



AGELESS AMBITIONS

By Luis Loza



AGELESS AMBITIONS

PATHFINDER SOCIETY SCENARIO #7–28

Author • Luis Loza

Development Lead • John Compton

Contributing Artists • Hannah Boving, Paul Davidson,
Ryan Portillo, and Kieran Yanner

Cartographers • Jason Engle, Sean Macdonald, and
Corey Macourek

Editor-in-Chief • F. Wesley Schneider

Creative Director • James Jacobs

Creative Design Director • Sarah E. Robinson

Executive Editor • James L. Sutter

Senior Developer • Rob McCreary

Pathfinder Society Lead Developer • John Compton

Developers • Adam Daigle, Crystal Frasier,
Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens,
and Linda Zayas-Palmer

Managing Editor • Judy Bauer

Senior Editor • Christopher Carey

Editors • Jason Keeley, Elisa Mader, and Josh Vogt

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland, and
Mark Seifter

Art Director • Sonja Morris

Senior Graphic Designers • Emily Crowell and Adam Vick

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Chief Financial Officer • John Parrish

Staff Accountant • Ashley Kaprielian

Data Entry Clerk • B. Scott Keim

Chief Technical Officer • Vic Wertz

Software Development Manager • Cort Odekirk

Senior Software Developer • Gary Teter

Project Manager • Jessica Price

Organized Play Coordinator • Tonya Woldridge

Adventure Card Game Designer • Tanis O'Connor

Community Team • Liz Courts and Chris Lambertz

Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie Teter, and Diego Valdez

Warehouse Team • Laura Wilkes Carey, Will Chase,
Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, William Ellis,
Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

Pathfinder Society Scenario #7–28: Ageless Ambitions is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

Pathfinder Society Scenario #7–28: Ageless Ambitions © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.



AGELESS AMBITIONS

BY LUIS LOZA



Over the past decade, the Pathfinder Society has enjoyed several noteworthy regional victories against the Aspis Consortium—foiling Aspis alliances in Varisia, thwarting its attempt to fix a tournament's outcome in Goka, kicking the Consortium out of the *Hao Jin Tapestry* demiplane, and generally being a thorn in its side. Not all Aspis agents have taken these setbacks quietly, and malcontents (some survivors of the past failed operations) began devising their own drastic response to the Society's success. Six of these figures convened in Molthune and established the Korholm Agenda, a rebellious faction within the Aspis Consortium set on retaliating against the Society directly. In 4715 AR, they organized and launched an attack on the Grand Lodge itself, damaging the *Hao Jin Tapestry* and killing the Master of Spells in the process.

For the last year, the Pathfinder Society has responded in kind against the Aspis Consortium, though agents quickly discovered that the Consortium itself was not responsible; the rebellious Korholm Agenda had acted independently. Furthermore, the Society has benefited from the assistance of a Korholm Agenda defector who has helped identify the faction's ringleaders for the Society to neutralize. The Pathfinders now know who called the shots during the Grand Lodge attack: a gold agent in Thuvia by the name of Kitio Aspenithi. He's no stranger to the Society—he clashed with Pathfinders once before earlier in the season near Pashow, a Thuvian city-state.

Pashow has struggled to secure its last two shipments of the legendary *sun orchid elixir* over the past decade, and its cash-strapped citizens are furious at the ruler, Emir Guldis. Desperate to secure the best guards that money could buy for the elixir convoys, the emir contracted the Society (among others). Were he to fail a third time, a coup seemed likely. Meanwhile, the ambitious Prince Zinlo of the city-state Aspenthar has long coveted Pashow, and has waited for an opportunity to sweep in, annex the territory, and expand his own power. He has even gone so far as to establish his daughter, Princess Ziralia, in Pashow's political circles, and she is now a

WHERE ON GOLARION?

Ageless Ambitions takes place in and around the city-state of Aspenthar, on the northeast coast of Thuvia. Aspenthar is second in size only to the capital city of Merab. For more information on Thuvia, check out *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in hobby stores and bookstores everywhere and online at paizo.com.



favorite to replace Emir Guldis should he lose control. To ensure that Guldis does indeed lose power, Prince Zinlo contracted Kitio Aspenithi and his detachment of Aspis agents to ensure that some “accident” would befall the elixir convoys, instigating a revolution.

Kitio tried and failed; an exceptionally talented team of Pathfinders thwarted the worst of the Aspis plans, and another team helped discover Kitio's role as the operation's leader. Prince Zinlo was furious that such a key piece of his plan had failed. To recoup his losses and assuage his own reputation, Kitio Aspenithi suggested an alternate plan to Zinlo: use Zinlo's powerful military to conquer Pashow. Of course, Aspenthar cannot attack its neighbors without just cause, so Kitio has offered to frame another city-state for attacking Prince Zinlo's capitol. If it looks like Pashow attacked first, Aspenthar might retaliate without risking other regions' intervention.

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Advanced Class Guide* (ACG), *Advanced Player's Guide* (APG), *Ultimate Combat* (UC), *Ultimate Equipment* (UE), *Bestiary 3*, and *NPC Codex*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd, and the relevant rules from *Bestiary 3* and the *NPC Codex* are reprinted in the appendix at the back of the adventure on page 25 for the GM's convenience.

Believing this was his last chance to salvage a dying plan, Prince Zinlo has grudgingly accepted.

However, Princess Ziralia has learned of this scheme. Once ambivalent about her father's aggressive tactics, she is now sufficiently incensed to act against him. She has contacted the Pathfinder Society (whose agents helped her during *Scenario #7–21: The Sun Orchid Scheme*) and told them what she knows. The Society is all too happy to help. Not only might they avert a regional war, but they have the chance to dispatch the villain Kitio Aspenith in the process.

SUMMARY

The adventure begins in the city of Merab, where the player characters meet with Lady Gloriana Morilla and Master of Swords Marcos Farabellus. They brief the PCs on information received from Princess Ziralia, who details the intent to frame Pashow for attacks against Aspenthar during the latter's upcoming Sun Orchid Festival. The PCs travel to the city, where they choose which subplot to thwart first. Additionally, as they travel between the attack sites, the PCs may need to evade suspicious guards, convince them to allow the group to continue through the city, or fight.

The first impending crisis targets a congregation of Sarenites honoring a local hero at a shrine just outside the city walls. Divs interrupt the ceremony, panicking the gathered crowd. The PCs must fend off the divs while protecting the citizens caught in the crossfire.

The second plot targets a jail on the edge of the city. The Korholm Agenda attacks the prison, disguised as

Pashow rebels, and attempts to release all the Pashow-born prisoners within. If the PCs act quickly, they can break into the prison first and relocate the prisoners, foiling the attack before it begins. Otherwise, they must contend with the Korholm Agenda agents.

The final attack takes place as an imposter masquerading as Prince Zinlo makes a public address to the people of Aspenthar. Desperate and low on resources, the Korholm Agenda attempts to stage the prince's assassination. It's up to the PCs not only to deal with this plot, but also to protect the citizens of Aspenthar and bring an end to the Korholm Agenda's plans once and for all.

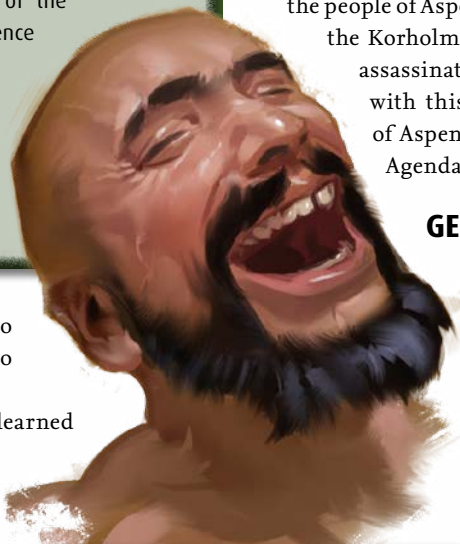
GETTING STARTED

The Pathfinders each receive a letter from Master of Swords Marcos Farabellus, urgently asking them to meet him at a safe house on the outskirts of Merab. When they arrive in the city, the PCs meet an undercover contact who guides them through the urban sprawl of Merab to a small estate just a stone's throw from the city docks. Once there, an estate guard escorts them inside and asks that they wait in the study. Shortly thereafter, Farabellus and Lady Gloriana Morilla enter the room. The Master of Swords stands

before the fireplace, while Lady Morilla remains seated in a large, comfortable chair.

The Master of Swords motions toward the remaining seats in the room. "Pathfinders, I thank you for coming on such short notice. Every year, one of Thuvia's city-states gets to auction doses of the magnificent sun orchid elixir, and this year Pashow has the privilege. That city misplaced its elixirs the past two times, to its treasury's detriment. In order to ensure nothing went wrong this year, Emir Guldís has retained the Society's services to assist with security.

"He made the right choice. We stymied an attempt on Pashow's caravans and found evidence that the Korholm Agenda—a nefarious faction of the Aspis Consortium—was collaborating with Prince Zinlo of Aspenthar to ensure Pashow's shipment would never arrive. The ringleader is named Kitio Aspenith, and he's the ranking Aspis gold agent who coordinates Thuvia. It seemed the plan was to steal the elixirs and trigger a coup to overthrow Emir Guldís, at which point Prince Zinlo's daughter, Princess Ziralia, could take control and thus annex the neighboring city-state. Thankfully, we've built some rapport with the princess, and it is she who pointed us to the Korholm Agenda's latest plan."



**MARCOS
FARABELLUS**

"Yes, we should be quite thankful," declares Lady Gloriana, rising from her chair. "According to the princess, the Korholm Agenda has been coordinating mischief with the guards of Aspenthar. Having failed to deprive the emir economically, it appears the Korholm Agenda aims to frame Pashow for an attack on Prince Zinlo's city. These false-flag operations would be the catalyst for Zinlo to declare war and conquer Pashow by force."

"We are expecting the attacks several days hence during the Sun Orchid Festival that Prince Zinlo recently established in Aspenthar. Along with the standard fare of food and music, the church of Sarenrae will commemorate a local hero, and the prince is permitting the temporary release of Aspenthar-born prisoners to enjoy the festivities. We expect Zinlo to make a speech later that day."

"Princess Ziralia expects these three events to be the focus of the Korholm Agenda's attacks, which in turn could endanger the people of Aspenthar. On top of preventing harm to innocents, averting these plots could allow us to stop the Korholm Agenda and the agent Kitio Aspenthi for good. Additionally, any evidence you can find linking Prince Zinlo to the Korholm Agenda would benefit us and discourage him from attempting such a stunt in the future. A ship waits at the docks to take you to Aspenthar when you're ready."



LADY GLORIANA MORILLA

After explaining the assignment, Farabellus and Morilla answer the PCs' questions as best they can. Likely inquiries and responses are below.

What kind of attack are we expecting? "Unfortunately, we don't know. Our best guess is that the Korholm Agenda intends to harm the citizens of Aspenthar, but they might aim to demolish city property. My suspicion for the prison is that the Agenda's agents will perform a jailbreak, goad the criminals to harm others, and blame it on Pashow."

When are these attacks happening? "It's very likely the attacks will occur on the morning of the Sun Orchid Festival. Prince Zinlo is scheduled to deliver his speech at noon, and we believe the Korholm Agenda wants to use that as a capstone to the day's attacks."

Why not head to Aspenthar now? "The information we received leads us to believe the Korholm Agenda is already in Aspenthar and actively searching for us. We have to make sure we do not play our hand too early and give away the fact that we are aware of the upcoming attacks. Doing so could encourage the Korholm Agenda agents to change their plans and leave us completely in the dark."

Can we just warn the guards about the attack? "At this point, we are not sure if some or even all of the guards are on the Korholm Agenda's side. Without any kind of guarantee one way or the other, it is wisest for us to refrain from giving away that we are aware of the upcoming attacks."

What do we do once we're in Aspenthar? "Your best bet is to head to either the prison or the ceremony site and wait. If you arrive in advance, you can minimize any civilian casualties or even outright prevent any damage from happening. In regard to the prison, you might even manage to slip in early and relocate the remaining prisoners before the attack. In that case, we have another safe house in Aspenthar that can hold the prisoners until the Korholm Agenda threat is over."

How do we know that these places will be attacked? "The information we received was from a very reliable source and we were able to confirm it ourselves a few days ago."

Can we trust Princess Ziralia? "Absolutely. We have already worked with Princess Ziralia in other matters. In fact, it was she who approached us with this information. At this point, it seems she is completely discontent with her father's dealing and has all but denounced him publicly for it."

SOVEREIGN COURT

Lady Gloriana Morilla leads the Sovereign Court faction, a clandestine organization dedicated to uniting and fostering a competent and benevolent aristocracy throughout the Inner Sea region and beyond. She has taken a special interest in Princess Ziralia, whose willingness to prioritize her people's safety and defy her father's tyrannical ambitions speaks well of her character. To ensure that the PCs nurture this relationship, Lady Morilla asks to meet with members of the Sovereign Court faction in private following the general briefing. There she explains her hope that they can help Princess Ziralia and, in doing so, make a case for the princess's joining the faction and guiding its interests in Thuvia.

Because Princess Ziralia cares deeply for her people, Lady Morilla asks the PCs to take special care to shield Aspenthar's citizens from harm while thwarting the Korholm Agenda's schemes. She also recommends that her agents take any opportunity to demonstrate leadership in dangerous times, helping to guide innocents away

from the conflict or organize bystanders to cooperate when the worst happens. Finally, she reminds her agents that the faction must still pursue its objectives secretly or risk retaliation from oppressive regimes across Avistan and Garund; overtly advertising that it is the Sovereign Court saving innocents should not be part of the PCs' strategy. Instead they should rely on word of their actions trickling back to Princess Ziralia.

KNOWLEDGE (HISTORY)

Based on the results of a Knowledge (history) check, the PCs might know more about Aspenthar and its traditions. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

15+: The city-states of Thuvia regularly fend off vicious fiends known as divs. These creatures have tormented the region for millennia. Succeeding at this check also allows the PCs to attempt Knowledge (planes) checks to learn about divs (see below).

20+: The folk hero Ah-Misehp features strongly in Aspenthar's local lore. The famed Sarenite dervish wielded the Dawnflower's sacred flames to fight off the divs assaulting Aspenthar three centuries ago.

25+: The site of Ah-Misehp's battle lies just outside Aspenthar, and the ruins are considered a holy site for the church of Sarenrae. Priests celebrate the anniversary of the battle by reconsecrating the site—partly a symbolic gesture to keep any divs from tormenting the city again.

KNOWLEDGE (LOCAL)

Based on the results of a Knowledge (local) check, the PCs might know more about locations in Aspenthar. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

10+: In celebration of the *sun orchid elixirs* emerging from the Citadel of the Alchemist once more, Aspenthar has begun a Sun Orchid Festival. The city is decked out in the city's colors: orange, blue, and black. There are also appearances of Pashow's colors—pale yellow, black, and maroon—in recognition of that city-state's right to auction the elixir this year.

15+: Prince Zinlo's grand palace is in a secluded part of Aspenthar. A smaller palace used for public announcements and events rests at the heart of the city. A large plaza lies to the south of this palace.

20+: A small ruin outside of the city marks the location of an important battle. Local legend holds that it was where the great dervish Ah-Misehp defeated at great evil centuries ago.

25+: Aspenthar's prison lies just inside the city walls, secluded in one of the less prosperous districts. Celebrations for the Sun Orchid Festival are likely to draw many of the residents to the central districts,

leaving behind only a skeleton crew to watch over the other prisoners.

KNOWLEDGE (PLANES)

If the PCs recalled Thuvia's history with divs (see Knowledge [history] above), they can attempt Knowledge (planes) checks to remember key information about those fiends. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

15+: Divs are a type of fiend born from corrupted genies that are now intent on despoiling the works of mortals.

20+: Each kind of div has a specific compulsion or weakness that draws its ire, such as a certain color or sound. Canny warriors can lure divs into dangerous situations or goad them to make poor tactical choices by exploiting these compulsions.

25+: Divs are especially hardy, but attacks from cold iron weapons or weapons blessed with good energies—sometimes both against the more powerful varieties—are particularly effective.

ASPENTHAR

Kitio Aspenthi plans to enact a number of attacks on Aspenthar and pin the blame for these attacks on Pashow. With his contacts, Kitio procured a number of Pashow's military uniforms for his agents to wear to convince Aspenthar's citizenry of Pashow's involvement. Additionally, an Aspis contractor named Shohiraj secured several *scrolls of planar binding*, which Kitio's other agents plan to use to conjure a host of divs for their imminent mischief. Kitio hopes to prey on the citizens' superstitions and further convince them that Pashow—famed for its magicians and conjurers—had a hand in the attacks. At the very least, he aims to inspire enough fear and hatred in the citizenry that they support a military campaign against Aspenthar's neighbors.

The PCs arrive in Aspenthar on the morning of the Sun Orchid Festival. The city is filled with the sounds of joyful music, scents of food, and thousands of smiling faces. Vendors line the streets to sell exotic wares, and the streets are crowded with strange beasts on display from all over Garund. Even though Garundi humans comprise most of the population, the busy port and festival have brought in a wide variety of visitors; even with weapons or strange animal companions in tow, the PCs receive a few wondrous stares but minimal comment as long as they don't take any actions that threaten citizens. Should a bystander call for the guards, a patrol (see encounter A below) arrives within 3d10 rounds.

The PCs are free to visit any of the three threatened locations they wish. Visiting the palace plaza early on is a fruitless effort, for no one gathers at that location until shortly before the prince's speech. The ruins of Ah-

Misehp and the prison each have variables that change based on whether the PCs visit that location first or second, representing the additional time that Korholm Agenda agent have to enact their plans. These changes are detailed in their respective entries.

A. ASPENTHAR'S GUARDS (CR 9 OR CR 12)

This encounter can take place at any point before the main event at the palace plaza. The PCs can encounter the guards when first arriving in Aspenthar, when they are traveling between locations, or if a citizen calls the guards due to the PCs' actions.

Creatures: Thanks to Kitio Aspenthi's intelligence, Prince Zinlo knows that the Pathfinder Society played a key role in thwarting the Korholm Agenda's theft of the *sun orchid elixir*. At Kitio's recommendation, the prince has ordered his guards to be on the lookout for Pathfinders and their schemes in any of their guises. These orders include hounding any possible Pathfinders and even arresting them under false pretenses, if possible.

Most of the guards are upset by this mandate, but they avoid disobeying orders for fear of the prince's retribution. Unfortunately, Pathfinders come in all shapes and sizes, so unless a PC openly wears a *wayfinder*, bears a Glyph of the Open Road, or is seen referencing a Pathfinder Chronicle, the guards work under the assumption that any eclectic band of adventurers might be Society rabble-rousers. The chance of this increases if word is already spreading of the PCs' deeds in another encounter. If the PCs take exceptional measures to blend in with the locals, consider skipping this encounter altogether while providing in-game clues that the PCs' strategy spared them a confrontation.

When the guards spot the PCs making their way through Aspenthar, they stop the PCs to question them. The guards ask to see the PCs' packs, hoping to search for contraband or any other evidence that may be used to charge the PCs with a crime. Any PC who succeeds at a DC 20 Sense Motive check determines that the guards are intentionally being difficult to provoke a response or instigate an arrest. If a PC exceeds the check DC by 5 or more, she also determines that the guards feel uneasy about the confrontation and why they're doing it. Neither directly grants a bonus on the skill checks below, but the information can inform the PCs' response, granting them as much as a +5 bonus for playing to the guards' reluctance, emphasizing the lack of evidence, or just well-informed roleplaying in general.

The PCs can defuse the situation in a number of ways, each of which involves only a skill check or two but benefits from a more involved roleplaying scene. With a successful DC 24 Bluff check (DC 28 if the PC is human), a PC can trick the guards into believing the PCs aren't Pathfinders

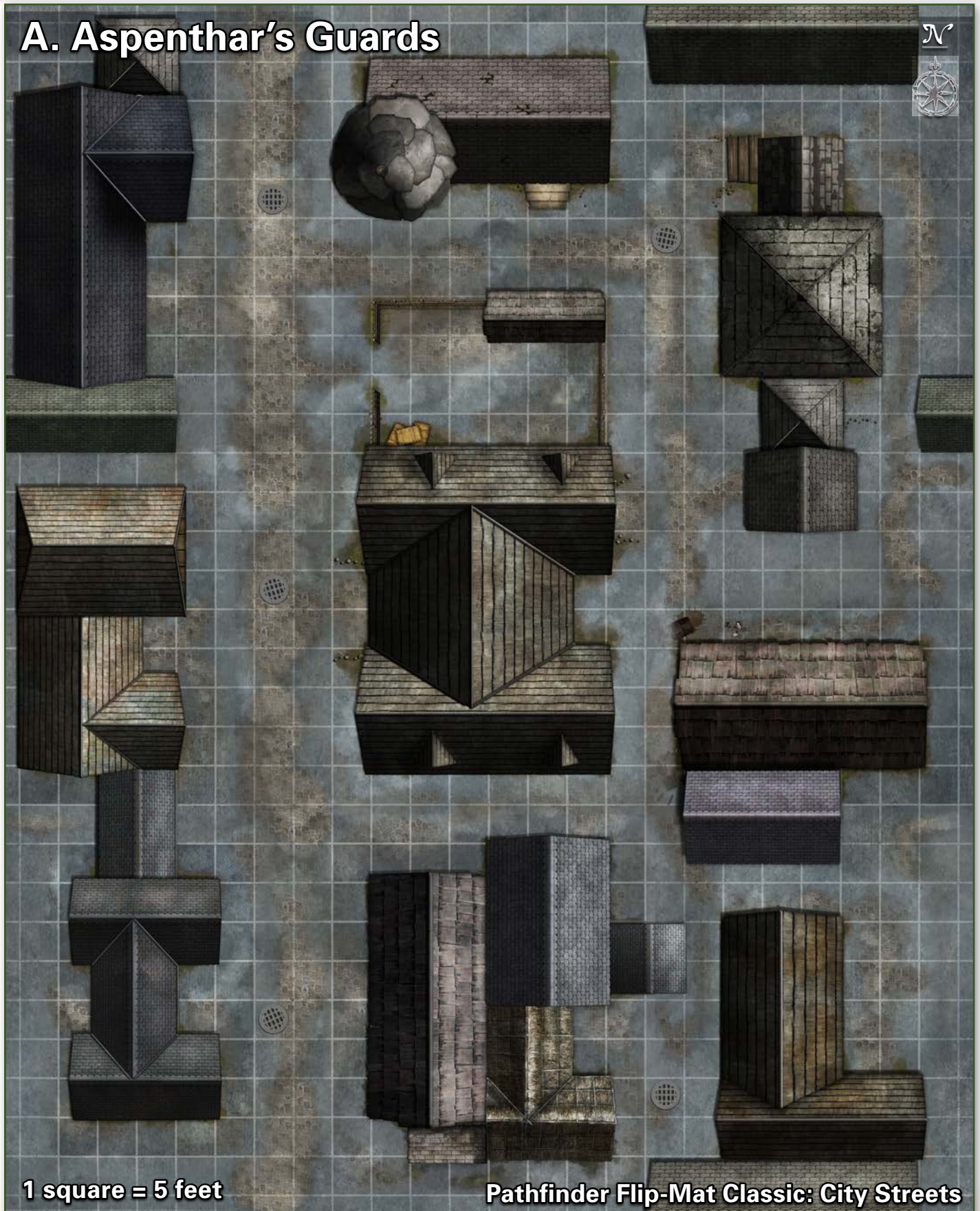
or are otherwise an exception to the prince's orders. With a successful DC 24 Diplomacy check, a PC can talk down the guards, such as by convincing them that there's just not a sound reason to be arrested. With a successful DC 31 Intimidate check, the PCs might convey that arresting them would result in far more trouble than it's worth; in this case, subtle actions and nuance are key, for making direct threats against or in earshot of the guards only antagonizes them and pushes them to make an arrest. In Subtier 10–11, the DCs for these checks increase by 5. If the guards find any signs of Society paraphernalia such as *wayfinders*, increase the DCs by 5 more.

Finally, if the PCs fail a check to defuse the situation by 5 or more, the guards move to arrest them. If the PCs resist arrest, the guards attack.

SUBTIER 7–8 (CR 9)

ASPENTHARI GUARDS (4)	CR 5
Human ranger 6	
LN Medium humanoid (human)	
Init +8; Senses Perception +12	
DEFENSE	
AC 20, touch 14, flat-footed 16 (+4 armor, +4 Dex, +2 natural)	
hp 55 each (6d10+18)	
Fort +6, Ref +9, Will +3	
OFFENSE	
Speed 30 ft.	
Melee scimitar +8/+3 (1d6+1/18–20)	
Ranged +1 longbow +12/+7 (1d8+1/x3)	
Special Attacks combat style (archery), favored enemies (animals +2, humans +4)	
Ranger Spells Prepared (CL 3rd; concentration +4)	
1st— <i>longstrider</i> , <i>resist energy</i>	
TACTICS	
Before Combat The guards drink their <i>potions of barkskin</i> before confronting the PCs.	
During Combat The guards break off, widening the gap between themselves and the PCs. They use their bows, keeping their distance as best as they can, switching to their scimitars when engaged in melee.	
Morale If reduced to fewer than 30 hit points, a guard drinks her <i>potion of cure moderate wounds</i> . If reduced to fewer than 30 hit points again during the combat, that guard attempts to flee, making use of <i>longstrider</i> if possible.	
STATISTICS	
Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 8	
Base Atk +6; CMB +8; CMD 22	
Feats Alertness, Endurance, Improved Initiative, Manyshot, Precise Shot, Toughness, Weapon Focus (longbow)	
Skills Diplomacy +5, Knowledge (geography) +9, Knowledge (local) +6, Knowledge (nature) +9, Perception +12, Sense Motive +9, Survival +10	

A. Aspenthar's Guards



1 square = 5 feet

Pathfinder Flip-Mat Classic: City Streets

Languages Common, Osiriani

SQ favored terrain (urban +2), hunter's bond (companions), track +3, wild empathy +5

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, holy water (3); **Other Gear** mwk chain shirt, +1 longbow with 20 arrows, scimitar, manacles with average lock, spell component pouch

SUBTIER 10–11 (CR 12)

ASPENTHARI GUARDS (4)

CR 8

Human ranger 9

LN Medium humanoid (human)

Init +8; **Senses** Perception +16

DEFENSE

AC 22, touch 14, flat-footed 18 (+5 armor, +4 Dex, +3 natural)

hp 81 each (9d10+27)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 scimitar +12/+7 (1d6+3/18–20)

Ranged +1 longbow +15/+10 (1d8+1/x3)

Special Attacks combat style (archery), favored enemies (animals +2, humans +4)

Ranger Spells Prepared (CL 6th; concentration +8)

2nd—*barkskin*, *cure light wounds*

1st—*longstrider*, *resist energy*, *speak with animals*

TACTICS

Before Combat The guards cast *barkskin* before confronting the PCs.

During Combat The guards break off, widening the gap between themselves and the PCs. They use their bows, keeping their distance as best as they can, switching to their scimitars when engaged in melee.

Morale If reduced to fewer than 40 hit points, a guard drinks her *potion of cure moderate wounds*. If reduced to fewer than 40 hit points again during the combat, that guard attempts to flee, making use of *longstrider* if possible.

STATISTICS

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

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

Feats Alertness, Combat Reflexes, Endurance, Improved Initiative, Iron Will, Manyshot, Precise Shot, Toughness, Weapon Focus (longbow)

Skills Diplomacy +8, Knowledge (geography) +12, Knowledge (local) +9, Knowledge (nature) +12, Perception +16, Sense Motive +13, Survival +14

Languages Common, Osiriani

SQ favored terrains (desert +2, urban +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear *potion of cure moderate wounds*, holy water (3);

SCALING ENCOUNTER A

To accommodate a group of four PCs, remove an Aspenthari guard from the encounter and reduce the DC of checks to defuse the confrontation by 2.

OPTIONAL ENCOUNTER

Encounter A is optional. If fewer than 70 minutes remain in which to run each of the remaining encounters (such as 140 minutes remaining if the PCs are yet to complete encounters C and D), skip this encounter. If the PCs purposefully cause an incident in Aspenthar that would attract the guards, run this encounter even if not enough time remains.

Other Gear +1 chain shirt, +1 longbow with 20 arrows, +1 scimitar, manacles with average lock, spell component pouch

Development: If convinced to stand down, the guards allow the PCs to continue on their way. If the PCs exceeded the check DC to defuse the situation by 5 or more (or possess the Sun Orchid Sleuth boon from #7–21: *The Sun Orchid Scheme*), they're able to win the guards' sympathies and convince them to share what's happening behind the scenes. Specifically, the guards explain that Prince Zinlo's been working closely with members of the Aspis Consortium, taking their advice with increasing frequency. For some reason, the prince ordered the guards to watch for and waylay members of the Pathfinder Society by any means necessary, but this has struck a sour note with many of the guards. These guards are not in a position to reverse the prince's orders or abandon their posts, but they can explain some of the nuances of Aspenthari culture and gatherings, granting the PCs a +4 insight bonus on any checks they make to direct crowds during this adventure.

If the PCs instead fought the guards, word spreads of their misdeeds. This imposes a –4 penalty on checks made to direct crowds during this adventure, for the citizens become distracted by denouncing the PCs when they should be moving to safety. Additionally, word reaches the Korholm Agenda agents located in the prison (area C). This grants the agents a +4 bonus on skill checks to notice the PCs as they move through the prison.

If arrested, the PCs' gear is confiscated, and they are taken to prison—perhaps area C—to sit out the rest of the festival.

B. RUINS OF AH-MISEHP (CR 10 OR CR 13)

Ruins mark the location where the dervish Ah-Misehp defended Aspenthar from an onslaught of 44 divs. The site lies less than a mile outside the city walls. The hallowed site holds no actual divine power, but the

locals believe Ah-Misehp still resides here, guarding the city from the threat of divs even to this day. Every year, the church of Sarenrae leads the re-consecration of the ruins before a gathered crowd of the faithful and city dignitaries. Thanks to the newly established Sun Orchid Festival, this holy ritual has attracted a greater number of pilgrims but considerably fewer of Aspenthar's elite, almost all of which are busy with the festival's execution.

About a hundred worshipers gather here among the stone pillars and collapsed walls where Ah-Misehp fought the greatest of the 44 divs. Here they stand and kneel as Lyheri Oasid, a local Sarenite priestess clad in flowing robes dyed the colors of a brilliant sunrise, purposefully steps about the ruin while anointing the stones and leading the attendees in prayer. Lyheri strongly prefers not interrupting the ceremony to chat with visitors, but a few of the worshipers are willing to answer some basic questions about the ritual and explain the presiding priestess's identity. A PC who succeeds at a DC 20 Knowledge (religion) check can also identify the ritual's format below; a PC whose patron deity is Sarenrae gains a +10 bonus on this check and can attempt it untrained.

The ceremony consists of numerous short prayers to Sarenrae while exposed to the sun's light. The ranking clergy member anoints the ruins with oil, frequently shifting her feet or leaping into sword-fighting stances while navigating the area. This honors the fallen hero and also is an allegorical representation of the Dawnflower's duel with terrible Rovagug. Halfway through and at the end of the interpretive fight, the clergy member ascends to the altar, strikes a small gong or other percussive instrument, and then sprinkles holy water over the worshipers and the consecrated site. After the second tone, the ceremony concludes with the participants placing small mementos and gifts near the altar and then departing.

If the PCs chose to travel here before going to the prison (see area C), they arrive in time to observe part of the ceremony, chat with a few worshipers, and position themselves anywhere other than atop the round altar platform to the east where Lyheri begins the encounter; she or one of the others shoos away any PC who is not visibly a well-appointed disciple of the Dawnflower. After the PCs are situated and have satisfied their curiosity, Lyheri completes another circuit of the ruin, ascends the rounded platform, pulls out a hand bell, and rings it. If the PCs chose to travel here after resolving the crisis at the prison, they instead arrive just as Lyheri rings the bell halfway through the ceremony; the PCs begin the encounter at the east side of the map.

A large bowl of holy water sits upon the altar, intended for use in the re-consecration ceremony. The bowl contains one gallon of holy water (the equivalent of eight conventional flasks), and a PC adjacent to the bowl can

use a free hand to splash a div as a standard action as if throwing a flask of holy water, though with a range increment of only 5 feet. Alternatively, a PC can swing or fling the entire bowl as an improvised melee or splash weapon, affecting the target as holy water but dealing 2d4 points of damage plus 1d4 points of damage for every two flasks of holy water remaining in the bowl.

Creatures: Kitio's allies summoned one or more ghawwas divs to hide in the waters nearby. (In Subtier 7–8, there is one ghawwas, and in Subtier 10–11, there are three ghawwas.) Kitio has ordered the divs to remain hidden until the ceremony is well underway, as marked by the ringing of the bell. The ghawwas teleport in using *dimension door*, spit vile blasphemies at the priestess, and proclaim their allegiance to Pashow as they attack.

As the divs attack, the worshipers cry out in fear. A portion of them immediately flees. Another fraction slowly back away from the fiends—not nearly quickly enough to escape harm, and likely freezing altogether if there is more than one div. Others fall to their knees and begin praying to Sarenrae, invoking the fallen saint Ah-Misehp for protection, or both. As Sarenrae's representative, the cleric Lyheri does what she can to fend off the divs while calling for the group to flee to Aspenthar. While fighting off divs, Lyheri cannot spare the attention necessary to spur her congregation to action. The gathered people act like two Gargantuan crowds (see *Pathfinder RPG Core Rulebook* 436), which a PC can direct simultaneously with a successful DC 15 Diplomacy check as a full-round action or with a successful DC 20 Intimidate check as a free action once per round. A PC prominently wearing symbols or regalia associated with Sarenrae receives a +5 bonus on such checks.

For the purpose of this encounter, a creature can attack a crowd by resolving its attack against an individual citizen's statistics, as given below. When resolving area effects, treat each square as containing two citizens, and roll a single saving throw for all affected citizens against a given effect. Each crowd is able to flow around small obstacles such as columns with ease, though larger features like walls block movement as normal. For every 10 citizens in a crowd that perish, reduce that crowd's size category by one step.

SUBTIER 7–8 (CR 10)

GHAWWAS DIV

CR 10

hp 161 (*Pathfinder RPG Bestiary* 3 87, see page 25)

TACTICS

During Combat The ghawwas div charges the priestess, enraged by her ringing the bell. Once the priestess is disabled, the ghawwas attacks the Aspenthari citizens. If a PC approaches the ghawwas div, it shifts its focus to that PC, attacking in melee when possible. When overwhelmed, the

B. Ruins of Ah-Misehp



G1

A

A

L

G1

G3

A : Aspenthari Sarenites

G : Ghawwas Div

L : Lyheri Oasid

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

SCALING ENCOUNTER B

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

Subtier 7–8: Apply the young simple template, reduce the div's natural armor bonus by 3, and change the div's damage reduction to DR 10/cold iron or good.

Subtier 10–11: Remove one of the ghawwas divs from the encounter.

ghawwas makes use of *deeper darkness* (reducing the light level to dim in most areas), *dimension door*, and *stinking cloud* to keep the PCs at bay. The div prefers to attack divine spellcasters if given the opportunity.

Morale The ghawwas div fights to the death.

LYHERI OASID

CR 4

Human cleric of Sarenrae 5

NG Medium humanoid (human)

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 46 (5d8+20)

Fort +6, **Ref** +2, **Will** +8

OFFENSE

Speed 30 ft.

Melee *flame blade* +4 touch (1d8+2 fire/18–20)

Special Attacks channel positive energy 6/day (DC 13 [15 to damage undead], 3d6)

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

7/day—rebuke death (1d4+2), touch of glory (+5)

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*cure serious wounds*^o, *flame blade*, *remove disease*

2nd—*bless weapon*^o, *consecrate*, *lesser restoration*, *spiritual weapon*

1st—*bless*, *detect evil*, *protection from evil*, *remove fear*, *shield of faith*^o

0 (at will)—*create water*, *detect magic*, *light*, *stabilize*

D Domain spell; **Domains** Glory, Healing

TACTICS

During Combat Lyheri's understanding of divs is largely historical, so she casts *flame blade* in order to fend off the fiends, because she doesn't know about their immunity to fire. She is, however, familiar with fiends' vulnerability to holy weapons and casts *bless weapon* on a PC's weapon if his attacks appear ineffective. Otherwise, she uses her spells and channel energy ability to assist the PCs as best she can, neither shying from melee combat nor making reckless attacks unless such would save a PC's life.

Morale Lyheri refuse to back down so long as her congregants are at risk and fiends uncontrollably defile a sacred site. She fights to the death.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 13

Feats Extra Channel, Selective Channeling, Toughness, Weapon Finesse

Skills Diplomacy +7, Heal +12, Knowledge (history) +4, Knowledge (religion) +8, Sense Motive +8

Languages Common, Osiriani

Combat Gear antitoxin, healer's kit; **Other Gear** leather armor, silver holy symbol of Sarenrae, spell component pouch

ASPENTHARI SARENITES

CR 1/2

NG pig farmer (*Pathfinder RPG NPC Codex* 256, see page 27)

hp 9 each

Gear none

SUBTIER 10–11 (CR 13)

GHAWWAS DIVS (3)

CR 10

hp 161 each (*Pathfinder RPG Bestiary* 3 87, see page 25)

TACTICS

During Combat One ghawwas div attacks the priest, while the remaining attempt to attack the crowds. Once engaged by the PCs, a ghawwas div changes its focus to that PC. The ghawwas divs use *deeper darkness*, *dimension door*, and *stinking cloud* to keep from becoming overwhelmed. Whenever possible, the ghawwas divs attempt to flank their target and make liberal use of Power Attack while doing so.

Morale The ghawwas divs fight to the death.

LYHERI OASID

CR 4

hp 46 (use the statistics in Subtier 7–8)

ASPENTHARI SARENITES

CR 1/2

Pig farmer (*Pathfinder RPG NPC Codex* 256, see page 27)

hp 9 each

Gear none

Treasure: If Lyheri remained conscious for the entire combat thanks to the PCs' aid, she returns to her local church and retrieves a *holy staff* (*Pathfinder RPG Ultimate Equipment* 193) that she explains once belonged to Ah-Misehp. She asks that the PCs use its power to help thwart any other evils at large in Aspenthar and return it to her afterward. If the PCs make a donation to Lyheri's church equal to half the staff's market price, she is willing to give it to the PCs permanently. In Subtier 7–8, the staff has 5 charges remaining. In Subtier 10–11, it instead has 8 charges remaining.

Development: So long as Lyheri survives the encounter, she can explain the story of Ah-Misehp and offer her magic to heal the PCs' wounds. She thanks the Pathfinders for their timely intervention and listens to their claims that

Prince Zinlo and the Aspis Consortium are engaged in villainy. Although Lyheri is not so influential that she can avert the evils at work in Aspenthar, she can provide a sounding board for any of their plans through the lens of a local expert. She can also mobilize several of her colleagues to be on guard when Prince Zinlo gives his speech, and the Sarenites provide all citizens during the encounter in area **D3** temporary hit points, representing their healing and aid.

Faction Notes: To Princess Ziralia, keeping the people of Aspenthar safe is as important as thwarting Prince Zinlo's plans. In order to impress the princess, Sovereign Court PCs should prevent as many citizens as possible from dying or falling unconscious during this encounter. For the purpose of this goal, do not treat Lyheri as one of the citizens. Furthermore, this is an opportunity for a Sovereign Court PC to demonstrate leadership by directing the crowds to flee danger.

Rewards: If the PCs fail to defeat the divs, reduce each PC's gold earned as follows. In addition, if Lyheri does not give the PCs the *holy staff*, cross it off each PC's Chronicle sheet.

Subtier 7–8: Reduce each PC's gold earned by 1,233 gp.

Out of Subtier: Reduce each PC's gold earned by 1,603 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,973 gp.

C. ASPENTHARI PRISON (CR 10 OR CR 13)

Aspenthar has several prisons and guard compounds, but Princess Ziralia's intelligence identifies one in the city's southwest as the likely target for a prison break. Most of the guards are out escorting the Aspenthar-born prisoners in observance of the Sun Orchid Festival, leaving all foreign-born prisoners under the care of a skeleton crew. In fact, these remaining guards are agents of the Korholm Agenda who are waiting for the signal to unlock the prisoners' cells, release several dozen convicts onto Aspenthar's streets, and make a scene in the name of Pashow. The prisoners know very little of this plan, yet most of them are willing to play along when threatened by the disguised guards.

In order to avert the brewing crisis here, the PCs need to prevent a prison break without causing so much damage that local authorities could blame foreign saboteurs (e.g. setting fire to the prison, killing large numbers of the prisoners, or the like). Simply sealing the front gate with a *wall of stone*, jamming the locks, or other simple solutions are unlikely to stop the Agenda agents for long; they simply break down these obstacles or find ways around them that take longer to execute. This adventure assumes that the primary avenues for thwarting the scheme involve either defeating the agents directly or sneaking the convicts away from the prison to a Society-friendly safe house, though the PCs might devise an equally decisive solution.

If the PCs investigated the prison before the sacred ruins (see area **B**), they arrive shortly before the Agenda agents begin freeing prisoners. This provides the PCs a chance to sneak into the prison, escort the prisoners out, or launch a surprise attack on the Korholm Agenda agents. If the PCs make the prison their second destination, they instead arrive as the agents—dressed in Pashow's pale yellow, black, and maroon colors—are already starting to free convicts, limiting the potential for a non-violent solution.

The prison's masonry walls (hardness 8, 450 hp, break DC 35) are 20 feet high and require a DC 20 Climb check to scale. The interior halls and rooms have 15-foot ceilings. Save for the locked prison cells (Disable Device DC 25), all of the interior doors are unlocked. With a DC 30 Perception check (DC 35 in Subtier 10–11), a PC can spot a cunningly hidden door built into the kitchen's chimney; however, there is a fire burning in the fireplace, which unless extinguished deals 1d6 points of fire damage (DC 15 Reflex negates catching on fire) to anyone who passes through its space.

Several of the key areas are described below.

C1. Receiving Hall: This modest room contains a desk, half a dozen chairs, and a ledger for recording inmates' status, crimes, and dates of entry and release. A PC who examines this ledger for one minute notes that there are normally 34 prisoners here, and 21 of them are marked for temporary release for sun orchid festivities. The prisoners, including those still here, are in jail for significant but not heinous crimes (e.g. robbery and sabotage, but not mass murder).

C2. Armory: This serves as a storage and maintenance room for weapons and armor for wardens and local guards, though the equipment primarily includes less lethal or imposing tools such as saps, mancatchers, manacles, and leather armor.

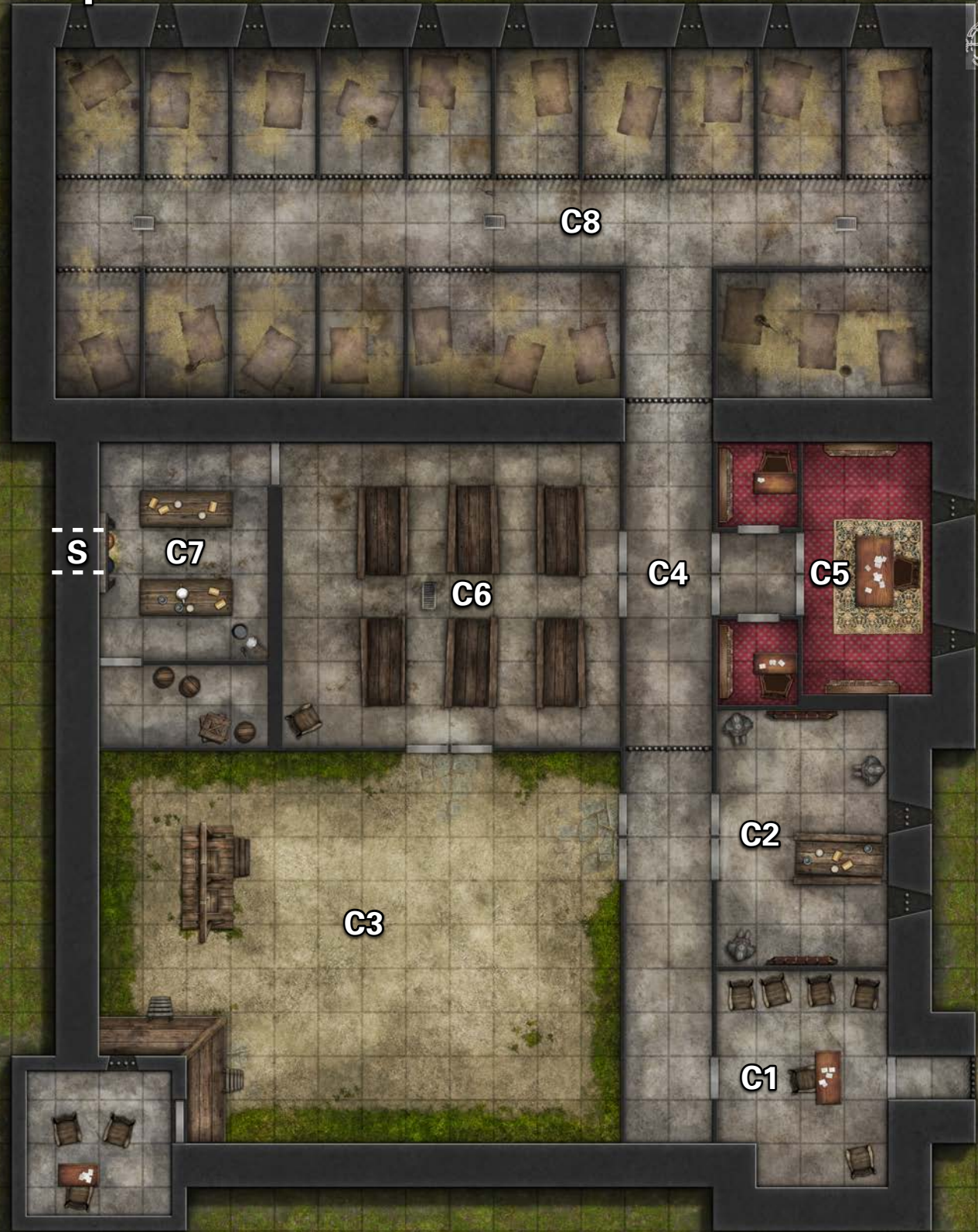
C3. Exercise Yard: This open courtyard's dirt surface is where prisoners typically travel to get exercise. The surrounding walls' deep foundations discourage anyone hoping to tunnel in or out through here.

C4. Hallway: Two walls of iron bars with cell doors help restrict traffic through this area. The doors are purposefully kept under-greased, causing them to screech audibly when opened. A PC can notice this feature with a successful DC 15 Knowledge (engineering) or DC 25 Perception check. A pint of oil can grease the hinges sufficiently to deaden this sound.

C5. Offices: These offices are for the chief warden and several local guard officers. The largest office contains a removable floor tile that hides a cache of coins and sensitive documents (see Treasure below). A skeleton key for the prison's doors sits on the desk.

C6. Mess Hall: Local guards often stop here for a meal between shifts, and the six tables all bear signs of wear and idle carvings whittled into their surfaces. If the PCs arrive

C. Aspenthari Prison



1 square = 5 feet

Pathfinder Flip-Mat Classic: Prison

here before the agents begin freeing prisoners, there is a stack of Pashow's military uniforms on one of the tables.

C7. Kitchen: All of the prisoners' meals are prepared here. A rarely used secret door (DC 30 Perception to notice) at the back of the chimney leads out of the prison through the west wall.

C8. Cell Block: Each of the cell doors (hardness 10, 30 hp, break DC 25, Disable Device DC 25) is locked. Eight of the prisoners are spread out between five of the smaller cells, and the other five prisoners are in the larger cell to the east. These prisoners cry out for help when they see anyone who doesn't look like a guard. A PC might hush the prisoners with a successful DC 30 Diplomacy check or DC 20 Intimidate check before they attract the guards; if a PC hastily explains that she's there to help free the prisoners, she receives a +4 bonus on the check. Once released, a prisoner follows any reasonable instructions that promote his chances or escape or survival. Treat the prisoners as a single unit for making any Stealth checks (+7 bonus) to sneak out of the prison.

Creatures: If the PCs arrive before the Korholm Agenda agents begin releasing prisoners, the agents are spread out between two areas. The lieutenant idly searches the main office (area C5) while the mage and other agents wait in the mess hall (area C6). They automatically hear the squeaky hinges in area C4 as well as any ongoing cries in area C8, unless the PCs quickly quiet the prisoners. Otherwise, treat the agents as though they had a collective +12 bonus on Perception checks (+15 in Subtier 10–11) for the purpose of hearing any PCs sneaking around. Keep in mind any penalties for intervening obstacles and distance.

If the PCs knock on the southeast gate or pursue some other legal and overt means of entering the prison, the lieutenant orders the rest of the agents to prepare for combat and sends one agent to area C1; they prepare themselves as outlined in their tactics below. The agent speaks to the PCs through the front portcullis and does her best to determine why the PCs are there. She then attempts to convince them to come inside, ideally somewhere that the Agenda operatives can ambush the PCs.

If the PCs arrive after investigating the ruins in area B, most of the operatives are in area C8 freeing prisoners and providing them weapons. In addition, the lieutenant has used an *earth elemental gem* in order to summon a Large earth elemental that he intends to send into a crowded place to cause havoc in Pashow's name. He's just as happy to send it after the PCs, favoring poorly armored characters.

SUBTIER 7–8 (CR 10)

KORHOLM LIEUTENANT

CR 7

Human fighter 8

LE Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex)

hp 80 (8d10+32)

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

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +16/+11 (2d6+10/19–20)

Ranged mwk composite longbow +12/+7 (1d8+4/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat The lieutenant drinks his *potion of cat's grace* and *potion of owl's wisdom*.

During Combat The lieutenant uses his *elemental gem* and commands the elemental to attack any nearby spellcasters. He does his best to flank with another agent, making use of Power Attack in that instance. If harried by ranged attacks or spells, he drinks his *potion of fly* to help quickly engage distant foes.

Morale The lieutenant is sufficiently loyal to Kitio's cause that he fights to the death so long as any of his human allies are still fighting. If he is the sole combatant and has 25 or fewer hit points remaining, he attempts to flee or surrender.

Base Statistics Without *cat's grace* and *owl's wisdom*, the lieutenant's statistics are **Init** +1; **AC** 20, touch 11; **Ref** +5, **Will** +3; **Ranged** mwk composite longbow +10/+5 (1d8+4/x3); **Dex** 12, **Wis** 8; **CMD** 23; **Skills** Perception +7, Stealth +5.

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 25

Feats Cleave, Combat Reflexes, Greater Weapon Focus (*greatsword*), Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills Climb +11, Intimidate +11, Perception +9, Stealth +7

Languages Common, Terran

SQ armor training 2

Combat Gear *potion of cat's grace*, *potion of owl's wisdom*, *potion of fly*; **Other Gear** +2 *splint mail*, +1 *greatsword*, mwk composite longbow (Str +4) with 20 arrows

AGENDA AGENTS (2)

CR 6

Human rogue 7

LE Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)

hp 56 (7d8+21)

Fort +4, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

SCALING ENCOUNTER C

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

Subtier 7–8: Remove one Korholm Agenda agent from the encounter.

Subtier 10–11: Remove two Korholm Agenda agents from the encounter.

Melee mwk short sword +13 (1d6+1/19–20) or

mwk short swords +11/+11 (1d6/19–20)

Ranged light crossbow +11 (1d8/19–20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat The agents drink their *potions of cat's grace*.

During Combat The agents try to flank with each other or their lieutenant. If fighting in an open area, they use Spring Attack.

Morale An agent flees if he is both reduced to 20 or fewer hit points and can confirm the lieutenant has fallen unconscious. The agents otherwise fight to the death.

Base Statistics Without *cat's grace*, the agent's statistics are

Init +4; **AC** 18, touch 15; **Ref** +9; **Melee** mwk short sword +11 (1d6+1/19–20) or mwk short swords +9/+9 (1d6/19–20);

Ranged light crossbow +9 (1d8/19–20); **Dex** 20; **CMD** 21;

Skills Acrobatics +14, Disable Device +16, Escape Artist +14, Sleight of Hand +14, Stealth +14.

STATISTICS

Str 12, **Dex** 22, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 23

Feats Dodge, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +16, Bluff +9, Climb +11, Disable Device +18, Disguise +9, Escape Artist +16, Perception +10, Sleight of Hand +16, Stealth +16, Use Magic Device +9

Languages Common, Infernal

SQ rogue talents (bleeding attack +4, finesse rogue, weapon training), trapfinding +3

Combat Gear *potion of cat's grace*; **Other Gear** +1 leather armor, mwk short swords (2), light crossbow with 10 bolts, mwk thieves' tools, 20 gp

KORHOLM MAGE

CR 5

Human sorcerer 6

LE Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)

hp 41 (6d6+18)

Fort +5, **Ref** +4, **Will** +6

Resist acid 10

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19–20)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

7/day—elemental ray (1d6+3 acid)

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*haste*

2nd (6/day)—*flaming sphere* (DC 16), *glitterdust* (DC 16), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *mage armor*, *protection from good*, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *mage hand*, *open/close* (DC 14), *read magic*

Bloodline elemental (earth)

TACTICS

Before Combat The mage casts *mage armor* and *shield*. Time permitting, he also casts *protection from good* on each of the Agenda agents.

During Combat The mage blasts enemies with spells such as *scorching ray* and *burning hands* while augmenting his allies with *haste*. If overwhelmed, he drinks his *potion of invisibility* to retreat to a better position before renewing the attack.

Morale The mage fights to the death.

Base Statistics Without *mage armor* and *shield*, the mage's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

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

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

Feats Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Toughness

Skills Spellcraft +8, Use Magic Device +13

Languages Common

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, *scroll of fireball*; **Other Gear** dagger, *cloak of resistance* +1

EARTH ELEMENTAL

CR 5

hp 68 (*Pathfinder RPG Bestiary* 122, see page 26)

PRISONERS (13)

CR 1/2

Cutpurses (*Pathfinder RPG NPC Codex* 144, see page 25)

hp 10 each

Subtier 10–11 (CR 13)

KORHOLM LIEUTENANT

CR 10

Human fighter 11

LE Medium humanoid (human)

Init +7; **Senses** Perception +12

DEFENSE

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

hp 98 (11d10+33)

Fort +11, **Ref** +10, **Will** +8 (+3 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +20/+15/+10 (2d6+11/17–20)

Ranged mwk composite longbow +16/+11/+6 (1d8+5/×3)

Special Attacks weapon trainings (heavy blades +2, bows +1)

TACTICS

Use the tactics in Subtier 7–8.

Base Statistics Without *cat's grace* and *owl's wisdom*, the lieutenant's statistics are **Init** +5; **AC** 22, touch 11; **Ref** +8, **Will** +6; **Ranged** mwk composite longbow +14/+9 (1d8+4/×3); **Dex** 12, **Wis** 8; **CMD** 26; **Skills** Perception +10, Stealth +10.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 28

Feats Blind-Fight, Cleave, Combat Reflexes, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +12, Climb +16, Intimidate +14, Perception +12, Stealth +12

Languages Common, Infernal, Terran

SQ armor training 3

Combat Gear *potion of cat's grace*, *potion of owl's wisdom*, *potion of fly*; **Other Gear** +2 *full plate*, +1 *greatsword*, mwk composite longbow (+4 Str) with 20 arrows, *cloak of resistance* +2

AGENDA AGENTS (3)

CR 8

Human rogue 9

LE Medium humanoid (human)

Init +6; **Senses** Perception +12

DEFENSE

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)

hp 71 (9d8+27)

Fort +5, **Ref** +12, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +14/+9 (1d6+2/19–20) or +1 *short sword* +12/+7 (1d6+2/19–20), mwk short sword +12/+7 (1d6/19–20)

Ranged mwk light crossbow +13 (1d8/19–20)

Special Attacks sneak attack +5d6

TACTICS

Use the tactics in Subtier 7–8.

STATISTICS

Str 12, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 24

Feats Dodge, Improved Two-Weapon Fighting, Iron Will, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +18, Bluff +11, Climb +13, Disable Device +24, Disguise +11, Escape Artist +18, Perception +12, Sleight of Hand +18, Stealth +18, Use Magic Device +11

Languages Common, Infernal

SQ rogue talents (befuddling strike^{APG}, bleeding attack +5, finesse rogue, weapon training), trapfinding +4

Combat Gear *potion of cat's grace*; **Other Gear** +1 *leather armor*, +1 *short sword*, mwk short sword, mwk light crossbow with 10 bolts, mwk thieves' tools, 35 gp

KORHOLM MAGE

CR 8

Human sorcerer 9

LE Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)

hp 70 (9d6+36)

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

Resist acid 20

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4/19–20)

Bloodline Spell-Like Abilities (CL 9th; concentration +15)

9/day—elemental ray (1d6+4 acid)

1/day—elemental blast (9d6 acid, DC 20)

Sorcerer Spells Known (CL 9th; concentration +15)

4th (5/day)—*dimension door*, *elemental body I*, *stoneskin*

3rd (7/day)—*fireball* (DC 21), *haste*, *lightning bolt* (DC 21),

protection from energy

2nd (8/day)—*blur*, *eagle's splendor*, *flaming sphere* (DC 20),

glitterdust (DC 18), *scorching ray*

1st (8/day)—*burning hands* (DC 19), *charm person* (DC 17),

mage armor, *protection from good*, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 16), *detect*

magic, *flare* (DC 18), *mage hand*, *open/close* (DC 16),

read magic

Bloodline elemental (earth)

TACTICS

Before Combat The mage casts *mage armor* and *shield* on himself. Time permitting, he also casts *stoneskin* on himself and on the Korholm Agenda lieutenant as well as *protection from good* on each of the remaining Korholm Agenda agents.

During Combat The mage blasts enemies with spells such as *scorching ray* and *fireball* while augmenting his allies with his *haste* spell. If overwhelmed, he drinks his *potion of invisibility* to retreat safely to a better position before renewing the attack.

Morale The mage fights to the death.

Base Statistics Without *mage armor* and *shield*, the mage's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 22

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

Feats Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Spell Focus (evocation), Toughness

Skills Spellcraft +11, Use Magic Device +18

Languages Common

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *potions of cure moderate wounds* (3), *potion of invisibility*, *scroll of dispel magic*, *scroll of enervation*, *scroll of fear*; **Other Gear** dagger, *cloak of resistance* +1, diamond dust (worth 500 gp)

EARTH ELEMENTAL **CR 5**

hp 68 (*Pathfinder RPG Bestiary* 122, see page 26)

PRISONERS (13) **CR 1/2**

Cutpurses (*Pathfinder RPG NPC Codex* 144, see page 26)

hp 10 each

Treasure: A PC who searches area **C5** and succeeds at a DC 25 Perception check (DC 30 in Subtier 10–11) can find a removable floor tile conceals a small recess. Within lies a leather satchel containing hundreds of coins a letter to the prison's warden. The document references an agreement between the Kitio Aspenthi of the Korholm Agenda and Prince Zinlo, informing the warden that she is to surrender oversight of the prison to Agenda contractors during the Sun Orchid Festival. According to the note, the satchel contains 750 gp as compensation for her silence and cooperation, though only 200 gp remains.

If any of the players earned the Spoils of the Siege (Shohiraj) boon from *Pathfinder Society Special* #6–98: *Serpents Rise*, the lieutenant carries a letter from Kitio Aspenthi; distribute **Player Handout #1**. If the PCs do not fight the lieutenant, consider conveying the message's contents based on a conversation one of the prisoners overheard.

Development: If the PCs successfully smuggle the prisoners to a safe house, the Korholm Agenda agents find the cells empty and abandon their plan shortly after the PCs escape. The safe house has several capable owners who are able to keep the prisoners from escaping or causing more mischief, though most of the convicts are sufficiently baffled by recent events that they're happy to lie low and behave.

The letter hidden in area **C5** serves as damning evidence against Kitio Aspenthi as well as Prince Zinlo. Making optimal use of the letter would take considerable time through the appropriate channels, for just waving the letter in front of local officials during this adventure is likely to get the document confiscated. However, turning the document over to Lady Gloriana Morilla, Princess Ziralia, Marcos Farabellus, or a similar ally could facilitate greater actions against Prince Zinlo for his aggressive strategies and abuse of power—or make a case for ending his reign altogether.

If the PCs captured the lieutenant, he is willing to explain the basics of the Korholm Agenda's plan at the prison. A PC can determine that he's holding back key information with a successful DC 20 Sense Motive check, and she can convince the lieutenant to surrender that information—namely the presence of the hidden satchel in area **C5**—with a successful DC 25 Intimidate check.

Rewards: If the PCs do not defeat the Korholm Agenda operatives, smuggle the prisoners to safety, or otherwise decisively thwart the Agenda here, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,138 gp.

Out of Subtier: Reduce each PC's gold earned by 1,724 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,311 gp.



PRINCE ZINLO

D. PALACE PLAZA (CR 11 OR CR 14)

Kitio Aspenthi becomes increasingly desperate as he receives word of his thwarted schemes. He has now failed Prince Zinlo twice, and the latter is taking measures to disavow all association with the Aspis agent. Kitio has hastily assembled one final, reckless plan that could also frame a city-state, recoup this blow to Kitio's reputation, or both: assassinating Prince Zinlo. The principle drawback is not the prince's death—the intended victim is a pairaka div in disguise—but that such a plan draws Kitio out into the open, where his enemies might find him. With Prince Zinlo apparently killed by an assassin from Pashow, Aspenthar should have the other Thuvian city-states' support in retaliating against its neighbor.

Kitio sets up the assassination in the plaza west of the prince's city palace. The buildings there rise to a height of 30 feet with three-foot-high stucco railings, while the palace

A. Palace Plaza



A : Aspenthari Citizens

P : Pairaka Div

S : Shira Div

1 square = 5 feet

KITIO'S GOGGLES

If at least one of the players brings a Chronicle sheet from *Pathfinder Society Scenario #6–98: Serpents Rise* with the boon Spoils of the Siege (Shohiraj), Shohiraj's successes in *Serpents Rise* allowed her to procure a set of magical goggles for her patron. The *Serpents Rise* Chronicle sheet can be applied to any of the player's characters, not just the one participating in this scenario. In both subtiers, Kitio Aspenthi gains *goggles of the certain shot*, as detailed below. If the PCs defeat Kitio, players with the Spoils of the Siege (Shohiraj) boon earn the Kitio's Foe boon on their Chronicle sheets for this scenario, which allows them to purchase the magic item.

GOGGLES OF THE CERTAIN SHOT

PRICE
30,000 GP

SLOT eyes

CL 5th

WEIGHT 1 lb.

AURA faint divination

These brass and leather goggles house dark ruby lenses and allow the wearer to find and dispatch targets at range. The wearer can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die.

Furthermore, the goggles have 3 daily charges that the wearer can expend to enhance his visual perception. By spending a charge as a standard action, the wearer can gain the effects of *darkvision* or *see invisibility* for 30 minutes. He can spend a charge as swift action to gain a +2 circumstance bonus on each sneak attack damage die on ranged attacks at any range—not just those within 30 feet—until the end of his turn. The wearer can have multiple effects active at once, and charges replenish automatically after 24 hours.

CONSTRUCTION REQUIREMENTS

COST 15,000 GP

Craft Wondrous Item, *darkvision*, *see invisibility*, *true strike*

itself is 60 feet tall with a balcony 40 feet above the plaza below. When they arrive, the PCs find the plaza filled with Aspenthari citizens. Excitement fills the air as the people wait for Prince Zinlo to arrive and deliver his speech. The PCs are free to move about the plaza and situate themselves as they see fit. Kitio and his allies do not approach until a moment before the fake Prince Zinlo arrives. Nonetheless, allow each PC to attempt a Perception check to determine what they observe once the assassination attempt actually begins (see the Creatures section below).

Creatures: The following description represents the intended sequence of events, although the PCs' actions might interrupt these. Shortly after the PCs arrive, the great glass doors of the city palace open, revealing a lean, handsome man clad in noble's regalia—this is the pairaka that is disguised as Prince Zinlo. He strides to the wide balcony's railing as a cheer erupts from the citizens gathered in the plaza, overwhelming the sounds of music and laughter beyond. After a moment, Prince Zinlo raises his hand to hush the crowd and the people immediately grow silent. "Aspenthar," he begins, but is cut off immediately by more cheering. With another raised hand, he silences the crowd once more. As he smiles and begins to speak again, Kitio steps into position and fires his first shot. The yellow-, black-, and maroon-fletched arrow strikes the prince in the chest, and he falls over behind the balcony's railing. From behind cover, the pairaka then shouts out "Death to Aspenthar! Long live Pashow!" In Subtier 10–11, a shira div watching from several blocks away uses *greater teleport* to transport itself into the middle of the crowd, where it begins tearing apart civilians.

Kitio Aspenthi sets up atop one of the nearby buildings, providing him enough cover to hide and a fairly clear shot at the pairaka when it's at the edge of the balcony. If any of the PCs have also set up atop the roofs, he approaches from whichever direction seems safest. If a PC succeeds at a DC 34 Perception check (DC 41 in Subtier 10–11), she spots Kitio Aspenthi just as he is nocking an arrow and drawing his bow to shoot the prince; that PC can act in a surprise round. If the PC's Perception check is 43 or better, she also senses that the prince on the balcony is an imposter.

Once the Korholm Agenda has begun its staged assassination, the crowds panic. Much as they could in area B, the PCs can attempt to direct the crowd during the fight; however, the task is much more difficult due to the size of the crowd (there are four Colossal groups), noise, and tight conditions. The DC of Diplomacy and Intimidate checks to direct the crowd increases to 25 and 30, respectively (DC 30 or DC 35, respectively, in Subtier 10–11). A PC who reaches the palace balcony and announces that the prince's body is missing gains greater authority, gaining a +5 circumstance bonus on checks to direct the crowds.

Early in the encounter, the pairaka div casts *insect plague* to summon stinging insects that could damage a large number of civilians. Because several of the Pathfinders' goals rely on protecting civilians, the GM should consider rolling damage separately for each of the four civilian groups. This prevents one unlucky damage roll from wiping out a large number of innocents before the PCs can react, unfairly ruining their chance of success.

SUBTIER 7-8 (CR 11)

KITIO ASPENTHI

CR 10

Human slayer (sniper) 10 (*Pathfinder RPG Advanced Class Guide* 53, 120)

LE Medium humanoid (human)

Init +6; **Senses** Perception +17

DEFENSE

AC 25, touch 16, flat-footed 19 (+6 armor, +6 Dex, +3 natural)

hp 89 (10d10+30)

Fort +11, **Ref** +15, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk scimitar +13/+8 (1d6+2/18-20)

Ranged +1 composite longbow +17/+12 (1d8+3/19-20/x3)

Special Attacks sneak attack +3d6, studied target +3 (3rd, swift action)

TACTICS

Before Combat Kitio applies purple worm poison to his arrows and consumes his *potion of barkskin*, *potion of cat's grace*, *potion of blur*, and *potion of owl's wisdom* as Prince Zinlo emerges from the palace. He then sneaks atop one of the buildings on the map.

During Combat Kitio snipes (see Core Rulebook 106) at studied targets with impunity, relying on his mobility and stealth to stay out of reach of the PCs. He fires poisoned arrows at those who stand the best chance of harming him, such as archers and spellcasters.

Morale Kitio's future and professional reputation rely on this mission's success. He fights to the death but avoids making any reckless or flashy last stands.

STATISTICS

Str 14, **Dex** 22, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +10; **CMB** +12; **CMD** 28

Feats Expert Sniper, Extra Slayer Talent^{ACG}, Improved Critical (longbow), Improved Precise Shot, Master Sniper, Parting Shot^{APG}, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +19, Bluff +9, Climb +10, Craft (alchemy) +8, Disguise +12, Intimidate +10, Knowledge (geography) +10, Knowledge (local) +10, Perception +17, Sense Motive +12, Stealth +19, Survival +12

Languages Common, Infernal, Osiriani

SQ accuracy, combat style (archery), deadly sniper +10, favored terrain (urban) +2, slayer talents (poison use^{ACG}, ranger combat style^{ACG} (3), terrain mastery^{ACG}), stalker

Combat Gear *potion of barkskin* +3, *potion of blur*, *potion of cat's grace*, *potion of owl's wisdom*, purple worm poison (3);

Other Gear +2 mithral chain shirt, +1 composite longbow (+2 Str) with 50 cold iron arrows, mwk scimitar, *cloak of resistance* +2, *sniper goggles*^{APG}, 10 gp

SPECIAL ABILITIES

Exceptional Agent (Ex) Kitio Aspenthi is an exceptionally capable and well-funded operative who oversees the Aspis

Consortium's dealings in Thuvia. He is built using 25-point-buy and has the wealth of a PC of his character level. These modifications increase his Challenge Rating by 1.

Expert Sniper Kitio Aspenthi reduces the penalty on Stealth checks when sniping to -10. This feat originally appears in *Pathfinder Player Companion: Dirty Tactics Toolbox*.

Master Sniper When hiding, Kitio Aspenthi can make two ranged attacks at his highest attack bonus as a full-round action and then immediately use Stealth again as if sniping. These attack rolls take a -2 penalty. This feat originally appears in *Pathfinder Player Companion: Dirty Tactics Toolbox*.

PAIRAKA DIV

CR 7

hp 76 (*Pathfinder RPG Bestiary* 3 88, see page 25)

TACTICS

During Combat The pairaka div reverts to its natural form and then uses insect plague to summon a line of wasps east-to-west down the middle of the plaza, damaging some of the Aspenthari citizens. It then swoops down on the crowd, clawing at civilians, diving to flank with the agent, charming weak-willed combatants, or harrying ranged PCs. It prefers to attack PCs prominently garbed in the color red.

Morale So long as Kitio lives, the pairaka fights to the death. If Kitio dies, it flees if reduced to 15 or fewer hit points.

AGENDA AGENT

CR 6

hp 56 (see page 15)

TACTICS

During Combat The agent attacks as many citizens as possible. He fights back against the PCs or hides in the crowd as appropriate, always seeking the means to flank with the pairaka div or strike from hiding.

Morale So long as Kitio lives, the agent fights to the death. Otherwise, the agent flees when reduced to fewer than 15 hit points.

ASPENTHARI CITIZENS

CR 1/2

N pig farmers (*Pathfinder RPG NPC Codex* 256, see page 27)

hp 9 each

Gear none

TACTICS

During Combat With several different threats at large, the citizens become a chaotic jumble of panicked civilians that barely manages to move out of any damaging areas, such as that of the insect swarms.

SUBTIER 10-11 (CR 14)

KITIO ASPENTHI

CR 12

Human slayer (sniper) 12 (*Pathfinder RPG Advanced Class Guide* 53, 120)

LE Medium humanoid (human)

Init +6; **Senses** Perception +19

SCALING ENCOUNTER D

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

Subtier 7–8: Remove the Korholm Agenda agent from the encounter.

Subtier 10–11: Replace the shira div with two additional pairaka divs. These pairakas favor melee attacks, distracting combatants while Kitio Aspenthi fires arrows from hiding.

DEFENSE

AC 25, touch 16, flat-footed 19 (+6 armor, +6 Dex, +3 natural)

hp 118 (12d10+48)

Fort +13, **Ref** +17, **Will** +11

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk scimitar +17/+12/+7 (1d6+4/18–20)

Ranged +2 *adaptive composite longbow* +20/+15/+10 (1d8+6/19–20/x3)

Special Attacks sneak attack +4d6, studied target +3 (3rd, swift action)

KITIO ASPENTHI

TACTICS

Before Combat Kitio applies purple worm poison to his arrows, consumes his *potion of barkskin*, *potion of bull's strength*, *potion of cat's grace*, *potion of blur*, and *potion of owl's wisdom* as Prince Zinlo emerges from the palace. He then sneaks onto the map atop one of the buildings.

During Combat Kitio snipes (see Core Rulebook 106) at targets with impunity, relying on his mobility and stealth to stay out of reach of the PCs. He fires poisoned arrows at those who stand the best chance of harming him, such as archers and spellcasters.

Morale Kitio's future and professional reputation rely on this mission's success. He fights to the death but avoids making any reckless or flashy last stands.

STATISTICS

Str 18, **Dex** 23, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +12; **CMB** +16; **CMD** 32

Feats Expert Sniper, Extra Slayer Talent^{ACG}, Improved Critical (longbow), Improved Precise Shot, Master Sniper, Parting Shot^{APG}, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Acrobatics +21, Bluff +9, Climb +12, Craft (alchemy) +9, Disguise +14, Intimidate +12, Knowledge (geography) +10, Knowledge (local) +10, Perception +19, Sense Motive +17, Stealth +26, Survival +12

Languages Common, Infernal, Osiriani

SQ accuracy, combat style (archery), deadly sniper +12, favored terrain (urban +2), slayer talents (evasion^{UC}, poison use^{ACG}, ranger combat style^{ACG} (3), terrain mastery^{ACG}), stalker, swift tracker

Combat Gear *potion of barkskin* +3, *potion of blur*, *potion of bull's strength*, *potion of cat's grace*, *potion of fly*, *potion of owl's wisdom*, purple worm poison (3); **Other Gear** +2 mithral chain shirt, +2 *adaptive composite longbow*^{UE} with 50 cold iron arrows, mwk scimitar, *slayer's robe*^{ACG}, *sniper goggles*^{UE}, 10 gp

SPECIAL ABILITIES

Exceptional Agent See Subtier 7–8.

Expert Sniper See Subtier 7–8.

Master Sniper See Subtier 7–8.

PAIRAKA DIV

CR 7

hp 76 (*Pathfinder RPG Bestiary* 3 88, see page 25)

TACTICS

Use the tactics in Subtier 7–8.

SHIRA DIV

CR 12

hp 150 (*Pathfinder RPG Bestiary* 3 90, see page 26)

TACTICS

During Combat The shira div attacks as many citizens as it can until it is engaged in melee. It prefers to focus its attacks on imposing combatants such as fighters and barbarians.

Morale So long as Kitio lives, the shira div fights to the death. If Kitio dies, the shira fights until reduced to 30 hit points, after which it flees.

ASPENTHARI CITIZENS

CR 1/2

N pig farmers (*Pathfinder RPG NPC Codex* 256, see page 27)

hp 9 each

Gear none

TACTICS

During Combat With several different threats at large, the citizens become a chaotic jumble of panicked civilians that barely manages to move out of any damaging areas, such as that of the insect swarms.

Faction Notes: To Princess Ziralia, keeping the people of Aspenthar safe is as important as thwarting Prince Zinlo's plans. In order to impress the princess, Sovereign Court PCs should prevent as many citizens as possible from dying or falling unconscious during this encounter. Furthermore, this is an opportunity for a Sovereign Court PC to demonstrate leadership by directing the crowds to flee danger.

Rewards: If the PCs fail to defeat Kitio Aspenthi, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 2,107 gp.

Out of Subtier: Reduce each PC's gold earned by 2,827 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,548 gp.

CONCLUSION

Upon thwarting the staged assassination and defeating Kitio Aspenthi, the PCs have stymied the last of Prince Zinlo's schemes to instigate war, expand his territory, and perhaps eventually entirely unite Thuvia by force. Even if these turn of events might have ultimately resulted in benevolent rule, the process would have sparked a civil war, ended countless lives, caused untold upheaval, and made the Aspis Consortium even richer in the process. Once it's clear that Prince Zinlo has not died, the people of Aspenthar remain shaken by the recent events but are able to recover. The Sun Orchid Festival concludes with a more subdued tone. So long as the PCs recovered any documents connecting Prince Zinlo to the Korholm Agenda, Princess Ziralia begins quietly pressuring him to abdicate or at least surrender all of his military aspirations to expand his territory. With the support of Lady Morilla and the Sovereign Court, the princess might even have arranged for the prince to be arrested for his crimes against his city, but for now she focuses on consolidating her evidence that unequivocally proves his schemes and accumulating local allies that oppose brutal methods as well as unrest in Thuvia at large.

By defeating Kitio, the PCs have also neutralized the very man who led the Korholm Agenda against the Grand Lodge. This blow effectively shatters the Korholm Agenda. A few dozen lone wolves throughout the Inner Sea region might still harbor dreams of reviving the faction or doing the Society harm, but their support network is no more. Master of Swords Marcos Farabellus predicts that beyond a few exceptional operatives, mopping up the Agenda's survivors should pose little difficulty.

REPORTING NOTES

If the PCs recovered the documents in area C5, check box A on the reporting sheet. One or more members of the Sovereign Court faction fulfill the Sovereign Court faction goal, check box B.

PRIMARY SUCCESS CONDITIONS

So long as the PCs defeat Kitio Aspenthi, each PC earns 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs' secondary goals are to recover additional evidence of Prince Zinlo's schemes with the Korholm Agenda, providing political leverage to ensure the prince doesn't pursue such schemes again. If the PCs recover the incriminating letter in area C5, each PC earns 1 additional Prestige Point. If the PCs resolved the prison break in area C with subtlety (making it unlikely that they entered area C5), they can instead fulfill the secondary condition by ensuring no more than 10 civilians fall unconscious during combats during this adventure. For the purpose of this goal, count any Aspenthari guards and prisoners whom the PCs killed (rather than simply knocked unconscious).

FACTION NOTES

Members of the Sovereign Court faction endeavor to impress Princess Ziralia, who values the well being of Aspenthar's inhabitants. They should also aim to demonstrate leadership during this adventure.

To fulfill the former objective, the PCs must prevent more than 10 civilians from falling unconscious during this adventure's combat encounters. For the purpose of this goal, count any Aspenthari guards and prisoners whom the PCs killed (rather than simply knocked unconscious). Each Sovereign Court PC who also succeeds at one or more checks to direct a crowd during the encounters in areas B or D earns the Shield of the Sun Orchid boon on her Chronicle sheet. If there are three or more members of the Sovereign Court faction present, all of the faction members fulfill the leadership objective so long as at least two faction PCs successfully direct a crowd.

PLAYER HANDOUT 1: JULIET'S DIAS'S LAST MISSIVE

All continues as planned. By now you should have retrieved Shohiraj's latest delivery: a package of scrolls that your subordinates can use to summon divs as we discussed. Afterward, move to the prison and present your credentials to the warden. She should already know to turn over control of the premises to you and not ask any questions. If she gets too nosy, use your best judgment to ensure she stops asking questions.

Speaking of asking too many questions, keep an eye on Shohiraj when next you see her. She's begun showing signs of restlessness and perhaps disloyalty. So far she's followed through on every task I've assigned and recovered excellent tools for our cause—including the goggles she recently delivered to me. Even so, I sense some unease. If we cannot trust her to see this through to the end, then we'll have no choice but to end her involvement—permanently.

— K

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

CUTPURSE	CR 1/2
Human rogue 1	
NE Medium humanoid (human)	
Init +7; Senses Perception +3	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
hp 10 (1d8+2)	
Fort +1, Ref +5, Will -1	
OFFENSE	
Speed 30 ft.	
Melee short sword +3 (1d6+2/19-20)	
Ranged dagger +3 (1d4+2/19-20)	
Special Attacks sneak attack +1d6	
STATISTICS	
Str 14, Dex 17, Con 13, Int 10, Wis 8, Cha 12	
Base Atk +0; CMB +2; CMD 15	
Feats Improved Initiative, Weapon Finesse	
Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6	
Languages Common	
SQ trapfinding +1	
Combat Gear <i>potion of cure light wounds</i> , acid (2), smokestick, tanglefoot bag; Other Gear masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp	

DIV, GHAWWAS	CR 10
NE Large outsider (aquatic, div, evil, extraplanar)	
Init +6; Senses darkvision 60 ft., <i>detect good</i> , <i>detect magic</i> , see in darkness; Perception +19	
DEFENSE	
AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)	
hp 161 (14d10+84)	
Fort +10, Ref +13, Will +11	
Defensive Abilities rough hide; DR 10/cold iron and good; Immune fire, poison; Resist acid 10, electricity 10; SR 21	
OFFENSE	
Speed 30 ft., swim 80 ft.	
Melee bite +21 (1d8+7/19-20), 2 claws +20 (1d6+7), sting +20 (1d6+7 plus poison) or spear +20/+15/+10 (2d6+10/x3 plus poison), bite +19 (1d8+3/19-20), sting +18 (1d6+3 plus poison)	
Ranged spear +15 (2d6+7/x3 plus poison)	
Space 10 ft.; Reach 10 ft.	
Special Attacks boiling sea	
Spell-Like Abilities (CL 12th; concentration +14)	
Constant— <i>detect good</i> , <i>detect magic</i>	
At will— <i>control water</i> , <i>curse water</i> , <i>deeper darkness</i> , <i>dimension door</i>	
3/day— <i>hallucinatory terrain</i> (DC 16), <i>stinking cloud</i> (DC 15),	

summon (level 6, 1 pairaka 60%), <i>quench</i> (DC 15)	
STATISTICS	
Str 24, Dex 15, Con 23, Int 12, Wis 15, Cha 14	
Base Atk +14; CMB +22; CMD 34	
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)	
Skills Bluff +19, Knowledge (geography and planes) +18, Perception +19, Stealth +15, Survival +19, Swim +32	
Languages Abyssal, Aquan, Celestial, Infernal; telepathy 100 ft.	
SQ amphibious	
DESCRIPTION	
Bristling with spiny ridges, coral horns, and needle-sharp teeth, this menacing biped seems to have emerged from some poisoned sea.	
SPECIAL ABILITIES	
Boiling Sea (Su) As a standard action, a ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes 6d6 points of fire damage (DC 23 Fortitude saving throw for half). The save DC is Constitution-based.	
Poison (Ex) Sting—injury; <i>save</i> Fort DC 23; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d6 Str; <i>cure</i> 2 consecutive saves.	
Rough Hide (Ex) Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.	

DIV, PAIRAKA	CR 7
NE Medium outsider (div, evil, extraplanar, shapechanger)	
Init +9; Senses darkvision 60 ft., <i>detect good</i> , <i>detect magic</i> , see in darkness; Perception +16	
DEFENSE	
AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)	
hp 76 (9d10+27)	
Fort +6, Ref +11, Will +10	
DR 10/cold iron or good; Immune fire, poison, disease; Resist acid 10, electricity 10; SR 22	
OFFENSE	
Speed 30 ft., fly 50 ft. (good)	
Melee 2 claws +14 (1d6+3 plus disease)	
Special Attacks lustful dreams	
Spell-Like Abilities (CL 12th; concentration +19)	
Constant— <i>detect good</i> , <i>detect magic</i>	
At will— <i>charm monster</i> (DC 21), <i>dimension door</i> (self plus 50 lbs. of objects only), <i>misdirection</i> (DC 19)	
1/day— <i>insect plague</i> , summon (level 3, 1d4 dorus 50%)	
STATISTICS	
Str 17, Dex 20, Con 16, Int 14, Wis 18, Cha 24	
Base Atk +9; CMB +12; CMD 27	
Feats Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse	

Skills Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium animal or humanoid; polymorph)

DESCRIPTION

Blue-skinned and draped in revealing attire, this humanoid-shaped fiend has a sultry gaze suggesting all manner of debased pleasures.

SPECIAL ABILITIES

Disease (Su) A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.

Bubonic Plague: Claw—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves.

Shakes: Contact; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

Lustful Dreams (Su) Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty, harmful nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will saving throw, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The *save* DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

DIV, SHIRA

CR 12

NE Large outsider (div, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +21

DEFENSE

AC 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, –1 size)

hp 150 (12d10+84)

Fort +11, **Ref** +15, **Will** +14

DR 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 50 ft.

Melee bite +21 (1d8+9/19–20), 2 claws +21 (1d8+9 plus grab)

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

Special Attacks consume essence, dusty pelt, rake (2 claws +21, 1d8+9)

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*true seeing*

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

3/day—*magic circle against good*, *waves of fatigue*

1/day—*summon* (level 5, 1d2 pairakas or 1 shira 35%)

STATISTICS

Str 28, **Dex** 25, **Con** 25, **Int** 13, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 39

Feats Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (claw), Weapon Focus (bite)

Skills Acrobatics +22 (+30 when jumping), Bluff +20, Climb +24, Intimidate +20, Perception +21, Stealth +18, Survival +21

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

DESCRIPTION

Moving with deadly grace, this brutal, thickly furred humanoid figure's head is that of a lioness with dead black eyes.

SPECIAL ABILITIES

Consume Essence (Su) A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite, or confirms a critical hit with its claws or bite, the target must succeed at a DC 23 Fortitude saving throw or take 1d4 points of Constitution drain. The *save* is Constitution-based.

Dusty Pelt (Ex) A shira collects and produces copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before DR) automatically activates this ability. The cloud of dust and ash lasts for 1 round. A light wind disperses this cloud immediately.

LARGE EARTH ELEMENTAL

CR 5

N Large outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush[®], Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

PIG FARMER

CR 1/2

Human commoner 2

CN Medium humanoid (human)

Init -1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (2d6+2)

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

OFFENSE

Speed 30 ft.

Melee scythe -2 (2d4+1/x4) or

club +2 (1d6+1)

Ranged club +0 (1d6+1)

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

Gear club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp



Pathfinder Society Scenario #7-28: Ageless Ambitions

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and/or otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc.;
Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #7-28: Ageless Ambitions © 2016, Paizo Publishing, LLC; Author: Luis Loza.



Pathfinder Society Scenario #7-28: Ageless Ambitions

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ **Secrets of Thuvian Alchemy:** Word spreads of the Pathfinder Society's deeds in Thuvia, attracting a wave of Garundi recruitment at the Grand Lodge. Among these are a handful of Thuvia's finest alchemical innovators, who share some of the region's closely guarded secrets. So long as you possess this boon, all of your Pathfinder Society Roleplaying Guild characters have access to the Thuvian alchemist prestige class from *Pathfinder Player Companion: People of the Sands* as if it appeared on the Additional Resources page. In place of Brew Potion, you must possess one of the following feats to qualify for the prestige class: Extra Bombs, Skill Focus (Craft [alchemy]), or Skill Focus (Knowledge [any one]).

Finally, if you are able to cast 2nd-level arcane spells or create 2nd-level extracts, you may check the box that precedes this boon to freely retrain your class levels into the Thuvian alchemist prestige class, so long as your remaining class levels would allow you to qualify for the prestige class. You may also freely retrain only as many feats and skill points as is necessary in order to qualify for the prestige class.

☐ ☐ **Shield of the Sun Orchid (Sovereign Court):** Not only did you thwart a scheme to throw Thuvia into civil war, you also did so while protecting the people of Aspenthar and proving yourself a true leader under difficult circumstances. You can apply what you practiced here to shield others from harm, inspire them to persevere, and lead them to victory. As an immediate action, you can check one of the boxes that precedes this boon to perform one of the following. First, you can grant yourself and any allies that can see and hear you a +4 morale bonus on a saving throw against a fear effect. Second, you can grant yourself and any allies that see and hear you 3d6 temporary hit points before they are dealt damage by a spell or effect; these hit points last only until the damaging effect has been resolved. Finally, you can use this ability to automatically succeed at any one check to direct a crowd or perform the aid another action.

Kitio's Foe: You defeated Kitio Aspenthi and recovered a unique set of goggles given to him by the Aspis contractor Shohiraj. You gain access to the following unique magic item at the listed discount.

Goggles of the certain shot (Aura faint divination; CL 5th; Slot eyes; Discounted Price 22,000 gp): These brass and leather goggles house dark ruby lenses and allow the wearer to find and dispatch targets at range. The wearer can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die. Furthermore, the goggles have 3 daily charges that the wearer can expend to enhance his visual perception. By spending a charge as a standard action, the wearer can gain the effects of *darkvision* or *see invisibility* for 30 minutes. He can spend a charge as swift action to gain a +2 circumstance bonus on each sneak attack damage die on ranged attacks at any range—not just those within 30 feet—until the end of his turn. The wearer can have multiple effects active at once, and charges replenish automatically after 24 hours.

All Subtiers

holy staff (29,600 gp; *Pathfinder RPG Ultimate Equipment* 193)
purple worm poison (700 gp, limit 3)
sniper goggles (20,000 gp; *Pathfinder RPG Ultimate Equipment* 227)

Subtier 10-11

+2 adaptive composite longbow (9,400 gp; *Pathfinder RPG Ultimate Equipment* 134)
slayer's robe (15,000 gp; *Pathfinder RPG Ultimate Equipment* 235)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

7-8

2,239

4,478

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

3,078

6,155

SUBTIER ☐ Slow ☐ Normal

10-11

3,916

7,832

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total