



FATE OF THE FIEND

BY LARRY WILHELM



FATE OF THE FIEND

PATHFINDER SOCIETY SCENARIO #5–17

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Pathfinder Society Scenario #5–17: Fate of the Fiend is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder Bestiary*, the *Pathfinder Bestiary 2*, and the *Pathfinder Bestiary 3*. 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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FATE OF THE FIEND

BY LARRY WILHELM



The Jistka Imperium dominated northwestern Garund and the southwestern tip of Avistan for a thousand years, crumbling nearly eight millennia ago from infighting, disease, and military conflicts with its rising neighbor Osirion. At the empire's height, Rachikan was a principle forge city famed for its manufacture of constructs and golems of all shapes and styles. As plague ravaged the Jistkan cities to the south, Rachikan suffered from a different, but no less devastating, malady: the selfish and destructive aspirations of its ruler, Severina Helsprex. Obsessed with eternal life, she commanded her subordinates to offer her the oblations intended for the Jistkans' sinister gods. In the final days of her reign, she decreed herself a member of the Imperium's pantheon. Because of her sacrilege, the gods buried Rachikan with a series of ruinous earthquakes. Those who survived denounced Helsprex for her hubris and condemned her to death, yet as a member of a high-ranking imperial house, she was afforded a burial fit for her station. She was entombed alive with a host of constructs and other treasures to accompany her into the afterlife, the entrance sealed with one of the legendary behemoth golems.

Ironically, her sentence fit Helsprex's plans almost perfectly. With the power siphoned from the stolen offerings still coursing through her, she performed the foul rites that would grant her lichdom. Having predicted the imminent collapse of the Jistka Imperium, she imagined it would only be a matter of a few years before Osirian explorers would release her. She failed to understand the extent of the earthquakes' destruction, however; Rachikan was only recently rediscovered by archaeologists from Cheliox's Athenaeum, and despite having the support of the Hellknights, their excavations are slowed by morlock attacks and the sheer enormity of the site. Among the excavators is Marianix Karn, a spy recruited by the Pathfinder Society during its most recent covert mission to the ruins. She has infiltrated the ranks of the Athenaeum and regularly sends encoded reports back to the Grand Lodge. For several years, the Society

WHERE ON GOLARION?

Fate of the Fiend takes place in the subterranean ruins of Rachikan, located in the hollow central plateau of the Pillars of Anferita in western Cheliox. For more information regarding Cheliox, Rachikan, and the Jistka Imperium see *Pathfinder Player Companion: Cheliox, Empire of Devils*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere, and online at paizo.com.



has kept itself informed about discoveries in Rachikan through its spy's notes, but it leaves Cheliox to do the heavy lifting.

That all changed with her Marianix Karn's recent report. The coded message proclaimed the Athenaeum's greatest discovery to date. A recent tremor opened up a sealed section of Rachikan, revealing sealed door that may lead to the personal tomb of Rachikan's last ruler, Severina Helsprex.

The recent opening of Helsprex's domain not only caught the attention of the Antheneum and Pathfinder Society, but it also caused the fiendish essence trapped within the behemoth golem to let out a psychic bellow that was heard by a former servant of Helsprex. Thousands of

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary* (B1), the *Pathfinder RPG Bestiary 2* (B2), and the *Pathfinder RPG Bestiary 3* (B3). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

miles away in the Worldwound, a kalavakus demon named Irorstikal heard the familiar call of its lost mistress. Thanks to its teleportation ability, Irorstikal arrived even before the archaeologists discovered the new city section. Seeing his lost mistress trapped within a lifeless shell amused the fiend, and he set out to humiliate and subjugate her for past torments. Not knowing where to begin, the demon enslaved a powerful morlock and used her as puppet to help dominate many of her kin. By the time Irorstikal returned to the behemoth golem leading his degenerate tribe, Chelish archaeologists had already investigated the new area and noted its significance. He captured many of the archaeologists and used the morlocks to subdue the hellknights that tried to mount a rescue. Now archaeologists and morlocks work side-by-side to free the behemoth golem so that Irorstikal might claim the trophy as his own.

Ignorant of the invading demon's presence, the Pathfinder Society found the lure of an unspoiled tomb, complete with a set of pristine, battle-ready golems, too great to ignore. Thus, the Society found itself once more sending a team of agents into the dark and filthy depths of Rachikan.

SUMMARY

The adventure begins among the Pillars of Anferita, where the PCs descend into Rachikan by means of a hidden staircase discovered during an expedition years ago. Soon after reaching lower Rachikan, the PCs run afoul of a morlock ambush, but it soon becomes apparent that something is amiss when a second band of morlocks joins the fight to help the Pathfinders. The leader of the rebel morlocks, Bogipfen, explains that Rachikan has fallen to an invading demonic horde bent on subjugating the fiendish essences trapped within Rachikan's golems. Furthermore, Bogipfen knows the whereabouts of the Pathfinder spy, Marianix Karn, who is imprisoned alongside the morlock's golem tender. In return for taking the PCs to Karn, Bogipfen asks that they aid in the effort to drive the demons from Rachikan and free his allies.

If the heroes agree, the morlock leads the PCs through a broken cityscape to a makeshift jail where the battered

spy, in custody, waits for rescue. To free Karn, the PCs must overcome a wing of sadistic incubus demons. After Karn is liberated, she explains that the unopenable door to the tomb lies within the nest of the demons.

Even with the rebellious morlocks, the PCs know they must bolster their forces if they hope to drive the demons from Rachikan. Karn tells the PCs of a regiment of Hellknights imprisoned in the same jail; with their numbers, the tide should shift in the PCs' favor. The PCs may be able to convince the Hellknight's paralictor, a familiar figure named Primo Ambusta, to join their cause. With the morlocks, their golem tender, and a regiment of Hellknights, the PCs finally have the power to battle the demonic horde. With Bogipfen as a guide, they are able to sneak through a hidden tunnels leading directly to the demon and Helsprex's tomb. Once the PCs defeat the kalavakus and his minions, they must awaken the behemoth golem from within it and coax it to move in order to reveal the tomb's entrance.

Then, with the doors aligned, the PCs can enter Helsprex's burial chamber; however, one final decision awaits. The lich Severina is willing to bargain for the golems interred in her tomb in exchange for her freedom. If the PCs are wary about unleashing a powerful undead spellcaster on the world, they can end the Jistkan magistrate's reign through combat. Either way, the PCs can shepherd the constructs out of Rachikan and to an awaiting ship.

GETTING STARTED

Read or paraphrase the following to the PCs to get the adventure underway.

A hulking half-orc, Venture-Captain Calisro Benarry of the Arcadian Mariner's Lodge—the official title used by the Pathfinder Society to identify the refitted merchant vessel named the *Griming Pixie*—stoops in her lavishly appointed cabin. Her surprisingly soft voice purrs, "Five days, that's all you got. After that, if I don't see your pretty faces rowing towards the *Pixie*, I'm weighing anchor and you'll have to find your own way home. Nothing personal, but these aren't the friendliest of waters." Even with her ultimatum, a genuine look of concern washes over her sun-kissed face. Her gaze hardens as she glances to her captain's chair, currently occupied by a confident Zarta Dralneen. "Just like any trip to Rachikan, this is no vacation," the half-orc adds before loudly clearing her throat.

Zarta's dark eyes meet the captain's before the Chelish woman playfully remarks, "I assure you, I'm here on business. A personal friend of mine, the Pathfinder spy Marianix Karn, has been working in Rachikan as an archaeologist. Up until now, the Society has been content to let the Chelish government deal with the ruins' morlock infestation; however, as of Karn's last report, the Society's stance has changed drastically." A hand

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tipped with vibrantly polished fingernails places an envelope on the suspended table. "Here, take a look at this. I think you'll find it quite interesting."

Give the players **Player Handout #1**. Once they have read the missive, continue.

Venture-Captain Benarry glances at the letter to double-check its contents before speaking. "The Pathfinder Society charges you to enter Rachikan, and, if Karn's report is true, find a way through that sealed door. The Society believes that if it is the tomb of Rachikan's former ruler, she would be buried with a substantial number of golem soldiers. Having several to study would forward our goal to record history. Having them all would be a great help in the Society's Worldwound expedition.

"Take a jolly boat and row to the eastern edge of the central pillar. Several years ago one of our expeditions discovered a staircase there that descends into Rachikan's heart." Pulling her hood over her head, she adds, "You can use my cabin to plan. If there are no questions, I will ensure the boat is ready."

The PCs likely have questions for Calisro Benarry. The following are possible questions and her answers. If the PCs need to purchase any gear, the *Griming Pixie's* quartermaster can sell them nearly any mundane or alchemical gear in addition to magic items worth 2,500 gp or less.

How are we supposed to open the door? "I have no idea, but it's the Society's hope that clues within the door's vicinity should shed some light on the situation."

How do you expect us to transport a regiment of golems out of Rachikan? "The Society has sent agents into Rachikan twice before. During our first expedition, we learned the existence of artifacts called *ivory batons*, which allowed Jistkan artificers to command their golems. During our second trip, we discovered several jet obelisks located within a half-submerged citadel. The agents surmised that the obelisks are connected and may allow for teleportation throughout the city—maybe beyond. Whether you walk the golems out yourselves or use the magic of an obelisk, it matters not. Just get them to my ship."

I thought Rachikan was overrun with morlocks and golems? "Oh, it is, but the morlocks have suffered great

losses since their city was invaded. Their attacks have become less frequent. If one can feign a show of force, they tend to back down. If you can get in and out quickly, you should be able to avoid any major confrontations."

What do we do if we confront representatives from Cheliox? Don't they forbid outsiders from entering Rachikan? "Yes, our mission is illegal—if you hold the laws of Cheliox in high regard. In this particular instance, we don't. Try to avoid detection if at all possible. If you have to confront the Chelish authorities, it would be better to find a diplomatic resolution rather than resort to violence."

Who is Marianix Karn? "She is the daughter of a deceased, high-ranking member of the Aspis Consortium and works as a spy for the Pathfinder Society. She has proven her loyalty many times. The Decemvirate are concerned about her because her last three scheduled missives have not turned up. We fear something is wrong."

Where is Karn now? "We are not exactly sure. We recently lost contact with her."

Who was Severina Helsprex? "She was Rachikan's ruler at the time of its downfall. I've heard legends of greed and cruelty, but nothing specific."

Knowledge (history or local)

The PCs may know about Rachikan's recent and ancient history.

15+ Rachikan was considered the premier forge city of the Jistka Imperium and created countless

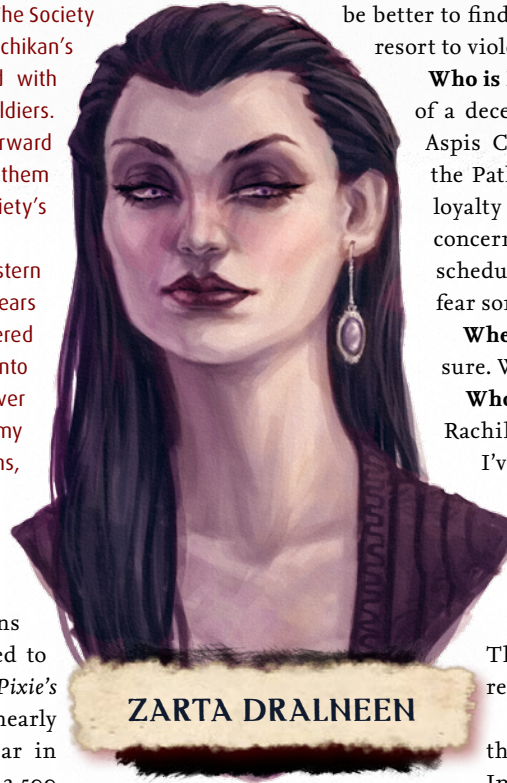
golems of all shapes and sizes. Earthquakes buried much of the city just as the rest of Jistka collapsed due to infighting and attacks by Ancient Osirion.

20+ The Pathfinder Society rediscovered the lost city in 4709 AR, though Cheliox quickly took control of the site. Frequent attacks by morlocks have slowed the excavations, but a company of Hellknights has kept the morlocks in check.

25+ The crowning glory of the golem-crafting industry was an immense, powerful war machine known as a behemoth golem, said to be able to crush a dozen soldiers with a single stomp. Artwork recovered from Rachikan suggests the city likely produced several of these constructs.

Knowledge (history or nobility)

The PCs may know about Rachikan's cruel, final ruler: Severina Helsprex.



ZARTA DRALNEEN

20+ Severina Helsprix was the last ruler of Rachikan and was said to have perished during the earthquakes that buried the city. Records suggest her remains were never found.

25+ Records recovered from other Jistkan sites suggest that Severina was not only a capable, though feared, magistrate, but also a talented spellcaster capable of binding outsiders to her will. Such skills were not uncommon among the Jistkan royalty.

30+ Even though most members of the imperial houses behaved cruelly in years preceding Jistka's fall, Severina was particularly vile. She was said to obsess about her own mortality and tried whatever acts she could, no matter how depraved, to artificially extend her life. Some scholars speculate that Rachikan's seismic demise was a result of Severina insulting the gods.

Faction Notes: Once Venture-Captain Benarry answers any questions and departs, Zarta Draldeen stands, stretches, and saunters toward the door. As she pulls on her elbow length gloves, a sealed letter drops from her sash. She pretends not to notice, makes an innocuous remark about letting the PCs have some privacy, and steps outside. Zarta's remark actually contains a hidden message for members of the Cheliox faction, telling them to check their seats before leaving; other PCs can attempt a DC 30 Sense Motive check to intercept the message. If one of the PCs recovers the dropped letter, give the players **Player Handout #2**.

Under the seat cushion of one of the Cheliox faction PC's seat cushions is a curious, blank sheet of paper with several dozen small, square cutouts. When placed over Zarta's dropped letter, each cutout reveals a single letter, revealing a hidden message in the letter. If the players have a difficult time deciding how to use the perforated page, a PC can figure out how to combine the two pages to read the message with a successful DC 10 Intelligence check. Give Cheliox faction PCs **Player Handout #3**, which highlights the revealed letters to create the following secret message: "Plaything, of course leave open one door for me."

There are three known entrances into Rachikan, and throughout the adventure, Cheliox faction PCs encounter several NPCs who can help them seal off these entrances. See the sidebars for Bogipfen, Marianix Karn, Agajprak, and Primo Ambusta for more details on how Cheliox faction PCs can seal Rachikan while still leaving one entrance open for Zarta Draldeen.

A. ONCE MORE INTO THE PILLAR

Once the PCs are ready, they can pilot their dinghy into the Pillars of Anferita, where countless gulls build nests on small perches in the towering, salt-encrusted columns

of rock. The PCs have no difficulty finding the stairs—first discovered years earlier by the Pathfinder Benton Grone—hidden partway up the guano-speckled cliff.

The claustrophobic stairs lead to lower Rachikan, which resides within a series of huge cathedral-like caverns. Unless otherwise noted, lower Rachikan is lightless. Sloping walls (Climb DC 15) of crumbling rock and protruding Jistkan architecture rise to the ceiling between fifty and a hundred feet above. Masonry walls (hardness 8, hit points 90) make up the remains of any ruined buildings, and natural columns stretch from floor to ceiling in particularly large chambers. The only other known means of reaching lower Rachikan is through a vertical shaft and Hellknight-controlled elevator that leads to the surface.

A1. Unexpected Allies (CR 10 or CR 13)

Several decrepit Jistkan buildings protrude from a sea of stone amid an ancient skyline, the building's original ground floors now buried long ago by frequent earthquakes.

The PCs pass through this area, approaching from the east, soon after reaching lower Rachikan. The entire floor is buried under yards of debris, requiring a creature to succeed at a DC 15 Acrobatics check at the start of its turn or treat all squares as difficult terrain. Creatures can instead move using a burrow speed at no penalty. With a successful DC 20 Knowledge (engineering) or Perception check, a PC can spot several depressions (marked on the map) that indicate where a building may have collapsed and caused a sinkhole. With a successful DC 17 Knowledge (nature) check, a character can identify these as the buckled tunnels of a very large burrowing creature.

Creatures: Even though the hidden staircase was supposed to be a secret, Marianix Karn revealed its location under duress. As a result, morlock sentries expect company and wait to ambush any trespassers. They have a pair of trained bulettes hidden among the rubble.

Also alerted to the PCs impending arrival is the deposed morlock leader, a grey-skinned giant of a morlock named **Bogipfen** (CE male morlock barbarian 4). Along with several fugitive morlocks, Bogipfen managed to escape confinement. While in captivity, the morlock leader reached a tentative alliance with Karn to overcome the invading demonic horde. Unable to escape with the morlocks, Karn slipped Bogipfen a talisman (*talisman of tongues* [see new magic item]) and her *wayfinder*, begging him to seek out the PCs at the secret staircase. Seeing the need for powerful allies, Bogipfen set out to do so hoping he could sway the PCs to assist him in return for informing the PCs of Karn's whereabouts. Bogipfen travels with 20 morlocks, and they arrive from the west two rounds after

A1. Unexpected Allies



M

A

M

B

A

A

M

A

M

B

B Bulette

M Morlock

A Additional Morlock

1 square = 5 feet

Pathfinder Flip-Mat: Darklands

PATHFINDER SOCIETY SCENARIO

ALLY SIDEBARS

This scenario includes several sidebars presenting possible allies that the PCs might recruit as they explore Rachikan. Each entry provides short descriptions, roleplaying notes, the NPC's starting attitude, and how the ally can help the PCs.

SCALING ENCOUNTER A1

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

Subtier 7–8: Remove one bulette from the encounter.

Subtier 10–11: Give the xenarths the young simple template, and reduce the damage dealt by their demon ichor ability to 2d8.

the PCs begin their battle with the dominated morlocks. At first, it should seem as though Bogipfen and his band are enemy reinforcements, though a PC who succeeds at a DC 15 Sense Motive check can determine that these new arrivals are actually trying to help the PCs. Rather than keep track of individual morlocks, just narrate that they are helping the PCs fight. The swarm of morlocks grants each PC flanking, and the overwhelmed bulettes cannot make attacks of opportunity.

Noticing the hidden morlocks requires a successful DC 33 Perception check, and on a successful check, the PCs begin the encounter in the marked area. For every point by which the PCs fail, they begin the encounter 10 feet further from the edge of the map. If the PCs all fail by seven or more, they begin the encounter near the center of the map, and the morlocks and bulettes begin the encounter with a surprise round.

Subtier 7–8 (CR 10)

ADVANCED MORLOCKS (4) CR 3

hp 28 each (*Pathfinder RPG Bestiary* 209, 294)

TACTICS

Before Combat The morlocks use their Stealth skill to hide in this cavern's rubble. Once the bulette ambushes the PCs, the morlocks swarm out after it.

During Combat In groups of two, the morlocks look to swarm weak looking PCs (those without heavy armor and large weapons if possible).

Morale While the bulettes live, the morlocks fight to the death. Once a bulette is dies, a morlock flees when if reduced to 4 or fewer hit points.

BULETTES (2) CR 7

hp 84 each (*Pathfinder RPG Bestiary* 39)

TACTICS

Before Combat The bulettes wait under the rubble and rely on their tremorsense to detect prey. The bulettes use their leap ability when possible.

During Combat The bulette mauls its target using claw and bite attacks. If it feels overwhelmed, it burrows into the gravel and attacks from a different direction.

Morale The bulettes are trained to fight to the death.

Subtier 10–11 (CR 13)

ADVANCED MORLOCKS (8) CR 3

hp 28 each (*Pathfinder RPG Bestiary* 209, 294)

TACTICS

As Subtier 7–8.

XENARTH (ICHOR SHARK) (2) CR 10

Variant bulette (*Pathfinder Campaign Setting: Dungeon Denizens Revisited* 8)

CE Huge outsider (chaotic, demon, evil, native)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +20

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)

hp 148 each (11d10+88)

Fort +13, **Ref** +9, **Will** +9

Defensive Abilities demon ichor; **DR** 10/cold iron and good;

Immune electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft.

Melee bite +19 (2d6+13 plus poison/19–20),

2 claws +19 (1d8+9)

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

TACTICS

As Subtier 7–8.

STATISTICS

Str 29, **Dex** 15, **Con** 27, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +11; **CMB** +22; **CMD** 34 (38 vs. trip)

Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite, claw)

Skills Acrobatics +2 (+6 when jumping), Climb +31, Perception +20, Stealth +8, Survival +14; **Racial Modifiers** +8 Climb

Languages Abyssal, telepathy 100 ft.

SPECIAL ABILITIES

Demon Ichor (Su) A slimy red ichor coats the xenarth's armored plates. Any weapon that touches a xenarth takes 3d8 points of acid damage from the corrosive demon essence, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 23 Reflex save to avoid taking this damage. A creature that strikes a xenarth with an unarmed attack, unarmed strike, melee touch spell, or natural weapon takes this damage unless

the attacker succeeds at a DC 23 Reflex save. The save DCs are Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 saves. The save DC is Constitution-based.

Savage Bite (Ex) A xenarth's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and it threatens a critical hit on a 19–20.

Development: After the battle ends, Bogipfen approaches the PCs in an awkward gesture of peace. If the PCs show a willingness to parley, read the following aloud:

A hulking morlock separates himself from his kin. Speaking in a broken cadence, he stammers, "Surface dwellers, me friend. Much going on and time short. Follow me; I take you to Karn." As he struggles with an unfamiliar language the large morlock emphasizes his point by shaking a familiar object: a wayfinder.

With surprising speed he shuffles on all fours and begins to scamper off, after 10 feet, the morlock stops and swivels back pleading, "Hurries, hurries, hurries!"

If the PCs follow Bogipfen and his band of morlocks, they are led through a maze of collapsed buildings and toppled statuary. Bogipfen shuffles through the broken city with ease, pausing periodically for the PCs to catch up. As they travel, the PC can ask the morlock questions. The following are possible questions and Bogipfen's answers.

How do you know our language? "Me smart, me learn from your friend!" This is partially true, as Marianix Karn gave the morlock a magic item called a *talisman of tongues* (see sidebar).

What's going on here? "Many nasty things came from nowhere. Look like vile paintings found on pots and broken jars that litter home. Who they not smash, they now force to work."

Where are you taking us? "To friend, she in cage".

Where did you get that wayfinder? "From friend. We go. We see her. Must hurry!"

Who are you? "Once king morlock, now me hide away in tunnels from the horned filth who have taken throne from me."



BOGIPFEN

NEW MAGIC ITEM

TALISMAN OF TONGUES

Aura faint abjuration and divination; **CL** 5th

Slot neck; **Price** 45,000 gp; **Weight** 1 lb.

DESCRIPTION

This small carving of an anteater is fitted with a chain so it can be worn as a necklace. When worn, a *talisman of tongues* grants its wearer the ability to speak and understand anyone it interacts with as the spell *tongues*. Furthermore, it provides a +2 resistance bonus on saving throws against language-dependent spells and special abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance, tongues*; **Cost** 22,500 gp

Why should we trust you?

"No choice. Trust or no trust—we need each other. If help me, give you shiny necklace." Bogipfen shakes the *talisman of tongues* for emphasis.

Despite Bogipfen's peaceful approach, the PCs may decide that he is untrustworthy, an enemy, or both. If attacked, Bogipfen pleads for the PCs to stay their weapons until they hear his offer. If the PCs ignore the morlock and murder Bogipfen, they automatically lose any ability to gain him or the golem tender at area A2

as an ally. This has severe repercussions for the fight at area B1. Furthermore, the PCs have a more difficult time locating Karn within the ruined city. If the PCs continue their search, it takes them 1d4 days to stumble upon and locate area A2. Of course, once they find Karn, she enlightens the PCs to their folly.

Treasure: Bogipfen wears a talisman of an anteater around his neck given to him by the Pathfinder Marianix Karn, which allows him to communicate with the PCs. If the PCs agree to help the deposed morlock leader rid Rachikan of the invading demonic horde, the morlock rewards the PCs with the *talisman of tongues* at the scenario's conclusion.

Faction Notes: Securing Bogipfen's assistance in collapsing two of the entrances to Rachikan fulfills part of the Cheliox faction's mission.

Rewards: If the PCs fail to defeat the bulettes and acquire the *talisman*, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 916 gp.

PATHFINDER SOCIETY SCENARIO

ALLY: BOGIPFEN

Bogipfen is one of the alpha morlocks of Rachikan, and he is desperate to reclaim his city from its new kalavakus overlord. Despite his strength, he is a coward who has risen up the social ladder in part because he avoids the battles of attrition that have killed many of the strongest morlocks. Cooperating with surface-dwellers makes Bogipfen uncomfortable, and he tends to respond with superstitious alarm to unfamiliar stimuli. Despite his willingness to ally with the PCs and behave well while around them, he is chaotic evil; his belief that might-makes-right, anecdotes about his acts of unprovoked aggression, habit of mocking weaklings, and tendency to growl savagely if it seems like he's losing an argument are all reminders of his true nature.

Demonstrating genuine concern for any of the Rachikan morlocks or giving Bogipfen a valuable gift allows a PC to attempt a Diplomacy check to improve his attitude. He brushes off other attempts to impress him as silly uplander jokes or incomprehensible customs that simply confuse him.

Starting Attitude: *Friendly* (Diplomacy DC 7).

As an Ally: Bogipfen hangs back from most fights unless he is helpful and a PC coaxes him to join in with a successful DC 12 Diplomacy check as a full-round action (use the morlock barbarian stats from the encounter in area **B1**). If he takes more than 12 points of damage from one attack, he howls in pain and retreats until fully healed or coaxed into action again.

During the encounter in area **B1**, Bogipfen can lead the PCs through secret tunnels that allow them to begin the fight closer to their enemies. He also leads dozens of rebel morlocks, which reduces the number of morlocks by one and gives each PC the ability to attempt one attack as though she had flanking.

Sealing Rachikan: Bogipfen responds with unbridled enthusiasm to any proposal to seal Rachikan from the surface. Simply asking the morlock for help secures his assistance, and after winning back Rachikan, he directs morlocks to collapse both the Aspis agents' entrance and the secret staircase.

Out of Subtier: Reduce each PC's gold earned by 1,395 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,875 gp.

A2. Jail Break (CR 9 or CR 12)

After traveling for what seems like a mile or more over the shattered remains of Rachikan, Bogipfen and the PCs arrive about 100 feet away from an intact, rectangular building that rises above the neighboring, ruined structures. It's a three-story building, but now only its top-most level remains above ground. Due to its unyielding construction, it now serves as a holding pen for the kalavakus' prisoners. Its "basement" is the

former second level, and its only entrance is a pit that now holds over a dozen Hellknights. The former ground floor is virtually inaccessible, for debris has spilled in and buried it completely. Bogipfen motions for silence and quietly explains, "Cage is inside. Karn inside cage. Lots of bad people. Wings and blades. Bad people."

The building's interior is dark and contains two rooms. The western room acts as an antechamber for a larger room to the east. The eastern room is filled with four cages, torture implements, and a heavy grate that seals the pit below. The incubus demons that live here have put agony on exhibit in the form of several lifeless figures contorted in impossible shapes and nailed to the wall as works of art, their shattered bodies splayed open in perverse displays of vivisection. Armor still clinging to the corpses marks the deceased as Hellknights.

The Pathfinder spy **Marianix Karn** (LE female human bard [archivist] 10) lies unconscious in her cell; she is stable but has –1 hit point. Recently tortured, she capitulated to the incubus demons' demands, admitted her status as a spy for the Pathfinder Society, and revealed that she had contacted the Society about the recently discovered section of the city. Worse, she let slip that the Society would likely send a team of agents into Rachikan very soon. To prepare for this incursion, the incubi alerted their kalavakus master, who commanded several morlocks to guard each entrance into the ruined city—including the secret staircase. Hoping learn more from Karn, the incubus demons separated her from the other prisoners in the pit, as one in particular—a bear of a man named **Primo Ambusta** (LE male human cleric of Asmodeus 7/Hellknight 2)—became enraged at Karn's betrayal and assaulted her.

Creatures: Several incubus demons are sadistically plying their skills, torturing some of the prisoners held within this building. Distracted by their enjoyment, they take a –4 penalty on their Perception checks to notice the PCs' approach.

Subtier 7–8 (CR 9)

INCUBUS DEMON (3)

CR 6

hp 76 each (*Pathfinder RPG Bestiary* 3 73)

DEFENSES

Fort +10; Ref +4; Will +8

OFFENSE

Melee mwk scimitar +14/+9 (1d6+5/15-20) or 2 slams +13 (1d4+5)

Feats Flyby Attack, Improved Critical (scimitar), Power Attack, Vital Strike

TACTICS

During Combat The incubus demons attempt to flank their opponents while using Power Attack and Vital Strike to

A2. Jail Break

N



1 square = 5 feet

Pathfinder Map Pack: Dungeon Chambers

quickly cut down targets. If the jail becomes too crowded to fight effectively—or if they are outmatched—they teleport to more advantageous positions outside to continue the attack.

Morale An incubus demon fights until reduced below 15 hit points, at which time he attempts to escape and report back to his kalavakus master.

Subtier 10–11 (CR 12)

ADVANCED INCUBUS DEMON (6) CR 7

hp 92 each (*Pathfinder RPG Bestiary* 3 73, 294)

DEFENSES

Fort +12; **Ref** +6; **Will** +10

OFFENSE

Melee mwk scimitar +16/+11 (1d6+7/15-20) or 2 slams +15 (1d4+7)

Feats Flyby Attack, Improved Critical (scimitar), Power Attack, Vital Strike

TACTICS

As Subtier 7–8.

Treasure: To ensure their victims do not perish prematurely, the incubus demons keep six *potions of cure serious wounds* beneath the table in the southeast corner

of the torture chamber. One of the deceased Hellknights still wears a *ring of climbing*, and another wears a *periapt of health*. In Subtier 10–11, this is instead an *improved ring of climbing*, and another contorted Hellknight wears a *medallion of thoughts*. If the PCs return these effects to the surviving Hellknights, cross the item(s) off the Chronicle sheet, but do not deduct any of the gold the PCs earned for the encounter.

Development: Defeating the incubus demons allows the PCs to rescue Marianix Karn and the morlock golem tender Agajprak. Both are badly beaten but stable with –1 hit point each. If the PCs wish to interact with the beaten prisoners, they must first tend to their wounds. Once conscious, Karn is relieved to have fellow Pathfinders at her side. Karn quickly updates the PCs recent events in Rachikan, including the arrival of the kalavakus demon, imprisonment of agents of Cheliax, and the demon's obsession with excavating an immense construct near the sealed door. She also confirms Bogipfen's account of the situation. Bogipfen becomes irritable (causing his attitude to worsen one step) if the PCs do not help the unconscious morlock quickly, and he takes matters into his own hands by breaking open her cage and rousing her with smelling salts.

PATHFINDER SOCIETY SCENARIO

ALLY: AGAJPRAK

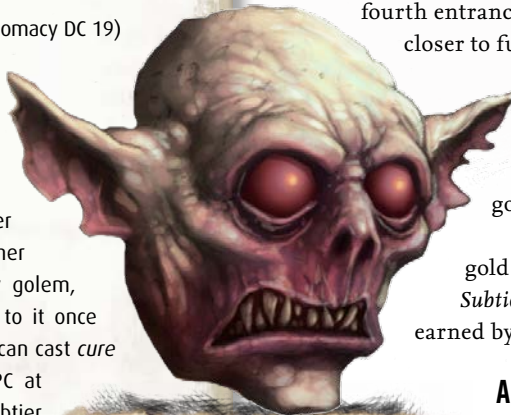
This weathered and time-marked morlock demonstrates an intellect that is vastly superior to others of her kind. She is very suspicious of strangers and has difficulty telling humanoids apart—even those of dramatically different species. She tries to escape at the earliest opportunity unless reassured by Bogipfen or another familiar face. Agajprak speaks only Undercommon, but she recognizes Aklo and reprimands anyone who speaks it for “calling the attention of things best left uncalled.”

Starting Attitude: Unfriendly (Diplomacy DC 19)

Special: If Bogipfen is not present, Agajprak refuses to participate in encounter in area **B1** unless charmed or her attitude is improved to helpful.

As an Ally: During the encounter in area **B1**, Agajprak commands her stone golem to attack the enemy golem, dealing 2d10+9 points of damage to it once per round. In Subtier 7–8, Agajprak can cast *cure critical wounds* (CL 9th) on any PC at their request once per day. In Subtier 10–11, Agajprak can cast *transmute rock to mud* on one enemy golem.

Sealing Rachikan: Any PC who approaches the golem tender with the prospect of sealing the ruins is met with utter confusion; however, if the PCs communicate their need to transport golems out of Rachikan, she nods in understanding. If the PCs request help transporting the golems before the encounter in area **B1**, she provides the PCs with an intact crystal that can activate one of the jet obelisks’ teleportation zones (see area **B3**). If the PCs wait until after encounter **B1**, Agajprak sees no reason to bargain for favors. She is willing to trade such a crystal in return for bribes worth at least 1,000 gp (2,500 gp in Subtier 10–11).



AGAJPRAK

SCALING ENCOUNTER A2

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

Subtier 7–8: Remove one incubus demon from the encounter.

Subtier 10–11: Remove two advanced incubus demons from the encounter.

Karn informs the PCs that so long as they have Bogipfen and the golem tender’s assistance, they have a small army of morlocks and one of Rachikan’s constructs. Nonetheless, she voices skepticism whether such a force

would be enough, and she suggests convincing the imprisoned Hellknights (area **A3**) to join the assault.

Once Agajprak is awake and the PCs have had a chance to speak with her, Bogipfen informs the Pathfinders that the morlocks are withdrawing to a waterfall called Fiendsmaw to summon their own golem. He promises to return in one cycle (approximately a day) ready for combat. In the meantime, the PCs can rest, gather resources, and speak to the Hellknights nearby.

Faction Notes: Chelixa faction PCs who learn of the fourth entrance from Marianix Karn are one step closer to fulfilling Zarta Draldeen’s request.

Rewards: If the PCs fail to defeat the incubus demons, reduce each PC’s gold earned as follows.

Subtier 7–8: Reduce each PC’s gold earned by 1,200 gp.

Out of Subtier: Reduce each PC’s gold earned by 1,579 gp.

Subtier 10–11: Reduce each PC’s gold earned by 1,958 gp.

A3. The Pit

What was once the second floor of this building is now a sealed basement, its exits covered by immense chunks of debris. The only way into the rancid pit is a hole

in its ceiling that leads to area **A2**, which is blocked by a heavy grate. Removing the grate requires either a successful DC 15 Disable Device check or a successful DC 20 Strength check.

In total, there are 15 grime-covered Hellknights trapped in this area. Attempts to interact with them are initially met with frantic pleas for freedom before one voice emerges to discuss terms of release. The voice belongs to the Hellknight’s leader, paralictor Primo Ambusta. At first, Ambusta relies on the PCs’ decency towards civilized folk, stating the squadron’s intent is to retreat to their elevator and withdraw to Egorian. He states that the PCs are welcome to join him. Under no circumstances does Ambusta look for a fight.

Ambusta turns down initial requests to aid the PCs in combat; however, if the PCs threaten to leave the Hellknights within the pit or prove particularly persistent, the paralictor softens his stance. Convincing him to join the PCs equates to requesting dangerous aid with a Diplomacy check (+10 DC). Ambusta insists on seeing his prospective comrades, during which time he uses his *detect chaos* ability to assess the Pathfinders’ worth. Increase the DC of all Diplomacy checks to influence Primo Ambusta by 1 for each chaotic aura he finds. Triple this for each strong chaotic aura he detects.

If the PCs express one of their principle goals is rescuing the Athenaeum's archaeologists, they gain a +5 bonus on Diplomacy checks made to request the Hellknights' aid. Treating the Hellknights with dignity and respect grants an additional +2 bonus. The PCs only have one opportunity to request the Hellknights' aid before the paralictor announces his final decision, though if the PCs release the Hellknights anyway and give them any magic items recovered from the Hellknight corpses in area A2, the PCs can attempt the Diplomacy check one last time.

Faction Notes: Convincing Paralictor Primo Ambusta to destroy the elevator and shaft that lead connect upper and lower Rachikan contributes to the Cheliox faction's mission.

B. THE IMPERIAL PLAZA

Once a grand plaza decorated with frescos, this previously sealed section of Rachikan has weathered the ages fairly well. Sections of its walls have collapsed, and the floor is now a mess of faded plaster debris and dust. The area was decommissioned and rededicated as an imperial crypt as Rachikan fell into ruin, and it still holds monuments commissioned by Severina Helsprex to laud her own accomplishments.

Depending on how the PCs choose to mount their assault, they can approach from either the southwest passageway or the eastern tunnels. Most of the allied morlocks attack from these tunnels as well, though Agajprak uses the larger passage because of her controlled golem's bulk. The Hellknights also chafe at using the small tunnels and attack from the southwest.

B1. The Demonic Host (CR varies)

A sprawling plaza opens from a fissure providing a glimpse into Rachikan's past. Bright tiles decorate the plaza depicting a series of five mosaics honoring a proud and stern Jistkan woman. Ornate marble columns, a pristine fountain, and travertine stairs lead towards an impressive stronghold mounted atop an immense, crouching quadruped.

Thanks to the combined efforts of the morlocks and Chelish archaeologists, the plaza is clear of large debris and does not hinder movement. Three broad platforms rise several feet above the plaza floor, and several buildings around the plaza's perimeter are buried under compacted rubble.

ALLY: MARIANIX KARN

Marianix is the daughter of a former high ranking Aspis agent killed within the ruins of Rachikan. Swayed by agents of Zarta Dralneen to join the Pathfinder Society, she currently provides the Decemvirate with information on the happenings at Rachikan. She is an ambitious scholar who normally does not suffer fools gladly; however, her traumatic experiences at the hands of the incubus demons has left her shaken and subdued.

Starting Attitude: Helpful (no skill check is required).

As an Ally: Marianix Karn assists the PCs in two ways during the encounter in area B1. First, she uses her naturalist bardic performance (*Pathfinder RPG Advanced Player's Guide* 80) to augment the PCs' combat abilities against one creature type of the PCs' choice. Second, Karn can cast *break enchantment* twice per day.

Sealing Rachikan: Karn is a loyal servant of Zarta Dralneen, but she is also wary of sharing valuable secrets with rival agents who might steal the information to gain favors. She knows of a fourth entrance into Rachikan known only to her, but she does not volunteer the information. Convincing her to reveal its location requires a successful DC 18 Diplomacy check.



Four of the five mosaics depict scenes of glory: the founding of Rachikan, the successful binding of a fiend, a scene of violence depicting Jistkan golems wreaking havoc on an opposing army, and Severina Helsprex ascending toward a pillar of light within the clouds. The central mosaic is an image of this plaza near the end of Rachikan's dominance; however, rather than crouching toward the east end of the northern platform, the massive construct is shown standing so that the stronghold's entrance is suspended over the center of the platform. This mosaic provides a hint of how to open the so-called "unopenable door" in area B2.

Creatures: The kalavakus demon Irorstikal has overseen the clearing of this plaza with sadistic glee, driving his subjugated minions—both morlock and human—past the point of exhaustion. When the PCs attack, the kalavakus commands his guards, one or more of the plaza's golems, and his allied demons (including dretches, schirs, and incubi) to attack. Aware of an impending attack by allies of Marianix Karn (information they gleaned through torture) the kalavakus

ALLY: PRIMO AMBUSTA

Ambusta is a scarred bear of a man, who wears the symbols of his devotion to Asmodeus proudly. He is a clever orator and uses honeyed words and a soothing voice to coax others into admitting their foibles. Loyalty and competence are very important to him, and although he loathes making deals with shifty scalawags, he is willing to suffer questionable allies to accomplish his goals. His duty is to protect the Athenaeum's archaeologists, and significant delays in this mission irritate him.

Starting Attitude: Unfriendly (Diplomacy DC 22).

As an Ally: During the encounter in area **B1**, Ambusta sends his Hellknights to fight the morlocks and demons; reduce the number of enemy morlocks by 1. In addition, Primo Ambusta is able to cast *dismissal* (DC 18) once per day against a summoned demon; because he has the Spell Penetration and Greater Spell Penetration feats, his effective caster level to overcome spell resistance is 11. In addition, he is able to cast *cure serious wounds* (CL 7th) twice per day.

Sealing Rachikan: Sealing Rachikan is a decision that Ambusta would make only under the most dire conditions, and present circumstances are not yet so terrible that he is willing to shut down the project. Convincing him to seal the Hellknights' entrance and destroy the elevator is virtually impossible using Diplomacy; however, it is possible to trick Ambusta into sealing his entrance by misrepresenting the threat posed by Rachikan or by assuring him that other entrances will remain open. His bonus on Sense Motive checks is +16. In Subtier 7–8 he is particularly weary of sending his troops to their deaths and wants to believe the PCs, granting a +5 on the Bluff check.



has gathered the majority of his host at the fissure, which he wrongly assumes is the only entrance into the area. If the PCs approach through the morlock tunnels, allow the PCs to attempt Stealth checks with a +10 bonus opposed by Irorstikal's Perception check to gain a surprise round.

This is a potentially overwhelming force, but by now the PCs should have recruited one or more allies that handle some of the combatants. See the four sidebar entries throughout this adventure for the PCs' prospective allies for additional information on how they help during this

fight. Most of these allies become embattled with lesser foes and serve as an epic backdrop to the PCs' showdown. Several of the PCs' allies are capable of casting spells to help the PCs. Have these allies act on initiative count 10, and do not worry about marking their exact positions with miniatures; they move across the battlefield as needed to fight foes or aid the Pathfinders.

Subtier 7–8 (CR 11 or CR 12)

MORLOCKS (6)

CR 2

hp 22 each (*Pathfinder RPG Bestiary* 209)

TACTICS

During Combat The morlocks fight savagely and without regard for own their safety.

Morale While the kalavakus lives, the morlocks fight to the death. Once the kalavakus is slain or flees, the morlocks hesitate momentarily before cowering, begging for mercy, or fleeing.

MORLOCK CHIEFTAIN

CR 6

Morlock barbarian 4
CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 16, touch 15, flat-footed 9 (+6 Dex, +1 dodge, +1 natural, –2 rage)

hp 93 each (7 HD; 3d10+4d12+46)

Fort +11, **Ref** +12, **Will** +8; +3 vs. magic

Defensive Abilities uncanny dodge, trap sense +1,

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 50 ft., climb 30 ft.

Melee club +13/+8 (1d6+6), bite +13 (1d6+3)

Special Attacks rage (14 rounds/day), rage powers (superstition +3, surprise accuracy +2), leap attack, sneak attack +1d6, swarming

TACTICS

Before Combat The morlock chieftain is under the effects of the kalavakus demon's enslave ability.

During Combat The morlock chieftain fights savagely, preferring targets already swarmed by other morlocks.

Morale The morlock chieftain fights to the death, fearful of what other torments Irorstikal might inflict. When slain, the morlock's essence heals the enslaving kalavakus. If Irorstikal is slain, the chieftain spends one round trying to convince its subordinates to retreat, but it then resumes fighting.

FATE OF THE FIEND

- I Irorstikal
- M Morlock
- C Chieftain
- K Additional Kalavakus

IMPERIAL PLAZA



PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER B1

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

Subtier 7–8: Replace the morlock chieftain with an advanced morlock, and remove two of the morlocks from the encounter. Even though Irorstikal's former master is trapped by the behemoth golem, being this close grants the kalavakus the sickened condition.

Subtier 10–11: One of the stone golems malfunctions when activated; replace it with the damaged stone golem from Subtier 7–8. In addition, remove the second kalavakus from the encounter.

Base Statistics When not raging, the chieftain's statistics are **AC** 18, touch 17, flat-footed 11; **hp** 79; **Fort** +9, **Will** +6; **Melee** club +11/+6 (1d6+4), bite +11 (1d6+7); **Str** 18, **Con** 18; **CMB** +11, **CMD** 28; **Skills** Climb +28.

STATISTICS

Str 22, **Dex** 23, **Con** 22, **Int** 7, **Wis** 14, **Cha** 4

Base Atk +7; **CMB** +13; **CMD** 28

Feats Dodge, Improved Initiative, Lightning Reflexes, Power Attack

Skills Acrobatics +21 (+29 when jumping), Climb +30, Perception +7, Ride +13, Stealth +13; **Racial Modifiers** +8 Acrobatics (+16 when jumping), +16 Climb

Languages Undercommon

SQ fast movement, expert climber

Other Gear club

IRORSTIKAL

CR 10

Kalavakus demon (*Pathfinder RPG Bestiary* 2 78)

hp 125

TACTICS

During Combat The kalavakus uses its spell-like abilities to strengthen its minions and dominate a tough-looking PC, though it knows from experience that warriors wearing holy symbols are difficult to control. It then enters the melee to disarm and maim enemies. If reduced to 50 or fewer hit points and not immediately threatened, he tries to summon another kalavakus. If both he and his enslaved morlock are heavily injured, he kills his thrall to heal his injuries.

Morale Irorstikal fights until reduced below 16 hit points, at which time he attempts to teleport away.

DAMAGED STONE GOLEM

CR 9

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 8, flat-footed 23 (–1 Dex, +15 natural, –1 size)

hp 90 (11d10+30)

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

Defensive Abilities DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +18 (2d10+8)

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

Special Attacks slow

TACTICS

Morale The golem mindlessly fights until destroyed.

STATISTICS

Str 26, **Dex** 9, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +11; **CMB** +20; **CMD** 29

SPECIAL ABILITIES

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

A *transmute rock to mud* spell slows the golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but it negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a successful DC 15 Will save to negate. The save DC is Constitution based.

Subtier 10–11 (CR 14 or CR 15)

KALAVAKUS DEMON (2)

CR 10

hp 125 each (*Pathfinder RPG Bestiary* 2 78)

TACTICS

Use the tactics from Subtier 7–8. The second kalavakus demon has not used its *enslave* ability yet and uses it against one of the PCs.

STONE GOLEM (2)

CR 11

hp 107 each (*Pathfinder RPG Bestiary* 163)

TACTICS

Morale The golems mindlessly fight until destroyed.

DOMINATED MORLOCK BARBARIANS (4)

CR 6

Use the stats for the morlock chieftain from Subtier 7–8. One of these barbarians is the chieftain.

TACTICS

Use the tactics from Subtier 7–8 for the chieftain. The other morlocks continue fighting even if Irorstikal flees or dies.

Treasure: Irorstikal wears a king's ransom in jewelry, including four mithral armbands on each arm, a thumb-thick silver torc, a beaten gold Sarkorian funerary necklace

incised with pastoral scenes of villagers harvesting wheat, and a ponderously large platinum earring. In addition, he keeps a bag of rubies—his payment when called by a mortal wizard a year earlier—in one of the nearby structures.

Development: Once the enemy combatants are defeated, Bogipfen and his morlocks spend a few minutes celebrating before withdrawing to other parts of Rachikan. Bogipfen and Agajprak remain, the former to harvest trophies from fallen demons and the latter to ensure the Pathfinders do not despoil the city with their surface-walking taint. Paralictor Primo Ambusta gathers his Hellknights and prepares to move any surviving archaeologists back to their camp atop the column. They depart minutes later after Ambusta meets with the PCs to announce that the Hellknights' debt is paid and confirm that there is nothing more to discuss. He allows the Pathfinders to conclude their expedition in peace so long as they vacate the ruins within the next two days, after which he cautions they will be subject to the full force of the law. Marianix Karn busies herself examining and documenting the many structures in the plaza. She insists on staying in Rachikan even when the PCs leave, citing unfinished business in Cheliax.

This provides the PCs with additional opportunities to interact with their allies—especially important for Cheliax faction PCs who may wish their assistance in sealing Rachikan. With the exception of last-minute spell-casting favors, the allies provide no further combat assistance during the scenario.

Rewards: If the PCs fail to defeat Irorstikal and his minions, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 937 gp.

Out of Subtier: Reduce each PC's gold earned by 1,426 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,916 gp.

B2. In the Belly of the Behemoth (CR 7 or CR 10)

A pristine fortress, its entrance connected to the plaza by a series of travertine stairs, squats atop a partially buried beast the size of a whale. The fort's gilded doors are splayed open, leading into a single, torch-lit chamber. Carved onto the fortress's interior are miniature elephants, hippopotamuses, crocodiles, and myriad other four-legged monstrosities.

When examined more closely, a PC can identify this as an animate construct with a successful DC 17 Knowledge

(arcana) check. Exceeding the check by 15 or more also reveals that this is a behemoth golem (*Pathfinder Campaign Setting: Lost Kingdoms* 40), one of the most powerful constructs ever created in the Jistka Imperium. Unlike other constructs that use elemental spirits as their animating force, a behemoth golem contains one or more powerful fiends. Furthermore, the PCs can spot fracture zones in the plaza floor near the golem with a successful DC 25 Perception or Survival check. These are where the golem's footsteps crushed the stone as it moved near the platform, and the trail leads 15 feet to the west of its present position.

While the golem crouches, the PCs can easily enter the fortress on its back. The single room has only one



BEHEMOTH GOLEM

other exit along the north wall, but because the fortress abuts the cavern wall to the north, it is impossible to open the exit's 2-inch-thick door of magically reinforced iron (hardness 20, 120 hit points, break DC 48). It is only possible to open the door if the behemoth golem stands (elevating the door by about 20 feet) and moves west 15 feet, at which point the door aligns with the passage to area **B3**. The tall fortress conceals this passage when the golem crouches. Climb up the side of golem without using the stairs requires a successful DC 25 Climb check. Treat the one-foot thick walls of the behemoth golem's castle as solid iron (hardness 10, hit points 360).

The golem does not respond to spoken commands. Instead, a control panel hidden in the west wall (DC 18 Perception to find) commands the golem. The controls have decayed with age, and the balor bound to the golem has spent the millennia pushing against the magic that binds it, leaving the golem difficult to operate. A PC can attempt to operate the golem with a successful DC 25 Knowledge (engineering) check, which is sufficient to command it to stand or move forward 15 feet. Alternatively, a PC can attempt to override the controls with a successful DC 25 Disable Device check as though the controls were an extremely tricky device. Finally, a PC can attempt to command the golem with a successful DC 25 Use Magic Device check as though operating a magic item blindly. The PCs must succeed at two checks to move the golem into position.

Each time the PCs fail one of these checks, the behemoth golem thrashes about to shake off the unwanted occupants. Any creature in or on the golem must attempt a Reflex save (DC equals the result of the golem's combat maneuver check [CMB +47]). Creatures standing anywhere other than within the fortress that fail their save fall to the plaza below, taking 4d6 damage (2d6 if the golem is crouching). Creatures within the fortress that fail their saves are jumbled about and take 10d6 bludgeoning damage (Reflex DC 21 for half). In Subtier 7–8, the golem only thrashes once for every third failed skill check.

Reward creative solutions should the PCs try to operate the golem in other ways. If the PCs are having difficulty operating the golem, they can ask Marianix Karn (hp 58, Ref +8, Use Magic Device +18) for assistance. With a successful DC 20 Diplomacy check, a PC can convince Agajprak to use her *ivory baton* to command the golem, but doing so only compels the golem to either stand or move before the baton runs out of charges. This development infuriates the morlock, who spits and curses at the PCs from atop one of the ruined buildings; her attitude changes to unfriendly.

Creatures: As a CR 17 creature, a behemoth golem is far too powerful for most Pathfinders to fight, so its statistics

are not reprinted here; it is included as a set piece that acts more like a hazard. The golem ignores any abuse that does not bypass its damage reduction (AC 31, hp 206, DR 15/adamantine), and it roars with displeasure if injured. If reduced to 90 hit points or less, it rears up, stomps on the ground, and triggers an earthquake (per the spell in a 40-foot-radius spread). Within one round, the golem and the surrounding area are buried under several hundred tons of rubble. A PC who does not flee the area is exposed to a cave-in (*Pathfinder RPG Core Rulebook* 415).

Development: The sound of her golem moving outside alerts Severina Helsprex in area **B3** that someone may be about to open her tomb, and she begins casting spells to prepare for possible hostilities. Once the PCs have aligned the behemoth golem properly, the north door swings open effortlessly, and the behemoth golem becomes dormant. Sensing the rush of fresh air, Severina positions herself to receive her visitors.

B3. Beyond the Unopenable Door (CR 12 or CR 15)

An ornate set of stairs opens into a grand throne room with ten stone statues as courtiers. At the far end of the room, a gilded sarcophagus lies before an elevated platform that bears a silver chair and numerous tall bookshelves. Overhead, several glowing orbs wash the tomb in shadowy illumination. Flanking the sarcophagus are two jet obelisks that threaten to pierce this chamber's orb-filled ceiling.

The entire tomb is surrounded by a variant *forbiddance* spell; however, it is attuned to damage only one creature: Severina Helsprex. In her case, any attempt to cross its threshold results in her immediate destruction. Helsprex has attempted this several times, only to reform near her phylactery (a Jistkan *golem manual* located in the bookcase) days later. When her tomb is breached, the *forbiddance* slowly begins to unravel. After one minute, Severina is able to walk out of her tomb unharmed. After one hour, the entire spell ends.

The glowing orbs bathe the area in dim light. The ceiling rises to a domed apex 60 feet tall with its outer edges sloping to a height of 40 feet. The two obelisks—which tower to a height of 50 feet—are covered in carvings of tentacles and talons, and radiate strong conjuration magic. The gilded sarcophagus is closed, and a PCs must succeed at a DC 25 Strength check to remove its lid. The interior is crammed with leftover, long-spoiled alchemical and arcane reagents, which a PC can identify with a successful DC 25 Knowledge (arcana) check as being used in rituals to become a lich. The crammed, semicircular bookshelves once contained a wealth of Jistkan texts, but most of the books are so brittle that they now crumble at the slightest touch.

FATE OF THE FIEND

Creatures: Severina Helsprex sits in her chair, calmly awaiting the arrival of her accidental saviors. Thousands of years in captivity have taught her humility, and she is no longer so confident in her abilities and station as to command complete strangers—especially anyone strong enough to unseal her tomb. She calls out to the PCs and attempts to parley with them in a civil fashion. Her motive is to escape Rachikan; however, before leaving she wishes to reward the PCs for freeing her. She imagines that by offering a reward, she might avoid making powerful enemies, but in an effort to be diplomatic, she presents the gift as a way of appeasing her Jistkan code of honor.

She asks the Pathfinders what she might give them to show her gratitude. She is surprised if the PCs ask her for golems, but she respectfully acquiesces to their request by offering her *ivory baton* as a means of controlling the 10 constructs. If the PCs succeed at a DC 15 Sense Motive check (DC 17 in Subtier 10–11), they can sense that the ancient ruler is willing to part with much more just to secure her freedom. With a successful DC 23 Diplomacy check (DC 25 in Subtier 10–11), they can convince her to surrender all of her possessions save two: her spellbook and her phylactery. If the PCs demand these, Severina flies into a rage and attacks. If the PCs accept the offered items and let Severina pass, she casts *dimension door* to reach a safe place elsewhere in Rachikan before using her *scroll of teleport* to leave entirely.

As both a ruler and a lich, Severina is very hard to trick. If she has even the slightest suspicion that the PCs may turn on her or are revolted by her undead state, she does not hand over her gifts until she is near the exit of her tomb and can flee.

The 10 statues that line the tomb are, in fact, 10 dormant stone golems (only 2 stone golems animate at Subtier 10–11). Each golem is sculpted with the features of a deceased Jistkan noble.

Subtier 7–8 (CR 12)

SEVERINA HELSPREX

CR 12

Lich (*Pathfinder RPG Bestiary* 188)

hp 111

TACTICS

Before Combat Severina casts extended *mage armor*, *false life*, and *see invisibility*. In addition, she casts *shield* just as the door opens.

During Combat Angry at the PCs outrageous demands and their audacity to attack her, Helsprex unleashes a fury of devastating magic. She uses her spells to destroy her enemies and protect her from harm. She waits to cast *circle of death* until she can confirm that her foes are weak enough to succumb to it (such as their using only low-level spells or

SCALING ENCOUNTER B3

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

Subtier 7–8: Millennia of torpor have dulled Severina's memory, and she has difficulty recalling some of her most potent spells. Remove *circle of death* and *maximized fireball* from her list of prepared spells. In addition, she is weakened by inactivity, reducing her damage reduction value to 10/bludgeoning and magic as well as reducing the save DC of her supernatural abilities by 2.

Subtier 10–11: Remove one of the stone golems from the encounter.

their repeatedly failing to avoid her other spells). She tries to position herself near the exit so that she can flee quickly.

Morale Severina fights for 5 rounds or until she has 30 or fewer hit points, whichever comes first. At that point, she realizes this battle does nothing to serve her, and she attempts leave the chamber and teleport away.

Subtier 10–11 (CR 15)

SEVERINA HELSPREX

CR 13

Advanced lich (*Pathfinder RPG Bestiary* 188, 294)

hp 133

TACTICS

As Subtier 7–8

STONE GOLEM (2)

CR 11

hp 107 each (*Pathfinder RPG Bestiary* 163)

TACTICS

During Combat The golems attempt to shield Severina against melee threats. They mindlessly pummel any enemy in reach. Their impulse to protect the ruler of Rachikan is so great that even if commanded by an *ivory baton*, they simply stop fighting; they do not attack her.

Morale The stone golems fight until destroyed or until Helsprex teleports away (at which point they become dormant).

Treasure: In addition to her gear, Severina Helsprex keeps an *ivory baton* (see the sidebar) on one of the bookshelves. Depending on how the PCs handle the encounter, they either receive the baton without a fight, recover it from Severina's remains, or lose the baton when Severina flees combat. In Subtier 7–8, the arcane reagents in the sarcophagus are worthless and ruined. In Subtier 10–11 there are enough preserved that they are worth 8,000 gp. The bookcase contains hundreds of books, though most are little more than worn covers containing the dusty remains of pages that disintegrated centuries ago. Restoring the texts is beyond the power

PATHFINDER SOCIETY SCENARIO

IVORY BATON

Aura strong enchantment; **CL** 18th
Slot none; **Price** 40,000 gp; **Weight** 6 lbs.

DESCRIPTION

This white, slender rod is engraved with decorative emblems of elephants, jackals, alligators, and other wild beasts, and is worth 2,000 gp because of its masterful craftsmanship. The wielder can command the obedience of golems within 120 feet when she activates the device (a standard action), bypassing their immunity to magic and any other resistances to magic they may possess. Up to 300 Hit Dice worth of golems can be ruled at once with an *ivory baton*. Ruled golems obey the wielder as if she were their creator. Still, if the wielder attacks a ruled golem or gives it a command that is obviously harmful to it, the magic is broken. An *ivory baton* can be used for 500 total minutes before crumbling to dust. This duration need not be continuous. For each golem ruled beyond the first, multiply the number of minutes expended by the number of golems ruled (so, for example, a creature wielding an *ivory baton* to control three golems effectively expends 3 minutes of the rod's total duration every minute). In addition, an *ivory baton* acts as a *golembane scarab* as long as its wielder holds the rod in one hand.

CONSTRUCTION

Requirements Craft Rod, *geas/quest*, *mass charm monster*;
Cost 21,000 gp



of mending, but if the PCs cast *make whole* at least three times, they restore the books sufficiently to transport them out of the library for future study; doing so earns each PC the Writings of Rachikan boon on his or her Chronicle sheet.

Development: After dealing with Helsprex, the PCs are free to explore the chamber and activate the golems. Unfortunately, the constructs are too large to fit through the small entrance into the behemoth golem's fortress. Unless the PCs can develop a clever way to create a larger entrance, the only way to transport the golems out of this chamber involves activating the black obelisks, which require a power crystal to activate. The morlock Agajprak possesses such a crystal, but she charges a high price for it; see the Ally: Agajprak sidebar for more information. Alternatively, the PCs can search Rachikan for a power crystal, which takes two days of exploration.

Once a PC places a power crystal in either obelisk, the monolith creates a shadowy portal 10 feet in diameter. By concentrating on a location in or near Rachikan, a PC can direct the portal to open in that place, thus allowing the PCs to herd the golems to the pillar's exterior with little effort. One of the surviving Jistkan books contains several pages with fine illustrations (DC 15 Linguistics check to understand) that describe how to operate the obelisks. A PC can also direct the portal with a successful DC 25 Use Magic Device check to operate it blindly.

Carving a new exit out of the area with adamantite weapons or magic still requires that the PCs lead the golems from the plaza, through Rachikan, and outside. This drains much of the power from the *ivory baton* and makes it difficult for the Pathfinder Society to control the golems in the future.

Rewards: If the PCs fail to defeat Severina Helsprex or negotiate for her to surrender most of her belongings, reduce each PC's gold earned as noted below. If the PCs allow Severina to leave without fighting her or negotiating for her belongings, reduce each PC's gold earned by half the value listed below.

Subtier 7–8: Reduce each PC's gold earned by 1,384 gp.

Out of Subtier: Reduce each PC's gold earned by 1,730 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,076 gp.

CONCLUSION

So long as the PCs recover the golems from area B₃ within five days, Venture-Captain Calisro Benarry helps them to load and transport the golems to the Grand Lodge. She sports a wide grin during the return trip, often descending into the cargo hold of her ship just to stare in amazement and wonder. If the PCs failed in their mission, she is still glad to see them and prepares to leave as soon as possible. If the PCs failed to recover the golems within five days, they find the *Grinning Pixie* has already departed for less dangerous waters. Unless the PCs have another means of transporting nearly 20,000 pounds of construct without extensive use of the *ivory baton*, they are forced to abandon the golems and return to the Grand Lodge empty-handed.

The fate of Rachikan is once more left to its native morlocks, who welcome the departure of the Pathfinders and Chelish explorers from the morlocks' ruined city. If the PCs allowed one-time ruler Severina Helsprex to escape, they have unleashed a powerful, evil force upon the world—one that they may meet again.

Reporting Notes

If the PCs destroyed both Severina Helsprex and her phylactery, check box A on the reporting sheet. If Severina instead escaped Rachikan without fighting the PCs, check

FATE OF THE FIEND

box B. Check box C if the PCs' fight Helsprex but fail to defeat her. If members of the Cheliox faction successfully orchestrated the sealing of Rachikan and learned of the secret tunnel, check box D.

Primary Success Condition

The PCs successfully complete their main mission so long as they recover Severina Helsprex's *ivory baton*, lead at least eight of her golems out of Rachikan, and transport the golems back to the Grand Lodge. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary success condition if they return at least nine intact golems to the Grand Lodge without expending a significant amount

of the *ivory baton*'s energy (as they would by marching the golems through Rachikan rather than by using the jet obelisks' teleportation effect). In Subtier 10–11, this requires defeating Severina before destroying both golems.

Faction Notes

Members of the Cheliox faction need to secure the assistance of Bogipfen and Primo Ambusta in order to seal Rachikan. In addition, they must convince Marianix Karn to share the location of another secret entrance into Rachikan. If Cheliox faction PCs manage to convince all three NPCs to cooperate with them, they each receive the Dralneen's Deception boon on his or her Chronicle sheet. But, remember: simply closing two entrances and leaving the third one open does not meet Zarta Dralneen's needs. All three conditions must be met.

PLAYER HANDOUT #1

I am writing in haste, as we were recently hit with another earthquake. In its aftermath, we discovered a passage leading to a formerly sealed section of the city. It is breathtaking; the marvels of this glorious civilization are unparalleled. In our explorations, we came across a great keep, and within was the most curious door I have ever set eyes upon. The door's runes claim it leads to the tomb of Inperantike Severina Helsprex—Rachikan's former ruler. No matter what we tried, the door remained barred.

—Marianix Karn

PLAYER HANDOUT #2

Faithful Agents,

There are powerful members of the Pathfinder Society, myself included, that feel by leaving Rachikan open for plunder only puts the innocent people of Cheliox at risk. Whether a band of morlocks grows tired of the incursions and mounts a counter attack, a golem goes haywire and rampages across the countryside, or some fiendish entity escapes and fouls city gutters, we feel it is best to seal every access point into Rachikan, three in all (the Aspis excavation, the Hellknight elevator, and Grone's staircase), and let it be forgotten forever. Of course, that is after you complete the Decemvirate's tasks. Let no one ever enter that doomed and rotten city again! I have faith in your abilities.

Much Appreciation,
Z.

PATHFINDER SOCIETY SCENARIO

PLAYER HANDOUT #3

Faithful Agents,

There are POWERFUL members of the PATHfinder Society, myself included, that feel by leaving Rachikan open for plunder only puts the Innocent people of Chelax at risk. Whether a band of morlocks grows tired of the incursions and mounts a counter attack, a golem goes haywire and rampages across the countryside, or some Fiendish entity escapes and fouls city gutters, we feel it is best to SEAL every Access point into Rachikan, three in all (the Aspis excavation, the Hellknight elevator, and Grone's staircase), and let it be forgotten forever. Of course, that is after you complete the Decemvirate's tasks. Let No One ever enter that DOomed and Rotten city again! I have Faith in your abilities.

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FATE OF THE FIEND

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Pathfinder Society Scenario #5-17: Fate of the Fiend

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"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

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

Character #	<input type="text"/>	Prestige Points
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Pathfinder Society Scenario #5–17: Fate of the Fiend

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Dralneen's Deception (Cheliox Faction): As a reward for keeping the door to Rachikan open, Zarta Dralneen has offered to open previously inaccessible doors for you. Choose one faction-specific prestige award available to another active faction; this award must cost 2 Prestige Points or less. You can purchase that award as though you were a member of the respective faction. When you purchase the award, record it on the line below.

Writings of Rachikan: You recovered a large collection of texts dating back to the Jistka Imperium, and in studying them, you have gained considerable insight into the fallen empire's history. You gain a +3 bonus on Knowledge checks regarding the Jistka Imperium and its constructs. You may cross this boon off your Chronicle sheet after making an attack against a construct to re-roll the attack with a +2 bonus.

TALISMAN OF TONGUES

Aura faint abjuration and divination; **CL** 5th

Slot neck; **Price** 45,000 gp; **Weight** 1 lb.

DESCRIPTION

This small carving of an anteater is fitted with a chain so it can be worn as a necklace. When worn, a *talisman of tongues* grants its wearer the ability to speak and understand anyone it interacts with as the spell *tongues*. Furthermore, it provides the wearer a +2 resistance bonus on saving throws against language-dependent spells and special abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, *tongues*; **Cost** 22,500 gp

All Subtiers

talisman of tongues (45,000 gp)
ring of climbing (2,500 gp)
periapt of health (7,400 gp)
boots of levitation (7,500 gp)
headband of vast intelligence +2 (4,000 gp)
ring of protection +2 (8,000 gp)

Subtier 6–7

medallion of thoughts (12,000 gp)
improved ring of climbing (10,000 gp)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7–8	2,218	4,436
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of subtier	3,065	6,130
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10–11	3,912	7,824
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
FAME	Initial Prestige		
	Initial Fame		
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	=		
FAME	Prestige Spent		
	Current Prestige		
	Final Fame		
	Starting GP		
	+	GM's Initials	
GOLD	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
	=		
	Gold Spent		
GOLD	Total		