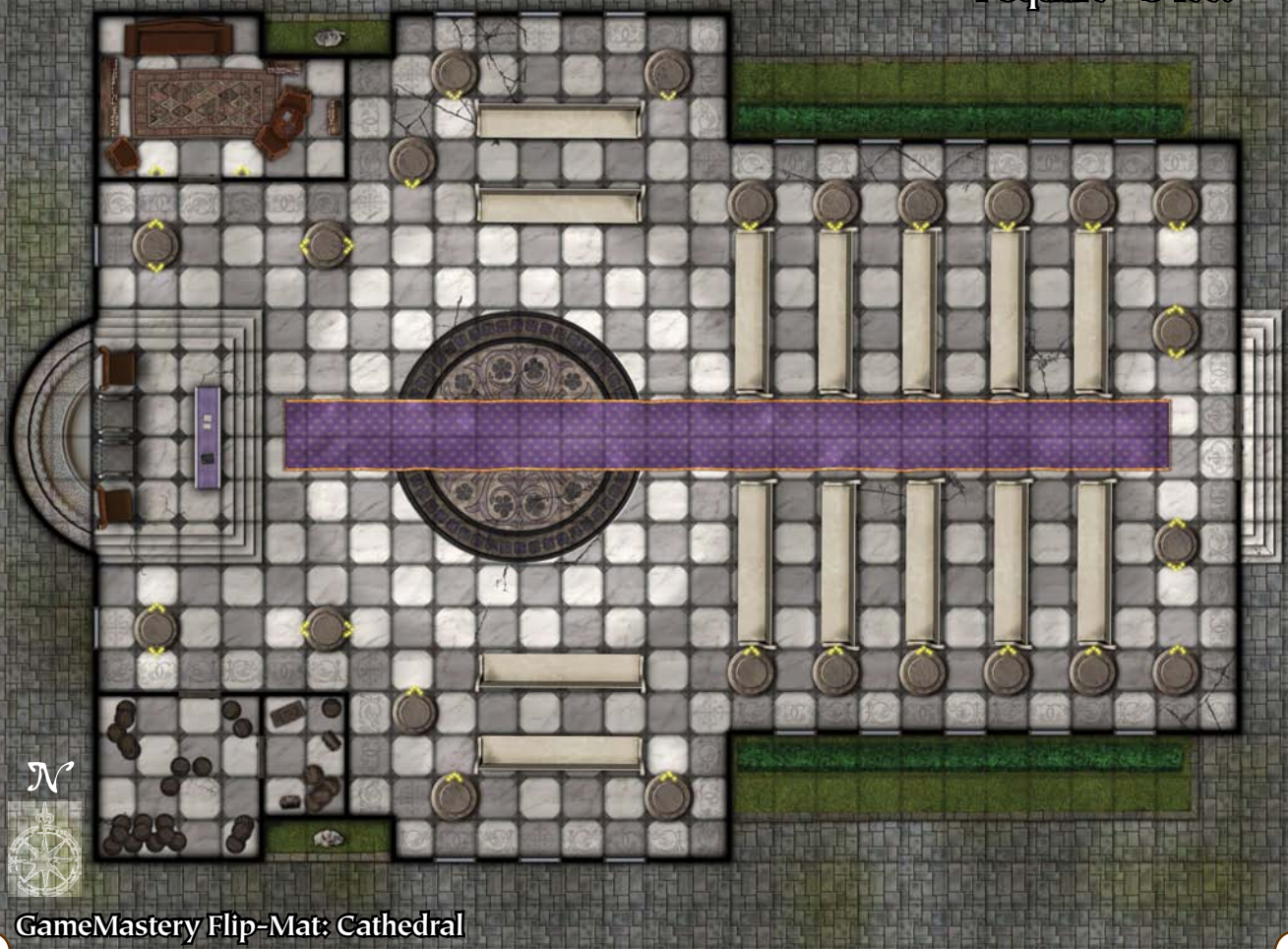
With that, Table GMs should jump straight into the next encounter, urging their PCs to quickly chase down the assassin and retrieve the key, which is rightfully the Pathfinder Society’s property.

4B. Party Crashers

Suddenly an ear-piercing whistle sounds. Without warning, the stained glass windows of the cathedral simultaneously shatter inward in a colorful barrage of flying glass.

Cathedral of Abadar

1 square = 5 feet



GameMastery Flip-Mat: Cathedral

The flying glass shards deal 1d6 points of piercing and slashing damage for every two points of the table's APL (rounded down) to all targets in the cathedral (DC 10 + APL Reflex save for half).

Creatures: Amid the rain of glass shards, a horde of Lissalan cultists comes crashing through the now empty cathedral windows. With weapons drawn, they attempt to surround all the patrons inside, blocking their escape and delaying pursuit of the assassin, one version of whom carries the true *Runecarved Key*.

CULTIST APPRENTICES (4)

CR 1/2

Human conjurer 1

LE Medium humanoid (human)

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

DEFENSE

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

hp 12 each (1d6+6)

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

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Spell-Like Abilities (CL 1st; concentration +4)

6/day—acid dart (1d6 acid)

Spells Prepared (CL 1st; concentration +4)

1st—*grease* (2), *mage armor*, *obscuring mist*

o (at will)—*acid splash*, *detect magic*, *read magic*

Thassilonian Specialization ConjunctionSM; **Opposition**

Schools Evocation, Illusion

TACTICS

Before Combat The cultists cast *mage armor* in preparation for their attack on the Cathedral of Abadar.

During Combat The cultists' goal is to slow down the PCs and prevent them from catching the assassin fleeing with the *Runecarved Key*. Half of the cultists use their *scrolls of summon monster III* to summon 1d3 lemmings. The other half uses *grease* and *obscuring mist* to slow the party's advancement.

Morale Driven by their loyalty to Lissala herself, the cultists fight to the death.

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 10

Feats Combat Casting, Scribe Scroll, Toughness

Skills Disguise +1, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7

Languages Common, Infernal, Thassilonian, Varisian

SQ arcane bond (ring), summoner's charm (1 round)

Combat Gear *scroll of expeditious retreat*, *scroll of sleep*, *scroll of summon monster III*; **Other Gear** dagger, spell component pouch, spellbook (contains all prepared spells as well as all 1st-level conjuration spells), 13 gp

^{ISM} See *Pathfinder Campaign Setting: Inner Sea Magic*.

Subtier 3–4 (CR 5)

CULTIST APPRENTICES (3) CR 1/2

hp 12 each (use the stats from Subtier 1–2)

CULTIST ADEPT CR 4

Human conjurer 5

LE Medium humanoid (human)

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

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)

hp 40 each (5d6+20)

Fort +4, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Spell-Like Abilities (CL 5th; concentration +9)

7/day—acid dart (1d6+2 acid)

Spells Prepared (CL 5th; concentration +9)

3rd—*deep slumber* (DC 17), *sleet storm* (2), *stinking cloud* (DC 18)

2nd—*fog cloud*, *glitterdust* (DC 17), *scare* (DC 16), *web* (2, DC 17)

1st—*expeditious retreat*, *grease* (2), *mage armor*, *obscuring mist*, *shield*

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

Thassilonian Specialization Conjunction^{ISM}; **Opposition Schools** Evocation, Illusion

TACTICS

Before Combat The cultists cast *mage armor* and *shield* and drink their *potions of displacement* immediately before their attack on the Cathedral of Abadar.

During Combat The cultists' goal is to slow down the PCs and prevent them from catching the assassin. Half of the cultists use their *scrolls of summon monster V* to summon bearded devils. The other half use spells like *stinking cloud*, *sleet storm*, and *web* to slow the party's advancement.

Morale Driven by their loyalty to Lissala herself, the cultists fight to the death.

STATISTICS

SCALING ENCOUNTER 4B

For tables of only 4 players, remove one of the lowest-level cultists from the encounter. Make no adjustments for parties of APL 15 or higher.

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

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

Feats Combat Casting, Iron Will, Scribe Scroll, Spell Focus (conjuration), Still Spell, Toughness

Skills Bluff +2, Disguise +3, Knowledge (arcana) +12, Knowledge (engineering) +8, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +9, Perception +6, Spellcraft +12, Stealth +2, Survival +2

Languages Common, Infernal, Shoanti, Thassilonian, Varisian

SQ arcane bond (ring), summoner's charm (2 rounds)

Combat Gear *potion of cure light wounds*, *potion of displacement*, *scroll of summon monster V*, *wand of acid arrow* (5 charges), tanglefoot bag; **Other Gear** dagger, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells as well as all 1st- and 2nd-level conjuration spells), 23 gp

^{ISM} See *Pathfinder Campaign Setting: Inner Sea Magic*.

Subtier 5–6 (CR 8)

CULTIST ADEPTS (4) CR 4

hp 40 each (use the stats from Subtier 3–4)

Subtier 8–9 (CR 11)

CULTIST ADEPTS (2) CR 4

hp 40 each (use the stats from Subtier 3–4)

CULTIST MASTERS (2) CR 8

Human conjurer 9

LE Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

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

hp 70 each (9d6+36)

Fort +6, **Ref** +7, **Will** +10

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4–1/19–20)

Spell-Like Abilities (CL 9th; concentration +14)

At Will—dimensional steps (270 feet/day)

8/day—acid dart (1d6+4 acid)

Spells Prepared (CL 9th; concentration +14)

5th—*cloudkill* (DC 22), *summon monster V*, *wall of stone* (2)

4th—*black tentacles* (2), *confusion* (DC 19), *dimension door*, *solid fog*

3rd—*dispel magic*, *hold person* (DC 18), *ray of exhaustion* (DC 18), *sleet storm*, *stinking cloud* (2, DC 20)
 2nd—*false life*, *fog cloud*, *glitterdust* (DC 19), *see invisibility*, *summon swarm*, *web* (2, DC 19)
 1st—*expeditious retreat*, *grease* (2), *mage armor*, *obscuring mist*, *shield*, *true strike* (2)
 o (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*
Thassilonian Specialization Conjunction^{ISM}; **Opposition Schools** Evocation, Illusion

TACTICS

Before Combat The cultists cast *mage armor* and *shield* and drink their *potions of displacement* immediately before their attack on the Cathedral of Abadar.

During Combat The cultists' goal is to slow down the PCs and prevent them from catching the assassin. Half of the cultists use their *scrolls of summon monster VII* to summon bone devils. The other half use spells like *black tentacles*, *cloudkill*, and *wall of stone* to slow the party's advancement.

Morale Driven by their loyalty to Lissala herself, the cultists fight to the.

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 21, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Greater Spell Focus (conjunction), Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (conjunction), Still Spell, Toughness

Skills Bluff +5, Disguise +5, Fly +9, Knowledge (arcana) +17, Knowledge (engineering) +10, Knowledge (history) +17, Knowledge (planes) +17, Knowledge (religion) +10, Perception +10, Spellcraft +17, Stealth +6, Survival +4

Languages Abyssal, Common, Infernal, Shoanti, Thassilonian, Varisian

SQ arcane bond (ring), summoner's charm (4 rounds)

Combat Gear *potion of displacement*, *scroll of summon monster VII*; **Other Gear** dagger, *ring of protection* +1, *cloak of resistance* +1, *headband of vast intelligence* +2, spell component pouch, spellbook (contains all prepared spells as well as all 1st-, 2nd-, 3rd-, and 4th-level conjunction spells), 23 gp

^{ISM} See *Pathfinder Campaign Setting: Inner Sea Magic*.

Subtier 10–11 (CR 12)**CULTIST MASTERS (4)****CR 8**

hp 70 each (use the stats in Subtier 8–9)

Subtier 12+ (CR 14)**CULTIST MASTERS (8)****CR 8**

hp 70 each (use the stats in Subtier 8–9)

Development: The PCs need to get past the Lissalan cultists and exit the Cathedral through any broken

window or door to chase after the assassin. Should the PCs manage to kill the Lissalan cultists before going after the assassin, the PCs have saved the auction attendees from certain death. The surviving members of Magnimar's elite remember this deed and look favorably upon the Society's push to establish a lodge in Magnimar.

Once the PCs escape from the Cathedral proceed directly into encounter 4C.

Key Point Rewards

Table GMs should award Key Points as follows:

- +1 point if the entire party exits the Cathedral of Abadar in 4 rounds or less.*
- +2 points if the entire party exits the Cathedral of Abadar in 3 rounds or less.*
- +3 points if the entire party exits the Cathedral of Abadar in 2 rounds or less.*
- +4 points for killing all the Lissalan cultists before going after the assassin.

*These points are cumulative.

4C. Catch the Thief

As the PCs escape from the cathedral assault, they must make a DC 10 + APL Perception or Survival check to spot the fleeing assassin. If they pursue her, the cultist uses her knowledge of the City of Monuments to lead the PCs through a heroic chase.

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 drinking a potion.

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 in the same square.

Additional Chase Rules and GM Tips

Keep the following rules and guidelines in mind when running your chase scene.

Distance: Each card represents a 30-foot distance. Use this when estimating distances for ranged attacks and spells.

Cover/Concealment: A creature more than 3 cards away has total cover and total concealment. Creatures 3 cards away have improved cover and concealment (see page 196 of the *Pathfinder RPG Core Rulebook*). Creatures 2 cards away have partial cover and concealment. Creatures 1 card away only have partial cover.

Non-standard Forms of Movement: Allow for creative methods of travel by the PCs. Should the PCs take to the air, allow them to automatically succeed at checks to bypass ground-based obstacles and move a number of cards equal to the distance of a single move unless they state they are attempting to move three cards at the beginning of their turn. If the PCs use teleportation to move, keep in mind that this chase is happening across the city, taking many turns along the way. The PCs must have line of sight to the chase square they wish to teleport to.

Movement Rates: Remember that characters with enhanced movement rates receive a +2 bonus on all skill checks made to bypass an obstacle for every 10 feet of movement they possess beyond their initial 30-foot movement speed. Characters with movement rates less than 30 feet receive a –2 penalty for every 10 feet by which their speed is less than 30 feet. Regardless of speed, characters traveling on the ground are still restricted on the number of cards they can move per the rules outlined above.

Creative Skill Use: Allow for alternative skills to be used when it makes sense, but assign a higher DC for the alternative skill use. For example, a PC may wish to use Acrobatics to jump over some collapsed rubble instead of using the Climb skill to clamber over the obstacle as presented as an option for that chase card. In this instance an increase of 5 in the DC would result in a difficult obstacle, but still reward the player for his creativity. This is especially important when the obstacle calls for trained-only skills.

Unskilled Characters: If players are having an extremely difficult time succeeding at skill checks, allow them to spend a full-round action “finding another way around” after they’ve already failed at a given obstacle.

GAMEMASTERY CHASE CARDS DECK

The chase scene in *Race for the Runecarved Key* uses a number of the urban setting cards from the *GameMastery Chase Cards* deck (available at your local game store or online at paizo.com). If you have this deck, use the first four obstacles as presented in the encounter, then choose obstacles at random from the urban selection to finish out the chase. If you don't have the cards on hand but still want to present a sense of randomness for the players at the table, use the obstacles presented below and roll randomly to determine what order they present themselves to the fleeing assassin (and later the PCs), laying them out like cards in a row as you determine their order.

Immersion: While some GMs may wish to describe obstacles exactly as they're presented on the card, describing obstacles and possible ways of overcoming them in more details will enhance the immersive and cinematic feel of the chase. Additionally, if possible, GMs are encouraged to keep the exact skills required and the associated DCs from the players, as this will go a long way to improving the chase experience.

Running the Chase

If all the PCs exit the Cathedral of Abadar in 2 rounds or less, the Lissalan assassin begins the chase only 2 cards ahead. If the PCs take longer than 2 rounds to escape the cathedral, the cultist assassin begins 3 cards ahead of the PCs, barely within sight. At this point, either roll new initiatives or keep the initiative from the Cathedral. Regardless of when the PCs emerge, the cultist assassin always acts first (as if it were a surprise round). The assassin begins the chase by attempting to move one card. Once successful, she spends the next round buffing according to her Before Combat tactics. She then alternates between moving across cards and buffing until all that remains is attempting to move. The assassin never attempts to move three cards. When the PCs get within 1 card of the assassin, she stops running and uses an invisibility effect (depending on subtier). When the first PC reaches the same chase card as the assassin, place them on the city streets map in a location logical to the flavor of the card they are on. If the assassin has the chance to ready an action, the action goes off first before starting the first round. Any PCs 1 or 2 cards behind appear on the western edge of the map and can act normally on their initiative in round 2. PCs 3 or more cards away don't appear and can't act until their initiative in round 3. Alternatively, PCs may choose to stay on their cards and perform other actions. If they choose this option, use the cover, concealment, and range rules

presented above and delay those PCs' appearance on the map according to their actions.

The Obstacles

The chase begins with the four set obstacles:

Crowded Street: Follow the Crowd (Sense Motive DC 15) or Out of My Way! (Overrun CMD 20)

Cluttered Alleyway: Up and Over (Acrobatics DC 10) or Squeeze Through (Escape Artist DC 20)

Fruit Cart: Oh Yeah! (Strength Check DC 20) or Move That Cart! (Intimidate DC 15)

Pothole: Leap Across (Acrobatics DC 10) or Blindly Forward (Reflex DC 15)

As the chase progresses, determine the next obstacles the assassin (and eventually the PCs) face by randomly drawing the remaining urban cards from the *GameMastery Chase Cards* deck or by selecting from the following obstacles at random.

Brick Wall: Up and Over! (Climb DC 15) or A Secret Door?! (Perception DC 25)

Blocked Path: One Step, Two Step, Leap (Acrobatics DC 15) or Scramble Up the Stack (Climb DC 10)

Possible Short Cut?: Let Me Do the Talking (Diplomacy DC 20) or I Know Where This Goes! (Knowledge [local] DC 15)

Angry Mutt: Nice Puppy! (Handle Animal DC 15) or Sneak Past (Stealth DC 20)

Rusty Drainpipe: Before it Breaks Away! (Acrobatics DC 10) or Stuff Keeps Falling Off! (Climb DC 20)

Steep Rooftop: Easier Than a Dungeon Wall (Climb DC 10) or Don't Fall! (Reflex DC 20)

Collapsed Roof: Bounding Past (Acrobatics DC 15) or Rooftop Scramble (Climb DC 20)

Mind the Gap: Leap (Acrobatics DC 15) or Short Cut (Knowledge [local] DC 20)

Befuddled Baker: Did You See That? (Bluff DC 10) or Which Way Are You Weaving? (Knowledge [local] DC 15)

Spooked Horse: Tumble Under (Acrobatics DC 25) or Whoa, Boy! (Handle Animal DC 10)

Agitated Drunkard: Sober Up! (Intimidate DC 20) or Snatch and Chuck the Bottle (Sleight of Hand DC 15)

Unexpected Fence: Boost and Hop (Climb DC 10) or Bust on Through (Bull Rush CMD 20)

Development: Once a PC catches up to the assassin, proceed directly to encounter **4D**. Note that a single PC will likely have a very difficult time against the assassin if the other PCs don't catch up soon.

Key Point Rewards

Table GMs should award Key Points as follows:

+1 point if anyone in the party catches up to the assassin in 5 rounds or less.*

+2 points if anyone in the party catches up to the assassin in 4 rounds or less.*

+3 points if anyone in the party catches up to the assassin in 3 rounds or less.*

+4 points if anyone in the party catches up to the assassin in 2 rounds or less.*

*These points are cumulative.

4D. The Assassin

The streets of Magnimar narrow here, and the crowds one expects of a city of this size are nowhere to be found. The ambient sound of the hustle and bustle seems to die away, leaving an eerie stillness in the air as though something terrible is about to happen.

Creatures: If the PCs chase down the assassin, without hesitation the violent fanatic turns upon them and furiously attacks. Two rounds later, more of her cultist thugs rush from nearby alleys to aid her against the PCs. If the assassin is defeated before the end of the second round of combat, her allies do not come to her aid.

Subtier 1–2 (CR 4)

CULTIST APPRENTICES (2) CR 1/2
hp 12 each (use the cultist apprentice stats from encounter **4B** on page 36)

LISSALAN ASSASSIN CR 3
Female tiefling rogue 4 (*Pathfinder RPG Bestiary* 264)
LE Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)
hp 33 (4d8+12)
Fort +2, **Ref** +8, **Will** +0
Defensive Abilities evasion, trap sense +1, uncanny dodge;
Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.
Melee mwk short sword +8 (1d6+2/19–20 plus poison)
Special Attacks sneak attack +2d6
Spell-Like Abilities (CL 4th; concentration +3)
1/day—darkness

TACTICS

Before Combat When the cultist knows the PCs are closing on her, she drinks her *potion of protection from good* and a *potion of invisibility*, preparing to ambush them when they come within striking distance. She has already placed one dose of large scorpion venom on her short sword.

During Combat The Lissalan assassin combines invisibility and her *darkness* spell-like ability to gain sneak attacks on

Magnimar Streets

1 square = 5 feet



GameMastery Flip-Mat: City Streets

her foes, drinking healing potions and applying poison to her sword as needed under the cover of invisibility. When her allies arrive, she flanks enemies to gain sneak attacks once she runs out of magical means of doing so.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 20

Feats Dodge, Toughness, Weapon Finesse

Skills Acrobatics +11, Bluff +6, Climb +7, Craft (alchemy) +6, Diplomacy +5, Disable Device +10, Disguise +4, Escape Artist +10, Knowledge (local) +6, Knowledge (planes) +3, Perception +6, Sleight of Hand +10, Stealth +13, Survival +0, Swim +7, Use Magic Device +6; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ rogue talents (fast stealth, finesse rogue), trapfinding +2,

Combat Gear *potions of cure light wounds* (2), *potion of cure*

moderate wounds, *potion of protection from good*, *potions of invisibility* (2), large scorpion venom (2 doses), tanglefoot bags (2); **Other Gear** masterwork studded leather, masterwork short sword, *handy haversack*, 5 gp

Subtier 3–4 (CR 6)

CULTIST APPRENTICES (4)

CR 1/2

hp 12 each (use the cultist apprentice stats from encounter 4B on page 36)

LISSALAN ASSASSIN

CR 5

Female tiefling rogue 5/assassin 1 (*Pathfinder RPG Bestiary* 264)
LE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 47 (6d8+17)

Fort +3, **Ref** +10, **Will** +1

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Resist cold 5, electricity 5, fire 5

SCALING ENCOUNTER 4D

For tables of only 4 players, remove one cultist wizard from the encounter. If the party's APL is 15 or higher, the Lissalan Assassin in Subtier 12+ begins the encounter under the effects of *fox's cunning*, *mind blank*, and *true seeing* on top of the spell effects mentioned in her statblock. Replace her +3 *shortsword* with a +1 *brilliant energy shortsword*.

OFFENSE

Speed 30 ft.

Melee mwk short sword +8 (1d6+2/19–20 plus poison)

Special Attacks death attack (DC 13), sneak attack +4d6

Spell-Like Abilities (CL 6th; concentration +5)

1/day—*darkness*

TACTICS

Before Combat When the cultist knows the PCs are closing on her, she drinks her *potion of protection from good*, her *potion of blur*, and a *potion of invisibility*, preparing to ambush them when they come within striking distance, preferably with her death attack. She has already placed one dose of large scorpion venom on her short sword.

During Combat The Lissalan assassin combines invisibility and her *darkness* spell-like ability to gain sneak attacks on her foes, drinking healing potions and applying poison to her sword as needed under the cover of invisibility. When her allies arrive, she flanks enemies to gain sneak attacks once she runs out of magical means of doing so.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 20

Feats Dodge, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +12, Bluff +9, Climb +7, Craft (alchemy) +6, Diplomacy +5, Disable Device +9, Disguise +4, Escape Artist +9, Knowledge (local) +8, Knowledge (planes) +3, Perception +8, Sleight of Hand +10, Stealth +14, Survival +1, Swim +7, Use Magic Device +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ poison use, rogue talents (combat trick, finesse rogue), trapfinding +2

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potions of invisibility* (2), *potion of protection from good*, large scorpion venom (2 doses), tanglefoot bag; **Other Gear** +1 chain shirt, masterwork short sword, *cloak of resistance* +1, handy haversack, 30 gp

Subtier 5–6 (CR 9)

CULTIST ADEPTS (3)

CR 4

hp 40 each (use the cultist adept stats from encounter 4B on page 37)

LISSALAN ASSASSIN

CR 7

Female tiefling rogue 5/assassin 3 (*Pathfinder RPG Bestiary* 264)

LE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 75 (8d8+37)

Fort +6, **Ref** +11, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +1; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk short sword +10 (1d6+2/19–20 plus poison)

Special Attacks death attack (DC 15), sneak attack +5d6

Spell-Like Abilities (CL 8th; concentration +7)

1/day—*darkness*

TACTICS

Before Combat When the cultist knows the PCs are closing on her, she drinks her *potion of protection from good* and her *potion of bear's endurance*, and uses one charge from her *wand of greater invisibility*, preparing to ambush them when they come within striking distance, preferably with her death attack. She has already placed one dose of shadow essence on her short sword.

During Combat The Lissalan assassin combines *greater invisibility* and Spring Attack to gain sneak attacks on her foes, healing and applying poison to her sword as needed under the cover of invisibility. When her allies arrive, she flanks her foes to gain sneak attacks once she runs out of magical means of doing so.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 15, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 22

Feats Dodge, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +15, Bluff +9, Climb +8, Craft (alchemy) +6, Diplomacy +5, Disable Device +10, Disguise +4, Escape Artist +10, Knowledge (local) +8, Knowledge (planes) +3, Perception +10, Sleight of Hand +10, Spellcraft +5, Stealth +17, Survival +2, Swim +8, Use Magic Device +10; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ poison use, rogue talents (fast stealth, finesse rogue),

trapfinding +2

Combat Gear *potion of bear's endurance*, *potion of protection from good*, *scroll of cure moderate wounds*, *scroll of fly*, *wand of greater invisibility* (2 charges), *shadow essence* (2 doses);
Other Gear +1 mithral shirt, masterwork short sword, *cloak of resistance* +1, *handy haversack*, 25 gp

Subtier 8–9 (CR 12)

CULSTIS MASTERS (2) CR 8

hp 70 each (use the cultist master stats from encounter 4B on page 38)

LISSALAN ASSASSIN CR 10

Female tiefling rogue 5/assassin 6 (*Pathfinder RPG Bestiary* 264)
LE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 armor, +5 Dex, +1 dodge, +4 shield)

hp 99 (11d8+49)

Fort +7, **Ref** +13, **Will** +5

Defensive Abilities evasion, *freedom of movement*, improved uncanny dodge, trap sense +1; **DR** 10/adamantine (120 hp);

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 short sword +13/+8 (1d6+5/19–20 plus poison)

Special Attacks death attack (DC 18), quiet death, sneak attack +6d6, true death (DC 21)

Spell-Like Abilities (CL 11th; concentration +10)
1/day—darkness

TACTICS

Before Combat Prior to making her assault on the cathedral, the Lissalan Assassin used her *scrolls of bear's endurance*, *bull's strength*, and *shield*, drank her *potion of protection from good*, and had an ally on the other side of the portal cast *freedom of movement* and *stoneskin* on her (both at caster level 12th). She has already applied a dose of purple worm poison to her short sword.

During Combat The cultist assassin uses *greater invisibility* to sneak attack using spring attack, and if possible, a death attack on the first PC to catch up to her after the chase through the streets. When she has the chance while under the cover of invisibility, she applies her second dose of purple worm poison to her blade.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

STATISTICS

Str 18, **Dex** 20, **Con** 17, **Int** 15, **Wis** 8, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 27

Feats Dodge, Iron Will, Mobility, Skill Focus (Use Magic Device), Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +19, Bluff +9, Climb +10, Craft (alchemy) +6, Diplomacy +5, Disable Device +13, Disguise +4, Escape Artist +13, Knowledge (local) +7, Knowledge (planes) +3, Perception +13, Sleight of Hand +13, Spellcraft +6, Stealth +21, Survival +2, Swim +10, Use Magic Device +19; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ hidden weapons, poison use, rogue talents (combat trick, fast stealth), trapfinding +2

Combat Gear *potion of protection from good* (CL 6th), *potion of fly*, *scroll of bear's endurance*, *scroll of bull's strength*, *scroll of cure serious wounds*, *scroll of greater invisibility*, *scroll of mirror image* (CL 9th), *scroll of shield* (CL 12th), purple worm poison (2 doses); **Other Gear** +1 mithral shirt, +1 short sword, *cloak of resistance* +1, *belt of incredible dexterity* +2, *handy haversack*, 5 gp

Subtier 10–11 (CR 14)

CULSTIS MASTERS (2) CR 8

hp 70 each (use the cultist master stats in encounter 4B on page 38)

LISSALAN ASSASSIN CR 14

Female tiefling rogue 6/assassin 9 (*Pathfinder RPG Bestiary* 264)
LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 27, touch 16, flat-footed 21 (+7 armor, +5 Dex, +1 dodge, +4 shield)

hp 132 (15d8+66)

Fort +10, **Ref** +17, **Will** +8

Defensive Abilities contingent *dimension door*, evasion, *freedom of movement*, trap sense +2; **DR** 10/adamantine (120 hp); **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +3 short sword +19/+14 (1d6+7/19–20 plus poison)

Special Attacks death attack (DC 22), quiet death, sneak attack +8d6, swift death 1/day, true death (DC 24)

Spell-Like Abilities (CL 15th; concentration +14)
1/day—darkness

TACTICS

Before Combat Prior to making her assault on the cathedral, the Lissalan Assassin used her *scrolls of bear's endurance*, *bull's strength*, and *shield*, drank her *potion of protection from good*, and had an ally on the other side of the portal cast *freedom of movement* and *stoneskin* on her (both at caster level 12th). She has already applied a dose of deathblade to her short sword. Additionally she paid to have a contingent *dimension door* placed on

SUCCESS SLIP 4D

As soon as a table defeats the assassin, the Table GM should place the table's number on the Encounter 4D success slip and turn it in to the Overseer GM or designated event volunteer. These will be used to determine the general pace of the House and aid the Overseer GM in maintaining a sense of timing in the final encounter.

her, activated by the casting of any spell designed to negate an invisibility effect, upon which the assassin *dimension doors* away from the effect or possibly next to the effect's caster.

During Combat The assassin attempts to use her *scroll of power word stun* on the first PC to catch her. She then moves in to coup de grace the PC as the rest of their party catches up. She uses *greater invisibility* and hide in plain sight to sneak attack using Spring Attack. Should the assassin identify a PC as an arcane caster, she uses her swift death ability to kill the PC.

Morale Having never met a foe she couldn't best and driven by her zeal for Lissala, the Lissalan assassin fights until she is likely too close to death to escape. If reduced to 10 hit points or less, she attempts to flee.

STATISTICS

Str 18, **Dex** 20, **Con** 17, **Int** 16, **Wis** 8, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 30

Feats Dodge, Improved Initiative, Iron Will, Mobility, Skill Focus (Use Magic Device), Spring Attack, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +23, Bluff +14, Climb +12, Craft (alchemy) +9, Diplomacy +7, Disable Device +13, Disguise +4, Escape Artist +15, Intimidate +3, Knowledge (local) +11, Knowledge (planes) +4, Perception +17, Sleight of Hand +18, Spellcraft +8, Stealth +25, Survival +4, Swim +12, Use Magic Device +23; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ hidden weapons, hide in plain sight, poison use, rogue talents (combat trick, fast stealth, stand up), trapfinding +3

Combat Gear *potion of fly*, *potion of protection from good* (CL 6th), *scroll of bear's endurance*, *scroll of bull's strength*, *scroll of dispel magic*, *scroll of greater invisibility*, *scroll of mirror image* (CL 9th), deathblade (2 doses); **Other Gear** +3 mithral shirt, +3 short sword, cloak of resistance +2, belt of incredible dexterity +2, handy haversack, 35 gp

Subtier 12+ (CR 16)**CULTIST MASTERS (8)****CR 8**

hp 70 each (use the cultist master stats in encounter 4B on page 38)

LISSALAN ASSASSIN**CR 14**

hp 132 (use the stats from Subtier 10–11)

Development: If the PCs defeat the cultist assassin, with her dying breath she spits out an ominous and vehement curse:

"For ten thousand years we have slept, awaiting this day. Think not that you shall take it from us. You and I are merely pawns in a far greater game with a far greater purpose. In the name of the mouthless mistress to whom all fates are known, I damn you and all your descendants! Lissala, take my spirit to pay for my vengeance!"

The assassin's curse is very real. As soon as she dies, the PCs have a few quick moments to search her for the *Runecarved Key* before her curse activates. Allow the PCs 1 minute before running the final encounter, Lissala's Gates.

Key Point Rewards

Table GMs should award points as follows:

+8 points for retrieving the *Runecarved Key*.

+2 points for eliminating the cultist before her reinforcements arrive.

4E. Lissala's Gates

The PCs have little time to inspect the key, for as soon as they recover it, more portals begin opening. The portals connect to various parts of the multiverse and soon powerful and terrifying monstrosities begin spilling forth to attack.

Creatures: Waves of dangerous outsiders pour out of the portals. Throughout the encounter, new portals begin forming and expanding at a staggering rate. Whenever the PCs defeat a wave, they have 2 rounds to decide whether to stay and fight, or to flee and "tap out" before a new portal opens releasing the next wave of creatures. If the table decides to stay and fight, the next wave to appear is the encounter for the next highest subtier (unless otherwise noted). If the PCs defeat the second wave of creatures, proceed again to the third wave or next subtier. Waves continue until the Overseer GM runs the conclusion or until a table taps out. At any time during the final onslaught, a table may tap out, though Table GMs should only suggest tapping out as a last resort. Players that tap out are rescued by the Heidmarchs, who arrive at the scene with a small force of Pathfinder reinforcements, and quickly help the PCs put down their attackers. Tables that tap out not only lose out on gaining additional Key Points, but must also wait for the Overseer GM to call final time to conclude the adventure.

Subtier 1–2 (CR 1)

LEMURE CR 1
hp 13 (*Pathfinder RPG Bestiary* 79)

Subtier 3–4 (CR 3)

LEMURES (2) CR 1
hp 13 each (*Pathfinder RPG Bestiary* 79)

Subtier 5–6 (CR 5 or CR 7)

YETH HOUNDS (2) CR 3
hp 30 each (*Pathfinder RPG Bestiary* 286)

WAVE 2

YETH HOUNDS (3) CR 3
hp 30 each (*Pathfinder RPG Bestiary* 286)

Subtier 8–9 (CR 8)

SHADOW MASTIFFS (3) CR 5
hp 51 each (*Pathfinder RPG Bestiary* 3 241)

Subtier 10–11 (CR 10)

HELLCATS (3) CR 7
hp 85 (*Pathfinder RPG Bestiary* 2 153)

Subtier 12+ (CR 13 or CR 15 or CR 17)

ADVANCED BEBILITHS (2) CR 11
hp 174 (*Pathfinder RPG Bestiary* 32; 294)

WAVE 2

XACARBA CR 15
hp 210 (*Pathfinder RPG Bestiary* 2 288)

WAVE 3

WENDIGO CR 17
hp 279 (*Pathfinder RPG Bestiary* 2 281)

Key Point Rewards

Table GMs should award Key Points for encounter 4E as follows:

+5 points for successfully fending off the first wave of outsiders.

+10 points for successfully fending off a second wave of outsiders.

SCALING ENCOUNTER 4E

If the party's APL is 15 or higher, start with Wave 2, applying the advanced simple template to the wendigo in Wave 3 if they require a third wave.

SUCCESS SLIP 4E

As soon as a table completes this mission or if they tap out, the Table GM should place the table's number on the Encounter 4E success slip and turn it in to the Overseer GM or designated event volunteer. These will be counted to determine when reinforcements arrive to assist all Pathfinder parties, ending the event.

+15 points for successfully fending off a third wave of outsiders.

+15 points for not using the tap-out option.

CONCLUSION

After 50% of the house submits a success slip for encounter 4E (or the overall time of the event nears the length of the event's time slot—typically 5 hours), the Overseer GM should draw the adventure to a close. Just before giving the final signal, the Overseer GM randomly draws one of the Encounter 4D success slips to determine which table has the real key. Since the assassin split her form, there is no way to know which group followed the real assassin and who has the real key. In actuality, there is no advantage to being the group that recovers the real key and it should in no way effect the group's overall score, however the Overseer GM should use this drawing to dramatically bring the event to a close.

After determining who holds the true *Runecarved Key*, the Overseer GM initiates the closing by announcing to the house that Sheila and Canayven Heidmarch have arrived with a troop of reinforcements.

A fanfare of trumpets blasts loudly, breaking through the roar of the combat and ringing of clashing blades. Leading a mounted battalion of armored warriors, Sheila Heidmarch and her husband charge through the streets, driving through the waves of summoned fiends and forcing them to retreat back through their gates to the netherworlds from which they were called. In a matter of minutes, their assault is complete and the streets fall quiet.

At this point, the Overseer GM walks to the winning table, places the prop key in the victor's hand and holds it high for all to see, then issues the following conclusion in character as Sheila Heidmarch:

"Today, every one of you has contributed to a triumphant victory for our Society, and you have cemented our place in Magnimar.

"I'm deeply honored that you have granted me your services. While my lodge is small, you have made it feel like a kingdom. Yet our victory today is somewhat bittersweet. It seems dark forces have surfaced in Varisia—forces which, before today, I was unaware of. I'm sorry to have thrown you headlong into the middle of such chaos. I have already sent word to the Decemvirate of today's events and await their response. When I know more, I shall contact you, for I fear this key has somehow placed all of us in danger. Still, we should go forth, for now is the time to celebrate!"

As the room celebrates their victory, Table GMs should calculate their tables' final Key Point totals and place the table number, the table's APL (and their subtier if they played up or down at APL 7), and the name and Pathfinder Society Number of all players at the table, and total number of points at the top of the Key Point Tracker on page 47; turn this page in to the event coordinator. These scores will be used to determine which tables were the overall winners of the event within their respective subtiers. If the event is being offered at Gen Con or another venue offering a second round, the winning tables will advance to this exclusive followup. Otherwise, the winning table(s) in each subtier will receive a special Chronicle sheet. These Chronicle sheets will be distributed by the Overseer GM after the event or at the conclusion of the second round at venues where it is being offered.

Pathfinder Society Special: Race for the Runecarved Key

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="text" value="Prestige Points"/>			
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

Character # _____	<input type="text" value="Prestige Points"/>			
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

Character # _____	<input type="text" value="Prestige Points"/>			
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

Character # _____	<input type="text" value="Prestige Points"/>			
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

Character # _____	<input type="text" value="Prestige Points"/>			
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

Character # _____	<input type="text" value="Prestige Points"/>			
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

KEY POINT TRACKER

Table GMs should use this sheet to track their tables' Key Point scores throughout the event.

TEAM NAME _____

Player _____	PFS # _____
Player _____	PFS # _____
Player _____	PFS # _____
Player _____	PFS # _____
Player _____	PFS # _____
Player _____	PFS # _____

Act One: Pre-Auction Gala [14 points]

Task	Points Earned
+1 point for each name gleaned from the cathedral ledger [max 7].	
+1 point for each competitor identified [max 7].	

Total Points: Act One

Act Two: Aspis Gold [11 points]

Task	Points Earned
+2 points for not triggering the <i>alarm</i> during their approach to the chest.	
+2 points for recovering the Aspis Consortium's gold bars.	
+2 points if the PCs are not recognized as Pathfinders.	
+2 points for not killing any of the Varisian wagon drivers.	
+3 points for capturing the magical beast and selling it in Magnimar to Jorston Droaeb.	

Total Points: Act Two

Act Three: Narrowing the Field [50 points]

3A. THE CURSE [6 POINTS]

Task	Points Earned
+1 point for each Will save Falrig fails against a PC's fear or illusion effect [max 2].	
+1 point for each successful use of a social skill against Falrig [max 2].	
+2 points if Falrig never fails a Will save and no PC fails a single skill check against him.	

Total Points: 3A

TABLE #	APL	FINAL SCORE

3B. THE DEBTOR [7 POINTS]

Task	Points Earned
+1 point for entering the room without setting off a trap.	
+1 point for fighting defensively and not dealing any lethal (hp) damage to Rinks.	
+2 points for avoiding any physical altercation with Rinks that results in injury to either party.	
+1 point for convincing Rinks to drop out of the auction or inform Minvandu of the rogue's whereabouts.*	
+2 points for convincing Rinks to drop out and loan his auction funds to the Pathfinder Society.*	
+3 for convincing Rinks that the PCs are Minvandu's thugs and getting him to hand over his auction funds as repayment of his outstanding debt.*	

*Each party may only receive one reward thus marked.

Total Points: 3B

3C. THE SCANDAL [7 POINTS]

Task	Points Earned
+1 point for successfully forging evidence.	
+1 point for hiring the scoundrel to plant false evidence.	
+2 points for recovering Toth's erotic poems from the lady's bedchambers.	
+1 point for entering and leaving the bedchambers without alerting the guard.	
+2 points for blackmailing Lady Kaddren, convincing her to pull out of the auction.	

Total Points: 3C

KEY POINT TRACKER

TEAM NAME _____ TABLE # _____

3D. UNDERBRIDGE EXPORTS [7 POINTS]

Task	Points Earned
+1 point for getting Vaor to surrender.	
+2 points if no PC is afflicted with the curse of lycanthropy.	
+4 points for recovering the note in Vaor's office.	

Total Points: 3D

3E. THE GOOD DOCTOR [5 POINTS]

Task	Points Earned
+1 point for spotting and identifying Makorios's tattoos.	
+1 point for identifying Makorios as a Hellknight.	
+3 points for getting the Makorios to admit her Hellknight affiliation to Doctor Landis.	

Total Points: 3E

3F. GLOW OF THE RUSHLIGHTS [5 POINTS]

Task	Points Earned
+1 point for gaining access to Landers's home.	
+1 point for getting Landers to admit he has guests.	
+2 points for determining the Duchesses's maximum possible bid (5,000 gp).	
+1 point if the PCs don't take the coins as instructed.	

Total Points: 3F

3G. DEAD WOMAN'S DEBTS [6 POINTS]

Task	Points Earned
+2 points for putting Darga Cranstone's soul to rest by destroying her.	
+1 point for finding the lesser treasure.	
+2 points for finding the greater treasure.	
+1 point for opening a trapped chest without triggering it.	

Total Points: 3G

3H. HYDRA BAIT [7 POINTS]

Task	Points Earned
+1 point for staying in the arena for at least 6 rounds.	
+1 point for each additional round the PCs stay in the arena past round 6 [max +3].	
+1 point for each hydra head the PCs lop off and deliberately allow to grow back double [max +3].	

Total Points: 3H

Half Time Score [max 75]:

Act Four: The Auction [75 points]

4B. PARTY CRASHERS [10 POINTS]

Task	Points Earned
+1 point if the entire party exits the Cathedral of Abadar in 4 rounds or less.*	
+2 points if the entire party exits the Cathedral of Abadar in 3 rounds or less.*	
+3 points if the entire party exits the Cathedral of Abadar in 2 rounds or less.*	
+4 points for killing all the Lissalan cultists before going after the assassin.	
*These points are cumulative.	

Total Points: 4B

4C. CATCH THE THIEF [10 POINTS]

Task	Points Earned
+1 points if anyone in the party catches up to the assassin in 5 rounds or less.*	
+2 points if anyone in the party catches up to the assassin in 4 rounds or less.*	
+3 points if anyone in the party catches up to the assassin in 3 rounds or less.*	
+4 points if anyone in the party catches up to the assassin in 2 rounds or less.*	
*These points are cumulative.	

Total Points: 4C

KEY POINT TRACKER

TEAM NAME _____ TABLE # _____

4D. THE ASSASSIN [10 POINTS]	
Task	Points Earned
+8 points for retrieving the <i>Runecarved Key</i> .	
+2 points for eliminating the cultist before her reinforcements arrive.	

Total Points: 4D

4E. LISSALA'S GATES [45 POINTS]	
Task	Points Earned
+5 points for successfully fending off the first wave of outsiders.	
+10 points for successfully fending off a second wave of outsiders.	
+15 points for successfully fending off a third wave of outsiders.	
+15 points for not using the tap-out option.	

Total Points: 4E

Final Score [max 150]:



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SUCCESS SLIPS

ENCOUNTER 2A: ASPIS GOLD

Table # _____

ENCOUNTER 3F: GLOW OF THE RUSHLIGHTS

Table # _____

ENCOUNTER 3A: THE CURSE

Table # _____

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Table # _____

ENCOUNTER 3B: THE DEBTOR

Table # _____

ENCOUNTER 3H: HYDRA BAIT

Table # _____

ENCOUNTER 3C: THE SCANDAL

Table # _____

THE AUCTION

Table # _____

Auction Notes _____

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Table # _____

ENCOUNTER 4D: THE ASSASSIN

Table # _____

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Table # _____

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Table # _____

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Pathfinder Society Special Race for the Runecarved Key

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	250	500
1-2	250	500
SUBTIER	625	1,250
3-4	625	1,250
SUBTIER	1,250	2,500
5-6	1,250	2,500
SUBTIER	2,667	5,334
8-9	2,667	5,334
SUBTIER	3,833	7,667
10-11	3,833	7,667
SUBTIER	7,500	15,000
12+	7,500	15,000

MAX GOLD

This Chronicle Certifies That

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

Items Found During This Scenario

SUBTIER
ALL

Magnimarian Debt: The many wealthy and influential attendees of the auction for the Runecarved Key, among them some who actively bid against the Pathfinder Society for the ancient relic, owe you a debt of gratitude for dealing with the assault on the Temple of Abadar. In thanks for saving their lives from the rampaging cultists, the citizens of Magnimar can be called upon in the future to assist you when your life needs saving—or restoring. When you would pay for the casting of a *raise dead*, *resurrection*, or *true resurrection*, you may call upon this favor and reduce the price of the spellcasting service by half. This discount applies to spellcasting services paid for with either coins or Prestige Points. Once you have used this boon, cross it off the Chronicle sheet.

Formidable Renoun: Word of your defeat of the cultists of Lissala and your tenacity in the face of the relentless onslaught of summoned outsiders has quickly spread through the ranks of the secretive cult. When facing a worshiper of Lissala, you gain a +2 bonus on Intimidate checks to demoralize them, and can make one such attempt per encounter as a move action instead of a standard action.

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 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 #