

FURY OF THE FINAL BLADE

By Lyz Liddell



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HOW TO PLAY

Pathfinder Society Scenario #9–20: Fury of the Final Blade is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfindersociety.



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GM RESOURCES

Fury of the Final Blade makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Intrigue* (UI). This adventure assumes the GM has access to these sourcebooks. It also includes a citation of *Pathfinder RPG Adventurer's Guide* (AG), but no rules from that book are necessary to run the adventure. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the statistics from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

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FURY OF THE FINAL BLADE

By Lyz Liddell



Major Colson Maldris, the confident leader of the Pathfinder Society's Liberty's Edge faction, has finally gone too far—and he has learned it the hard way.

For the better part of a decade, Major Colson Maldris has made it his personal goal to bring the crimes and manipulations of Andoran's corrupt elite to light. After Andoran dissolved the aristocracy, not all the former nobility were so willing to let go of their power, and they continued to use their influence to manipulate the nation's politics. Colson's initial attempts to oust these nobles-in-hiding were met with frustration, as his targets simply disappeared under a new alias, sought shelter behind Andoran's laws, or pulled strings within the People's Council to avoid prosecution. Colson has finally come to the conclusion that these manipulators will always be part of Andoran's system unless he can forcibly remove them from power—much as going above the law of the people clashes with his morals.

Hoping to keep his Pathfinder Society agents clean of any culpability, he confided only in one of his closest friends from his time in the Eagle Knights: Eylara Deleios, who agreed to join him in his schemes. He also reached out to a contentious group infamous for its ability to make nobles disappear: the Gray Gardeners of Galt. According to the agreement Colson reached with the Gardeners, each of the nobles would receive a trial at the hands of the Galtan people, who Colson believes are more capable of expressing the people's voice than Andorens under the aristocrats' sway. Regardless of the outcome of the trial, the Gardeners promised Colson that they would not use their infamous *final blades*, guillotines that trap the souls of the executed.

As Colson plotted his route for the Gray Gardeners, Eylara donned the guise of a Gray Gardener to help keep watch over the prisoners. Word of the disappearances reached Venture-Captain Eliza Petulengro, and she sent a group of Pathfinder agents to investigate (detailed in *Pathfinder Society Scenario #9-02: A Case of Missing Persons*). These Pathfinders learned that Colson was responsible for the abductions, and that he was taking his captives north to Isarn.

WHERE ON GALARION?

Fury of the Final Blade begins in the peaceful Galtan village of Rosehaven before progressing to the Galtan capital of Isarn, where the Revolutionary Council meets. For over 50 years now, Galt has been a nation in a continual state of bloody upheaval known as the Red Revolution. For more information on the nation of Galt and the Red Revolution, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in game stores and hobby stores everywhere and online at paizo.com.



After Colson reached Isarn, his plans began to fall apart. The Gray Gardeners brought their prisoners to one of their most secure facilities and held them there, outside of Colson's reach. When Colson asked when the trials would begin and attempted to visit the prisoners, the Gardeners brushed him off with a series of increasingly thin excuses. Eventually, Colson made a horrifying discovery. The Gardeners did not plan to try the Andoren elites at all—they had already scheduled the entire group to be executed with *final blades* in the near future.

Furious, Colson confronted his contacts within the Gray Gardeners, only to be told that the Andorens' crimes were clear enough that no trial would be necessary. Only at this



meeting did Colson realize how grave his mistake had been, and that he alone could not undo the mess he had created. He sent a frantic message to Venture-Captain Petulengro, explaining what he had done, apologizing for his mistake, and begging her to send help. However, soon afterward, the Gray Gardeners arrested Colson and, for irony's sake, condemned him to death by *final blade* on the very same day as the “nobles” he had brought to their attention. Eylara went to ground, waiting desperately for aid to arrive. Now only Petulengro's agents stand in the way of this mass execution.

SUMMARY

The PCs are gathered and dispatched to the Galtan village of Rosehaven, where they meet with Venture-Captain Eliza Petulengro. The venture-captain briefs them on Colson Maldris's plot to kidnap the corrupt Andorens and provides the evidence she has gathered that the plot has backfired with potentially far-reaching repercussions. To prevent this fallout, the PCs must travel to Isarn, find out where the kidnapped Andorens are being held, and rescue them before they are executed. She sends them to Isarn by ship for an overnight mission.

Once in Isarn, the PCs gather what information as they can to learn where the Andoren prisoners are being held and how to free them. Their first lead is one of Colson's contacts, a former Eagle Knight named Eylara, but the PCs can also learn about the facility on their own. They may also undertake several activities to make their rescue attempt easier, including scouting out the facility, stealing keys or a uniform, investigating known Gray Gardeners, and meeting with a cell of Pharasmin priests who suspect the prison may have additional guards beyond mere mortals.

At dawn, the PCs can perform their prison break, sneaking into the Gray Gardeners' prison facility. They must either bypass or overpower a group of Gray Gardeners on duty, including the lead guard Estienne Jacquert, who the PCs might be able to convince to stand down. Major Colson Maldris is missing, however, and the rest of the Andorens are a difficult lot to manage. The PCs must mobilize the group of ailing and uncooperative aristocrats. On their way out of the prison, the PCs face the facility's ethereal guardians: a combination of undead and sahkils drawn to the negative energy and corrupt magic surrounding a *final blade*. If the PCs haven't already overcome the prison's Gray Gardeners, they must do so now.

Finally, the PCs must decide whether it's worth their time to also attempt a rescue effort for Colson himself. If they do, they confront two of the Gray Gardeners' leaders and an angry mob of Galtan citizens at the scaffold where the execution is about to take place! If they abandon Colson to his fate, the Gray Gardeners bring the fight to them, blocking their escape from the city with a gruesome demonstration of what awaits them should they fail!

GETTING STARTED

A grim-faced Ambrus Valsin summarily recruits the PCs to this mission, remarking only that “it's a complicated situation that will take too long to explain. Petulengro will fill you in,” before presenting the gathered PCs to one of the Pathfinder Society's spellcasters. A few moments later, the PCs watch the Grand Lodge slide away as they are teleported nearly a thousand miles north.

Read or paraphrase the following to get the adventure underway.

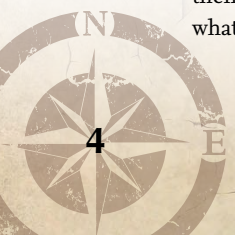
The village of Rosehaven is the very picture of an idyllic countryside hamlet, its residents going about their business of farming and crafting with peaceful purpose as the sun sinks through the hazy sky. Snippets of conversation and song drift on the breeze mixed among the lowing of cows and chatter of chicken flocks.

“Peaceful, isn't it? And to think that a few hours' travel down the river, one of our own is starting an international incident.”

The speaker is a woman dressed for travel, her long red hair bound back into a practical braid and a worn pack slung over one shoulder. She draws a *wayfinder* from a pocket and smiles wearily. “Pathfinders, welcome, and thank you for coming on such short notice. I'm Venture-Captain Eliza Petulengro. I'm sorry for the strange choice of meeting places. This village is as close as I dare get to Isarn, and we haven't the time to spare traveling upriver from Woodsedge.”

She gestures to a circle of log benches along one edge of the village square and seats herself, easing her pack to the ground with a sigh. “I'm going to be blunt. A few weeks ago, Colson Maldris kidnapped a troupe of corrupt, high-ranking Andoran citizens and brought them here to Galt. Whatever plan he had in mind backfired, and now they're all scheduled to be executed tomorrow morning with a *final blade*—Colson included. Needless to say, Andoran's government won't take kindly to either the Pathfinder Society or the Gray Gardeners taking the law into our own hands and interfering with their internal affairs. Moreover, this could set a precedent for the Red Revolution to spread beyond Galt's borders, which would be a disaster for several nations. So I need you to mount a rescue mission.”

The venture-captain rummages through her pack, pulling out a wrapped parcel, a folded letter, and a handful of vials. “Have some raisin cakes, they were made fresh this morning at the lodge. This is the letter Colson sent me when he realized his plan was falling apart. And Rosehaven's priest brewed a potion for each of you to shake off the fatigue; I'm afraid it's going to be a long night. You're to travel from here to Isarn, find out where the Andoren citizens are being held, and get them out of there. If you can bring Colson with you and it won't endanger your escape, then do—but the Decemvirate has granted us the latitude to abandon him if necessary to secure the civilians. They're our top priority. We'll have a boat at the Isarn docks waiting to get you all to safety. Do you have any questions?”



Provide the PCs with **Handout #1: Colson's Letter**. Eliza explains that she hasn't been able to scry upon any of the Andorens, but she was able to reach Colson a few times with a *sending* spell. It was through those messages that she learned he thought they were being held in Isarn and that the execution date was fast approaching. After a few exchanges, though, the responses stopped coming: the spells were still going through, but Colson has become unwilling or, Eliza fears, unable to respond.

The PCs likely have questions for Eliza; answers to common questions appear below.

Who did Colson kidnap and why? Eliza pulls out a small notebook from her pack and consults it. "Colson's targets were all powerful Andoren citizens who have been pushing for a new law called, let's see, the 'Banking Reform and Regulation Act.' That law would give banks tremendous power over debtors, including the creation of debtors' prisons and work camps. Senators Augustyn Naran and Victoria Garvensi were cosponsors of the bill, while Morvius Korkovin stands to profit as a banker, and Sabrina Tularis sees it as a way to get inexpensive labor for her Lumber Consortium. Halmont Warrith often works for Senator Garvensi and the Lumber Consortium, and Colson seems to have a personal grudge against him."

She pauses and takes a bite of a raisin cake. "As for why... Colson saw their efforts as yet another step in a series of corruptions within Andoran that could only be excised by rooting them out at their source. Since some of them have slipped through Andoren justice before, Colson evidently felt that the Galtan people would give them a more fair trial."

But Colson's right! If they're corrupt, why do we have to save them? "Moral proclivities of these individuals aside, if the Gray Gardeners execute high-ranking Andoren citizens, they're going to start a war between Andoren and Galt. More, it gives the Gray Gardeners an opening to continue taking their own form of 'justice' into other countries, which could destabilize Taldor and any number of other places. Worse, since it's one of our own who started this, it would tarnish the Pathfinder Society's reputation with nearly every organized government in the Inner Sea region. We could lose access to entire nations."

What's a *final blade*? Eliza grimaces. "Galt's finest invention. A *final blade* is a magical guillotine that captures a person's soul at the moment of death. Ostensibly they're meant to prevent Hell and other evil planes from collecting evil souls, but it's no small coincidence that they also prevent the person

executed from being restored to life through divine magic. It's how the Gray Gardeners ensure that the nobles they target can't just use their fortunes to avoid justice."

Who are the Gray Gardeners? "The Gray Gardeners are the executioners of the Galtan government. They're the ones who operate the *final blades*. They go masked to stay anonymous, so they don't themselves become victims of Galtan 'justice.'"

Who is Eylara? "She and Colson have been associates for a long time. I understand they were both members of the Eagle Knights many years ago. I can't say whether he trusts her so thoroughly that she was the only one he told about his plan, or if she's the only bridge he hadn't burned too badly to talk her into helping him. Either way, she's in Isarn and is probably the best place to start your investigations."

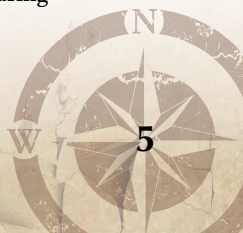
Why can't you go to Isarn yourself? "I wish I could. But I'm too well known, and my presence would attract too much attention. There are already eyes on the Woodsedge Lodge, and I can't risk bringing Galt's wrath down on it again by getting involved in something this sensitive. I'll meet you on the river when you have retrieved everyone."

Where should we focus our investigation? "Start with Eylara, if you can find her. If you can't, you'll have to hit the streets and find out what you can about the Gray Gardeners and their facilities in the city. You're experienced agents, I'm sure you'll find avenues to explore once you get there."

You mentioned a ship? "I did," Eliza says firmly. "A Pathfinder by the name of Armeline lives here in Rosehaven. She's arranged a keelboat and crew to transport you down to Isarn, and she'll wait with the boat while you head into the city so you can get out of there right away after you complete your mission. Her crew is prepared to take the Andoren citizens to Woodsedge and then all the way downriver to Cassomir, so you're only responsible for getting them to the boat in Isarn."

KNOWLEDGE (HISTORY OR LOCAL)

Based on the result of a Knowledge (history or local) check, the PCs might know more about the Gray Gardeners and Isarn. They learn all of the information with a DC equal to or less than the result of their check. PCs with a Chronicle sheet from *Pathfinder Society Scenario #9-02: A Case of Missing Persons* receive the information listed under 30+ regardless of their roll, as they heard about these individuals during that scenario.



10+: Galt has been in a state of constant violent social and political turmoil for over half a century, changing leaders and regimes in an ongoing chaos called the Red Revolution.

15+: The Gray Gardeners are the justices and executioners for the Galtan People's Council, responsible for uncovering traitors, noble sympathizers, political enemies, and anyone insufficiently supportive of the latest revolutionary regime.

20+: Though Isarn is the seat of Galt's governing body and therefore the nation's capital, the Gray Gardeners as an organization are based out of the city of Litran some 100 miles upriver (or about 60 miles by land).

25+: The most famous Gray Gardener in Isarn is a woman known as Citizen Dread, who has an uncanny ability to work a crowd into a bloodthirsty fervor.

30+: Though most Gray Gardeners remain masked in public and use pseudonyms to hide their identity, a few recent rumors have mentioned a Gray Gardener without a mask: a blond man with a diamond earring and a deep scar on his chin.

KNOWLEDGE (NOBILITY) OR PROFESSION (MERCHANT)

Based on the result of a Knowledge (nobility) or Profession (merchant) check, the PCs might know more about the kidnapped Andorens. They learn all of the information with a DC equal to or less than the result of their check.

10+: Augustyn Naran and Victoria Garvensi are Andoren senators who have held office for far longer than term limits would normally allow.

15+: Senator Naran is an older Andoran politician who helped throw his nation's support behind Lady Gloriana Morilla's Army of Exploration during the Society's fight against the demons of the Worldwound.

20+: Several years ago, Pathfinder agents acting at the direction of Major Colson Maldris arrested Halmont Warrith, but Warrith was released from prison shortly thereafter when a key witness in his trial suspiciously retracted his testimony.

25+: Though many nobles lost much wealth in Andoran's bid for independence, several elite nonetheless maintained the acumen, connections, and capital to remain an influential force in politics and the economy. An especially stubborn, secret group known as The Seven Houses consists entirely of former nobles and their bitter descendants, using their resources to direct Andoren commerce and politics while maintaining the guises of honest folk.

The venture-captain reminds the PCs that time is of the essence and their ship is waiting. As a final warning, she reminds the PCs that the Pathfinder Society is not particularly welcome in Galt, and that they should be cautious about flashing identifying insignia, such as *wayfinders*, while in Isarn, both for their own benefit and to prevent connections between their operation and the Society at large. Before the PCs leave, she gives each PC and character companion a *potion of lesser restoration*.

The village's dock lies about half a mile to the west of the village square; after a pleasant evening walk through the gently rolling countryside, the PCs reach the dock. A trading vessel making the long journey from New Stetven to Cassomir is docked here, providing the PCs a convenient opportunity to make any last-minute purchases before their trip.

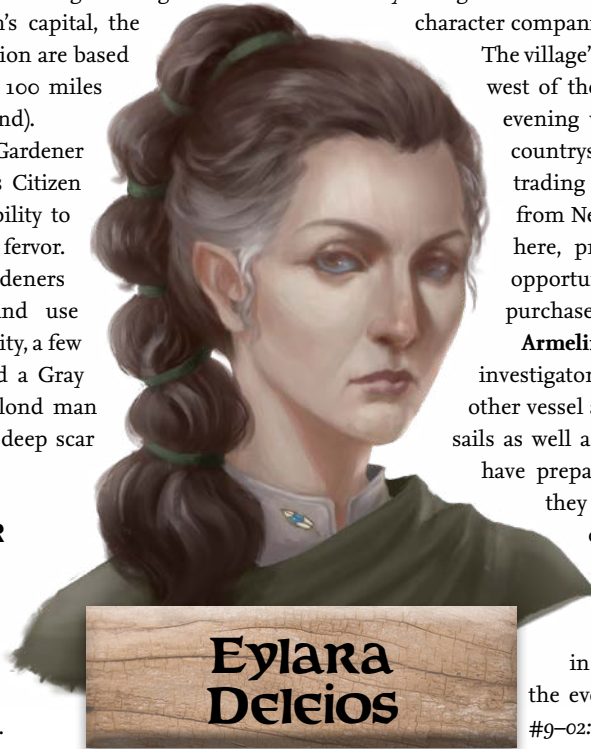
Armeline (CG female half-elf investigator^{ACG} 3) waves to the PCs from the other vessel at the dock: a sleek keelboat with sails as well as oar ports. A half-dozen sailors have prepared the vessel to push off, and they do so as soon as the PCs are on board. Armeline introduces herself to the PCs as they get underway. She's spent the last few weeks helping Eliza in her investigations following the events of *Pathfinder Society Scenario #9-02: A Case of Missing Persons*, and she can provide the same information that

Petulengro can share with the PCs, as listed on page 5. If any of the PCs played this scenario, she asks them to share their firsthand experiences.

The details of Armeline's long and complex relationship with the Pathfinder Society are detailed in *Pathfinder Society Scenario #8-06: Reaping What We Sow*. If any PC has a Chronicle sheet from that scenario, she recognizes the character and reiterates her appreciation for the Pathfinders' assistance against Gyronna's agents. If any PC earned both Prestige Points in that scenario, she also thanks the PCs for changing her perspective on the Pathfinder Society, and informs them that she is happy to be working under someone as skilled in managing information as Venture-Captain Petulengro.

PART 1: INVESTIGATION IN ISARN

The journey from Rosehaven to Isarn is about 10 miles long and takes several hours. The keelboat maneuvers itself into an empty slip in Isarn's docks around midnight, whereupon the PCs can disembark and begin their investigation. Armeline assures them she will have the ship ready to sail at a moment's notice when they return.



There are several routes the PCs might take during their investigation, though the party may not think to attempt certain operations unless they have already succeeded at prior investigations (for example, they couldn't steal the keys before finding out what facility the prisoners were kept in). Each PC has time to pursue two avenues of exploration before the scheduled executions. The party can split up and pursue separate investigations, but characters undertaking an avenue of investigation together often have a greater chance of success in their efforts than a character alone.

Since the party will be operating overnight, they will not have an opportunity to rest during this scenario. The PCs can use the *potions of lesser restoration* from Venture-Captain Petulengro to stave off fatigue.

FINDING EYLARA

Former Eagle Knight **Eylara Deleios** (NG female half-elf fighter 5/Steel Falcon^{AG} 1) has lost none of the idealism of her youth. When Major Colson Maldris approached her about intervening in the machinations of Andoran's corrupt pseudo-nobility, she was eager to help, going so far as disguising herself as a Gray Gardener to escort the captive Andorens to Galt. But up until now, she's acted only at Colson's direction; with him having gone silent, she hasn't dared to act for fear of undermining his plans or placing him in danger. She holed up in a run-down dockside tavern called the Duck Dock (specifically picking a cheap inn with a bird in its name so Colson would know where to find her) to wait for further instructions. As the days have passed with no word from Colson, she's gotten nervous and has begun doing some of her own investigation.

The PCs have a clue in Colson's note that Eylara might have chosen a low-profile establishment with a bird in its name; with a successful Easy Diplomacy or Knowledge (local) check, they can learn of and get directions to the Duck Dock. The establishment is not only open but also moderately populated despite the late hour, though it's clear that most patrons are here in small groups. Eylara is sitting alone at one end of the bar, and savvy PCs might identify her in several ways. With a successful Easy Sense Motive check, a PC can tell that she seems anxious and is watching the crowd—and the newly arrived PCs in particular. A PC who succeeds at a Hard Perception check notices a small pin on her collar shaped like a feather enameled with blue, white, and gold; with a subsequent successful Average Knowledge (local) or Profession (soldier) check, a PC can identify this as a subtle insignia of Andoran and the Eagle Knights in particular. The tavern's proprietor and regulars know her only as "Delly," but if a PC asks for her by name, she takes note and approaches the PCs if they take a table, or follows them outside if they leave.

Eylara doesn't immediately trust the PCs with everything she knows. After all, the Gray Gardeners were all too willing to

Skill Check DCs

Instead of listing all skill check DCs during the investigation, skills checks are assigned a difficulty: Easy, Average, or Hard. Feel free to reward creative solutions and uses of skills that are not directly mentioned in the investigation, using the provided skill DCs as a guide. Scaling DCs for level and subtier represent a variety of factors, most commonly the increased vigilance of the Gray Gardeners and the greater efforts they have taken to secure their operations.

Subtier	Easy	Average	Hard
7-8 (4 players)	17	21	25
7-8 (5+ players)	18	23	28
10-11 (4 players)	20	25	30
10-11 (5+ players)	21	27	33

arrest Colson, and she isn't sure they wouldn't seek her out as well. The party can convince her to trust them in several ways. Any PC who shows Eylara the letter from Colson gains her trust immediately, as does someone who shows her a *wayfinder* or another item that indicates membership in the Pathfinder Society, as she knows that Pathfinders aren't particularly welcome in Galt. Alternatively, any PC with a Chronicle sheet that lists a Liberty's Edge boon or a Chronicle sheet from a scenario that features the ongoing story of Colson Maldris can relate personal details about Colson that demonstrates their trustworthiness. The following scenarios feature Maldris's story, including some of his less honorable actions: *Pathfinder Society Scenarios* #6: *Black Waters*, #3-16: *The Midnight Mauler*, #4-16: *The Fabric of Reality*, #5-99: *The Paths We Choose*, #7-05: *School of Spirits*, and #9-02: *A Case of Missing Persons*. Alternatively, a PC who learned about the existence of the Seven Houses through a successful Knowledge (nobility) or Profession (merchant) check at the start of the scenario can gain her trust if they mention that knowledge. The PCs can also convince Eylara to trust them with a successful Hard Bluff or Diplomacy check or Average Profession (soldier) check.

If she has reason to trust the PCs, Eylara can relate the findings of her own investigation. She knows there are executions scheduled for the coming morning and that the convicted are not Galtan. She can identify the facility the Andorens have been taken to and provides the PCs with directions to it; this opens up the Scope Out the Prison, Lift the Keys, and Steal a Disguise investigation options. She has also noticed that the Gray Gardeners and others operating this particular facility seem to be particularly fanatical about their work—"even for Galtans"—and can relate that there seems to be a surprising number of arguments taking place on the streets around the prison. These arguments are an effect of the pakalchi sahkils guarding the prison and influencing



nearby people, though it is unlikely that the PCs would reach such a conclusion on their own without further information.

Eylara also tells the PCs of the prison's history—under Chelish colonization, it used to be a debtor's prison, much like the ones some of the people Colson abducted were trying to bring to Andoran. She explains that she shares Maldris's view that such prisons are tantamount to slavery, and pleads with the PCs to do their best to save Maldris from death by a *final blade*, even if they don't agree with the decisions that brought him to this desperate situation.

If the PCs succeed at three of the different methods of earning Eylara's trust listed above, Eylara offers to help them untangle the mess she's helped cause. She is not willing to enter the prison, since she knows she has no skills to help in such a situation, but she offers to meet the PCs outside the prison to help get the Andorens from the facility to the docks and onto the waiting ship. Her assistance can make the final encounter of the scenario less challenging (see pages 19 and 24). If the PCs ask her for direct assistance before succeeding at three methods of earning her trust, she reluctantly refuses, expressing that she worries that she may need to stay behind in case the PCs' efforts do not succeed and plan a last-ditch effort of her own.

CANVASSING THE TOWN

If the PCs can't find Eylara or choose not to seek her aid, they likely need to begin their investigation on the streets. It is also possible that the PCs may choose to canvas for more information after speaking to Eylara. Regardless of the result of any checks, characters hear scuttlebutt about a series of executions to take place at mid-morning the coming day. A PC who succeeds at an Easy Diplomacy check to gather information eventually learns that the Gray Gardeners make use of an old debtors' prison in Isarn's Dustworks neighborhood. This grants the PCs access to the Scope Out the Prison, Lift the Keys, and Steal a Disguise investigation options (see below). If a PC's result meets or exceeds the Average DC, she also hears rumors that the prison is haunted and that a small cell of Pharasmin priests has recently taken an interest in it. This opens up the Contact the Pharasmins investigation option (see page 10).

This process is time-consuming, given that far fewer residents are up and about at this hour: a single attempt takes 1d4+2 hours (instead of the normal 1d4 hours) as the PCs interact with patrolling guards, patrons and staff at a handful of late-night establishments, the alarming number of beggars holed up in alleyways, and so forth. For every PC beyond the first who takes part in this investigation option and succeeds at her Diplomacy check, reduce the time spent by 1 hour (to a minimum of 1 hour). For four-player groups, each successful check reduces the time spent by 2 hours (to a minimum of one hour).

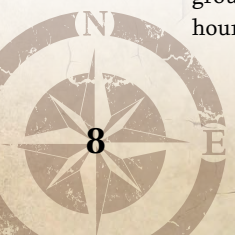
SCOPE OUT THE PRISON

Once the PCs know the location of the prison facility, they can perform reconnaissance on their target. The facility is a sturdy, single-story stone building in the Dustworks, a part of the town given over primarily to warehouses and industries that require more space than storefront locations, such as coopers, a tannery, a gravel pit, and a small foundry. More details about this building appear in the Prison Break section on page 10. With few of these businesses in operation during the night, the low activity makes it a prime place for Isarn's many residents with no permanent home to set up camp. This means the PCs likely have eyes on their efforts unless they take pains to sneak through the shadows, requiring a successful Easy Stealth check from each character undertaking this operation. On a failed check, one or more beggars notice the PCs and, after the party has departed, report the unusual activity to the prison's guards in exchange for a few copper pieces. This grants the Gray Gardeners a +2 bonus on their Perception checks to notice the PCs in the Prison Break encounter, as the prison's guards are on alert.

Scoping out the prison with a successful Hard Perception check over the course of an hour reveals the patterns of the guards within, as the PCs catch glimpses of light from their lanterns through narrow, iron-barred openings in the facility. It seems that the guards make a circuit of the building every 30 minutes; otherwise they remain in one area in the center of the prison's southern side. If the PCs use this information to plan their infiltration, they can avoid the regular patrols, making their Stealth checks easier when entering the facility. A single door leads into the southern wall of the facility, while a heavy double door on the northwestern corner is clearly heavily secured.

PCs studying the prison facility via magical means may learn several clues to the dangers they face. A PC who casts *detect magic* can identify two discrete auras of abjuration (*dimensional anchor* and *magic circle against good*—effects of the *unhallow* spell), while a PC using *detect evil* notices the overwhelming aura of evil emanating from the prison's extraplanar guardians (see Freeing the Andorens on page 15) as well as the aura of the *magic circle against good* effect mentioned above. PCs can use *detect undead* to identify the auras of the specific undead haunting the facility. A PC using *true seeing* to focus her vision on the Ethereal Plane can directly see the sahil and incorporeal undead guardians, and she can attempt to identify them with Knowledge (planes) or Knowledge (religion), respectively. Gaining any of these details grants the PCs access to the Contact the Pharasmins operation on page 10.

Finally, after the PCs have watched the prison for about an hour, the prison's southern entrance opens and two Gray Gardeners exit, using a key to lock the door behind them. With a successful Easy Sense Motive or Profession (guard



or soldier) check, a PC realizes these two have finished their shifts. A character who succeeds at an Easy Perception check overhears one guard say that she intends to hit up her favorite watering hole, while the other is heading home for the night. The guards split up and head in different directions, granting access to the Lift the Keys and Steal a Disguise operations.

In the event the party decides to begin their infiltration rather than pursue additional routes of investigation, they immediately proceed to the Prison Break encounter beginning on page 10, and they can take no further investigation efforts.

LIFT THE KEYS

The guard carrying the key to the prison's side entrance moves quickly along main streets to a tavern about halfway between the prison and the docks. She removes her distinctive cloak and face-covering mask along the way, bundling them into a satchel at her side. The key ring she used to lock the prison door remains tied to her belt. The tavern has the air of a place that stays open as long as there are customers to serve—a policy that, given the clientele, implies it never actually closes. There are around a dozen patrons in the tavern.

A PC will need some kind of cover to get close enough to attempt a Sleight of Hand check to lift the keys off the guard, though a wide variety of tactics could work: using Stealth to slip up unnoticed, attempting Bluff or Diplomacy checks to flirt with the Gardener, using Perform to distract the patrons, or many other approaches. Let the players come up with ideas and reward clever or creative tactics, using the DCs presented in the table on page 7 as a guideline. Most skills should use Average DCs, but niche skills may be better suited to the Easy DCs, while skills that aren't particularly appropriate for the task at hand may use Hard DCs.

Lifting the keys requires a DC 20 Sleight of Hand check, and the Gray Gardener can attempt a Perception check to notice the effort. The guard's Perception bonus is +10 (+14 in Subtier 10–11). She has the same statistics as the guards in the prison, except that she has Skill Focus (Perception) instead of Two-Weapon Defense. In Subtier 10–11, she also has Alertness instead of Improved Two-Weapon Fighting. PCs might also want to grab the satchel that holds her Gray Gardener uniform, which requires a second successful DC 20 Sleight of Hand check.

Should the PCs draw the Gray Gardener's attention in their attempts to steal her keys or satchel, she likely attacks them—after all, if it became known that she was Gray Gardener, she might face angry mobs herself. In this event, the PCs are certain to win the conflict, but the tavern's other late-night patrons get dragged into the brawl. Unless the PCs take pains to disguise their identities, this brawl poisons some Gray Gardener loyalists against the PCs, increasing the difficulty of the final combat encounter (see pages 19 and 24).

STEAL A DISGUISE

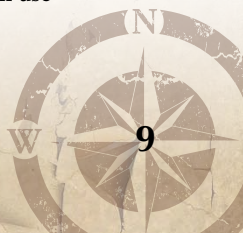
PCs following the second Gray Gardener must succeed at Easy Stealth checks to avoid being noticed. Left to his own devices, the guard heads to his home: a modest apartment in a relatively quiet residential neighborhood, where he spends about a half an hour settling in before putting out the lights and going to sleep. At this point, a character can break into the apartment with a successful DC 25 Disable check to spring the lock (DC 30 in Subtier 10–11), and can make off with the guard's uniform with a successful Easy Stealth check once inside. The single guard doesn't present much of a challenge to a PC even in a one-on-one fight, so it is safe to assume that the PCs defeat him, though if they don't take precautions to the contrary, the guard's uniform is torn and bloody after combat. The Gray Gardener is not only overconfident in his abilities but also reluctant to reveal his identity, and thus he does not shout for aid even if a fight breaks out.

INVESTIGATE KNOWN GRAY GARDENERS

At any point during the night, the PCs can spend time specifically seeking out information about known Gray Gardeners. They can ask around town generally using the rules for Canvassing the Town, but because of the sensitive nature of the information Diplomacy checks are Hard instead of Easy. They might also think to bully one of the off-duty guards into sharing what he knows, requiring a successful Hard Intimidate check to gain the following information. Finally, while Eylara doesn't volunteer information about Gray Gardeners, she recognizes the name Estienne Jacquert from her investigations if a PC asks about him (likely from having played *Pathfinder Society Scenario* #9–20: *A Case of Missing Persons*), and she can also recognize him from the physical description that the PCs received if they rolled especially high on a Knowledge (history or local) check at the start of the scenario. PCs who attempt other creative routes of investigation may also learn about the Gray Gardeners.

If the PCs succeed at any of these efforts, they learn the name of Estienne Jacquert and his identity as a Gray Gardener. Estienne is known as a Galtan traitor who was exiled to Andoran, though those the PCs speak with report he has recently returned to Galt working for the Gray Gardeners. The PCs' informant has heard that Estienne left his family behind in Galt when he was exiled, and that perhaps that's part of the reason he returned—though if that's the case, the informant adds, one would think Estienne would be more careful about covering his face like the rest of the Gardeners, lest his family become targets of a mob of Galtan people.

Learning this information about Estienne provides some insight into the man's motivations, which savvy PCs can use when they encounter him later in this scenario.



Ghost Salt

Ghost salt is a staple in the toolkits of many Pathfinders faced with incorporeal threats. It appears in the *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, and its rules are reproduced below.

GHOST SALT

Price 200 gp; **Weight** 1/2 lb.

DESCRIPTION

This gritty alchemical powder is made from exotic minerals mixed with an infusion crafted from the ectoplasmic remains of destroyed incorporeal undead. When rubbed onto a weapon that is then placed over a hot flame for a full round, ghost salt melts and forms a temporary coating on the weapon. The blanching gives the weapon the ability to do full damage to incorporeal creatures, even if the weapon itself is nonmagical. An application of ghost salt remains effective until the weapon makes a successful attack. Each dose of ghost salt can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time.

CONTACT THE PHARASMINS

Characters who heard rumors of the prison being haunted or detected the evil or undead presences within the prison may want to seek out more information about the hauntings. If asked, Eylara (or any other late-night barfly) suggests that the PCs speak to someone at Isarn's relatively small church of Pharasma. Once at the church, the PCs will need to persuade the clergy to lend them assistance—a potentially dangerous endeavor, given that priests are not immune to Galt's turmoil and the Gray Gardeners do not take kindly to meddling in their affairs.

A cleric, inquisitor, or warpriest of Pharasma automatically gains the clergy's trust, and a PC who can accurately describe the effects upon the prison (having observed them directly) also demonstrates her awareness of the situation. A PC who merely heard rumors of hauntings must succeed at a Hard Diplomacy or Knowledge (religion) check to convince the Pharasmins to aid her efforts.

If the party gains the Pharasmins' trust, the priests admit they have been observing the prison facility for some time and have noticed signs of hauntings and incorporeal undead—a side effect, they assume, of so many bloody deaths over the past decades. While they dare not interfere directly, for fear of violent repercussions, they are glad to see someone taking action to free the undead souls.

The PCs may wonder why the Pharasmins are willing to tolerate the *final blades*, as these guillotines imprison souls. If they ask, the Pharasmins explain that the blades are but a temporary slight. In time, they shall break, releasing the

souls to their proper judgment. For now, they say, it is worthwhile to remain in Galt and follow Pharasma's will in other endeavors.

Treasure: Assuming the PCs agree to try to clear out the undead, the priests provide them with a *phylactery of positive channeling* and three applications of ghost salt (see sidebar). In Subtier 10–11, they also give the PCs a *wand of death ward* with 17 charges remaining.

Rewards: If the PCs fail to get the assistance of the Pharasmins and do not succeed at the relevant skill checks for at least two avenues of investigation before storming the prison, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 966 gp.

Out of Subtier: Reduce each PC's gold earned by 1,263 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,561 gp.

FIRST LIGHT

Dawn breaks once each PC has participated in two investigation options (or once they begin infiltrating the prison itself). Ideally the PCs have discovered the location of the Gray Gardeners' prison facility and know that the Andorens' execution is scheduled for the morning, pressuring them to enact whatever plan they come up with to intervene.

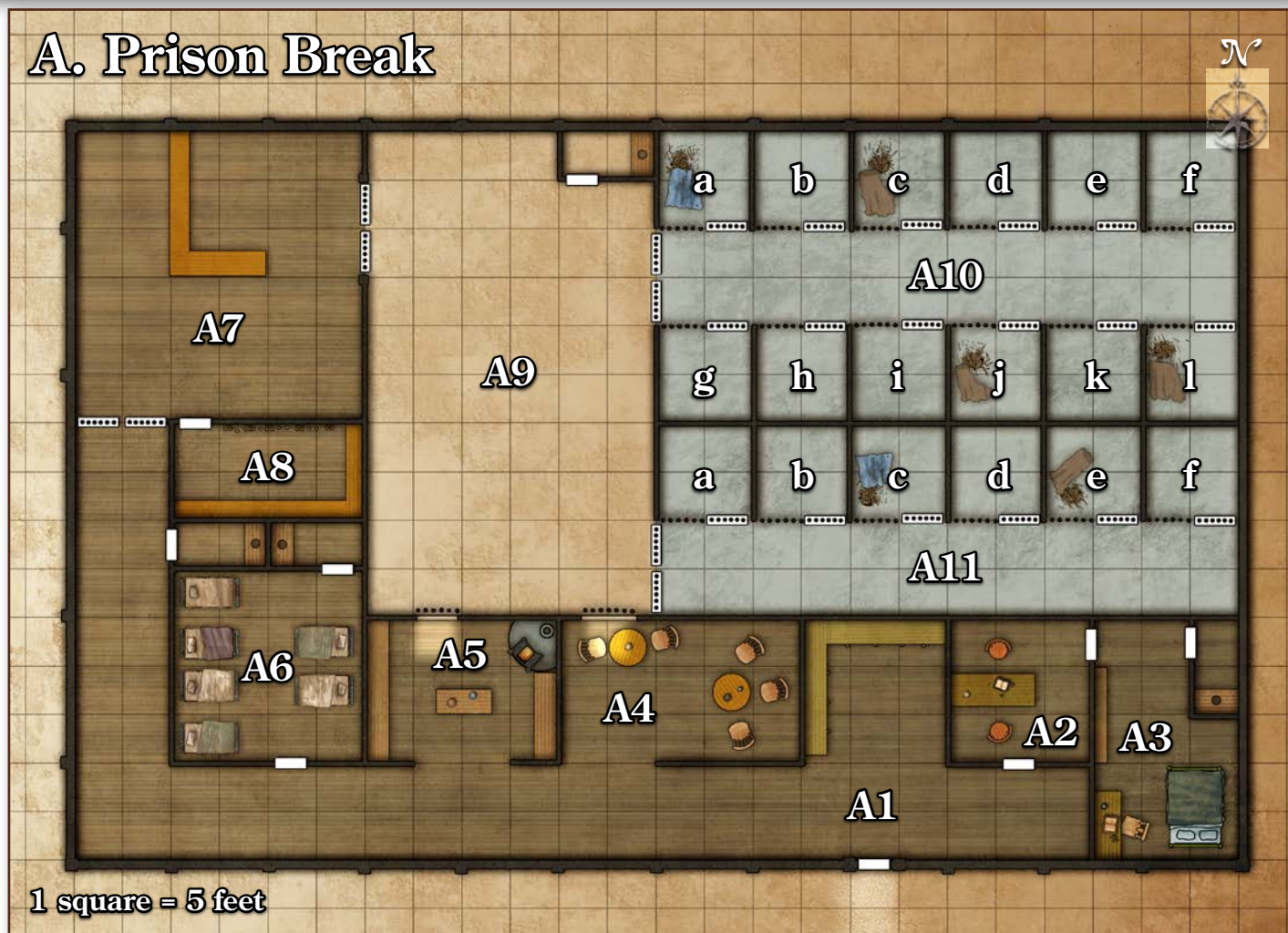
In the event the PCs failed the entirety of their investigations, their efforts do not go unnoticed. Eylara, now desperate to save her colleague, catches a rumor of strangers asking around and tracks them down, intercepting the PCs shortly after dawn. She relates the location of the prison facility and urges them to hurry before it's too late, offering to head to the scaffold herself in case the prisoners have already been transported there.

A. PRISON BREAK

The facility the Gray Gardeners use as their prison in Isarn was originally built as a small prison where indebted citizens were held and forced to labor until their debts were considered paid. During the Red Revolution, the Gray Gardeners commandeered the prison to serve as their base of operations in Isarn. The facility now serves as home to the most powerful Gray Gardener in the city, Violaine Halphene—though most know her only as Citizen Dread.

It is also the place where the Gardeners store the *final blade* used for executions in Isarn. Though its location here is kept a close secret, the artifact's presence has nevertheless attracted notice. Cruel and evil outsiders known as sahkils noticed the *final blade* and its disruption of the natural progression of souls, and a particular type of these creatures lingers nearby. This form of sahkil, known as pakalchis, thrive on shattering social bonds and driving people apart, and they have been subtly influencing the Gray Gardeners here toward darker ends while causing countless minor conflicts in the surrounding area. Violaine

A. Prison Break



has communicated with the outsiders and persuaded them to support the Gray Gardeners' plans in Isarn, a plot that the Gardeners' leadership has reluctantly approved. The PCs can learn more about this plot in area **A3**.

When the Gray Gardeners took over the prison, they made several changes to convert it from a work camp to a prison for high-profile political prisoners. They upgraded many of the locks and cleared out the workroom, which they have little use for now. In addition, they keep the facility under a constant *unhallow* effect, renewed annually, using the spell to fix a *dimensional anchor* effect to the site so that prisoners could not simply rely upon their connections to other parties for a rescue once the Gray Gardeners passed their judgments. Finally, to prevent *screaming* and similar effects that might interfere with their plans, they have lined the cell block with lead sheeting—a simple but effective counter to common spells.

The prison has the following features.

Ceiling: Ceilings in most of the prison are 10 feet in height, while the cells are only 8 feet tall.

Doors: The double doors found throughout the prison's interior are iron gates (hardness 10, hp 60, break DC 28) that

allow sound and air to pass through and provide line of sight from one area to another. Each cell has a single-door version of the same construction. Other interior doors are strong wooden doors (hardness 5, hp 20, break DC 25).

Locks: The interior double doors and the single door into area **A1** are all locked with superior locks (Disable Device DC 40), though the key the PCs might have lifted from the off-duty guard opens all these. The doors to Violaine's office and bedroom (areas **A2** and **A3**) are fitted with good locks (Disable Device DC 30), and only Violaine carries the key to them.

Walls: The prison's walls are made of reinforced masonry (hardness 8, hp 180, break DC 45). The walls in the cell blocks are covered with thin panels of hammered lead.

The Gray Gardeners on duty patrol each hallway once every half-hour, and once a day (around sunset, when the surrounding buildings generate the most noise from off-duty employees) the prisoners are allowed out of their cells one at a time while the guards perform a perfunctory search of the cell and empty the chamber pots. The prisoners are given poor meals (typically bread or gruel and water) twice per day.



The various areas of the prison are described below.

A1. Entryway: The exterior door leading into the prison is a sturdy wooden door reinforced with iron bands (hardness 5, hp 30, break DC 25) and locked (Disable Device DC 40). If the PCs successfully lifted a key from the off-duty guard, that key opens this door.

A2. Warden's Office: Violaine uses this office to handle any official business matters or one-on-one meetings with other Gray Gardeners. The door to this room is locked (Disable Device DC 30), and only Violaine carries the key. A PC who searches the desk finds a letter addressed to Citizen Dread; give the players **Handout #2: Gardener's Letter**.

A3. Warden's Quarters: These comfortable quarters are the residence of the prison's warden, currently the Gray Gardener Violaine Halphene. The door to this room is locked (Disable Device DC 30), and only Violaine carries the key.

A4. Guard Lounge: The Gray Gardeners spend their time in this room when not patrolling the facility or otherwise occupied. An iron-barred window offers line of sight into area **A9**.

A5. Kitchen: This simple kitchen is where the prison's staff prepare meals for themselves (of moderate quality) and the prisoners (mostly bread or gruel). A narrow pass-through into area **A9** is outfitted with iron bars on each side and a mechanism that allows only one set of bars to open at a time.

A6. Guard Barracks: This orderly room holds six bunks for guards who need to rest while on duty or those who prefer to remain in residence rather than move between the facility and an apartment in Isarn.

A7. Prisoner Processing: This large room is arranged to allow the Gray Gardeners to bring prisoners into and out of the facility. The heavy double door on the west wall is made of iron (hardness 10, hp 60, break DC 38) with a superior lock reinforced with an *arcane lock* (Disable Device DC 50).

A8. Gear Storage: Equipment, weapons, armor, and other valuables taken from the Gray Gardeners' prisoners is stored in this room for eventual use or sale.

A9. Prisoner Work Room: When this facility was a debtors' prison, the prisoners were required to perform manual labor as a way of paying off their debts. The neighboring gravel pit was originally part of this facility but has since been separated into an independent business. This room was used for equally tedious but less physically demanding tasks, such as manufacturing clothing and copying texts. Its furniture has long been removed, and it sees little use now aside from the occasional sparring match between Gray Gardeners looking to keep their weapon skills honed.

A10. Large Cell Block: This cell block consists of a dozen small cells, though the Gray Gardeners rarely have more than a few prisoners here at any given time. The cells have no front wall, only sturdy iron bars and a single iron-grate door similar to the double doors found throughout the prison. They offer little in the way of either privacy or

comfort; a straw pallet and wool blanket serve as a bed, and a chamber pot represents the only consideration afforded the prisoners held here. A collection of various signet rings hang from a cord strung along the ceiling of the center of the hall: trophies from past prisoners.

A11. Small Cell Block: These six cells are typically reserved for women prisoners, though there are rarely more than one or two cells in use at any given time. Their construction and amenities are identical to those of the large cell block (see area **A10**).

GRAY GUARDS (CR 9 OR CR 12)

The Gray Gardeners' facility has a contingent of mortal guards keeping watch. Normally, they patrol the facility in pairs every half-hour. They typically spend the rest of their time either relaxing in area **A4**, sparring in area **A9**, or performing routine tasks to keep the facility running, such as preparing meals in the kitchen and cataloguing prisoners' gear in area **A8**.

Creatures: Estienne Jacquert is the leader of the guards presently on duty in the facility, having been deemed insufficiently trustworthy to attend the execution itself. This assignment suits him well, as he has mixed feelings about the Gray Gardeners' reneging on the deal with Colson. A team of lower-ranking Gray Gardener guards assists him.

If the PCs plan their approach using information gained from scoping out the prison overnight, they can avoid the regular guards' patrols. In this case, they can likely avoid being noticed as they slip through the facility; the guards are confident that the facility is secure and have grown complacent, taking a -4 penalty on their Perception checks. However, if one or more PCs failed their Stealth checks to avoid the notice of the displaced Galtans on the streets, the guards instead gain a +2 bonus on these checks. The only place they can easily see from their position in the break room is a narrow strip of the hallway (area **A1**). In any case, if more than one PC fails his Stealth check, the guards take notice and investigate the disturbance. Alternatively, the PCs may ambush the guards on their way in.

If the PCs do not deal with these guards before they fight the prison's ethereal guardians, the Gray Gardeners likely hear the Andorens' squabbling, and they certainly notice the combat with the guardians. They hurry to area **A7** to block the PCs' escape, though they don't interfere in the fight, hoping that the guardians are sufficient to remove the threat and unwilling to place themselves in harm's way. In Subtier 10-11, the guards are particularly frantic about getting out of the way, with Estienne calling out to the others to run as quickly as they can and stay away from the "horrid ghost."

Regardless of where the PCs encounter him, Estienne is reluctant to give his life for the Gray Gardeners' cause. A PC who succeeds at a Hard Sense Motive check can pick up on this hesitation, while PCs who successfully collected

information about Estienne during their investigations notice it immediately. A PC aware of his trepidation can convince him to stand down with an Average Diplomacy, Bluff, or Intimidate check as a standard action, which causes the other guards to break ranks as well. If the Pathfinders allow Estienne to escape, he is grateful enough to point out valuable gear in area A8.

SUBTIER 7-8 (CR 9)

ESTIENNE JACQUERT

CR 6

Male human swashbuckler 7 (*Pathfinder RPG Advanced Class Guide* 56)

N Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 21, touch 17, flat-footed 14 (+4 armor, +4 Dex, +3 dodge)

hp 71 (7d10+28)

Fort +5, **Ref** +10, **Will** +4

Defensive Abilities charmed life 4/day, nimble +2

OFFENSE

Speed 30 ft.

Melee +1 rapier +14/+9 (1d6+8/15-20+7 precision)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (3), swashbuckler weapon training +1

TACTICS

During Combat Estienne maneuvers to stay between his opponents and the exit, using Acrobatics to reposition himself if necessary. In melee, he uses opportune parry and riposte to defend himself.

Morale Once the other guards are dead, Estienne flees (or surrenders if the group has promised leniency).

STATISTICS

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

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

Feats Dodge, Extra Panache^{ACG}, Fencing Grace^{UI}, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +14, Escape Artist +14, Perception +11, Sleight of Hand +14

Languages Common

SQ swashbuckler finesse

Combat Gear *potion of cure light wounds* (2); **Other Gear** +1 studded leather, +1 rapier, light crossbow with 20 bolts, cloak of resistance +1, 20 gp

GRAY GARDENER GUARDS (4)

CR 4

Human vigilante 5 (*Pathfinder RPG Ultimate Intrigue* 9)

NE Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 41 each (5d8+15)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities unshakable (+5)

OFFENSE

Speed 20 ft.

Melee mwk rapier +8 (1d6+4/18-20), mwk dagger +8 (1d4+4/19-20)

Special Attacks startling appearance

TACTICS

Before Combat The guards attempt to sneak up on the PCs, positioning themselves to attack less defended party members with their startling appearance.

During Combat The guards stand their ground, moving only if their attacks proved completely ineffective against the previous target.

Morale Unless Estienne calls for them to stand down, the guards fight to the death.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 21

Feats Double Slice, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12 (+8 when jumping), Bluff +8, Diplomacy +8 (+12 when in their social identity), Disguise +9 (+29 to appear as part of polite society while in their social identity), Knowledge (engineering) +5, Perception +7, Sense Motive +7 (+11 when in their social identity), Stealth +12

Languages Common

SQ dual identity, seamless guise, social talents (case the joint, many guises,, social grace), vigilante specialization (avenger), vigilante talents (armor skin, lethal grace)

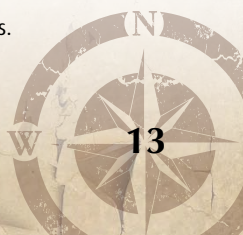
Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chainmail, mwk dagger, mwk rapier, 178 gp

SPECIAL ABILITIES

Armor Skin (Ex) The guards don't apply the armor check penalty to Acrobatics, Escape Artist, or Stealth checks.

Case the Joint (Ex) While in their social identities guards can spend at least one hour and attempt a DC 20 Knowledge (engineering) check to scope out a location without drawing attention, in preparation for returning in their Gray Gardener identities for later raids.

Dual Identity (Ex) Each guard has two identities: a neutral-aligned social identity that they use when going about their daily lives, and a neutral evil vigilante identity that they use while performing their duties as Gray Gardeners. Knowledge checks about one identity do not reveal information about the other, and spells and effects that would locate one identity don't find the other unless the caster knows both identities. Each guard picks an identity each morning and can change to the other one with 1 minute of costuming and mental preparation. They are currently in their vigilante identities.



Seamless Guise (Ex) If a creature suspects a connection between a Gray Gardener guard and that guard's social identity, the guard can attempt a Disguise check with a +20 circumstance bonus to reinforce the current identity.

Lethal Grace (Ex) The guards gain Weapon Finesse as a bonus feat. Additionally, because they use their Dexterity bonus on attack rolls and their Strength bonus on damage rolls, they add a bonus equal to half their vigilante level (+2) to their damage rolls.

Many Guises (Ex) In addition to their social and vigilante identities, the guards can create neutral-aligned mundane identities as nondescript humans of any gender, such as common laborers or peasants. They receive a +20 circumstance bonus on Disguise checks to appear to be an ordinary human. They cannot use social talents in this form.

Social Grace (Ex) Whenever Gray Gardner guards are in their social identity, they gain a +4 circumstance bonus on Diplomacy and Knowledge (local) checks.

Startling Appearance (Ex) When a guard attempts an attack against a foe who is completely unaware of the guard's presence, the foe is treated as flat-footed for the rest of the guard's turn. The foe also takes a -4 penalty on attack rolls against the guard until the start of the guard's next turn. Uncanny dodge and similar abilities negate the effects of startling appearance.

Unshakable (Ex) Add +5 to the DC of attempts to intimidate each of the guards.

Vigilante Specialization (Ex) The guards have the avenger specialization, which grants them a base attack bonus equal to their Hit Dice.

SUBTIER 10-11 (CR 12)

ESTIENNE JACQUERT

CR 9

Male human swashbuckler 10 (*Pathfinder RPG Advanced Class Guide* 56)

N Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +1 Dex, +3 dodge, +1 natural)

hp 99 (10d10+40)

Fort +6, **Ref** +12, **Will** +7

Defensive Abilities charmed life 5/day, nimble +2

OFFENSE

Speed 30 ft.

Melee +1 rapier +19/+14 (1d6+9/15-20+10 precision)

Ranged mwk light crossbow +15 (1d8/19-20)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (4), swashbuckler weapon training +2

TACTICS

During Combat Estienne maneuvers to stay between his opponents and the exit, using Acrobatics to reposition himself if necessary. In melee, he uses opportune parry to defend himself.

Morale Once the other guards are dead, Estienne flees (or surrenders if the group has promised leniency).

STATISTICS

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

Base Atk +10; **CMB** +10; **CMD** 27

Feats Dodge, Extra Panache^{ACG}, Fencing Grace^{UI}, Greater Weapon Focus (rapier), Iron Will, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +11, Escape Artist +11, Perception +14, Sleight of Hand +11

Languages Common

SQ swashbuckler finesse

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 studded leather, +1 rapier, mwk light crossbow, *amulet of natural armor* +1, *cloak of resistance* +1

GRAY GARDENER GUARDS (4)

CR 7

Human vigilante 8 (*Pathfinder RPG Ultimate Intrigue* 9)

NE Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 23, touch 12, flat-footed 22 (+10 armor, +1 deflection, +1 Dex, +1 shield)

hp 71 each (8d8+32)

Fort +4, **Ref** +10, **Will** +5

Defensive Abilities unshakable (+8)

OFFENSE

Speed 30 ft.

Melee mwk rapier +11/+6 (1d6+6/18-20), mwk dagger +11/+6 (1d4+6/19-20)

Special Attacks startling appearance

TACTICS

Before Combat The guards attempt to sneak up on the PCs, positioning themselves to use their startling appearance.

During Combat The guards stand their ground, moving only if their attacks prove completely ineffective against the previous target. They use cunning feint against lightly-armored opponents to reduce their AC.

Morale Unless Estienne calls for them to stand down, the guards fight to the death.

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 25

Feats Double Slice, Heavy Armor Proficiency, Improved Two-Weapon Fighting, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +11, Diplomacy +10 (+15 when in their social identity), Disguise +11 (+31 to appear as part of polite society when in their social identity),

Escape Artist +13, Knowledge (engineering) +5, Perception +9, Sense Motive +9 (+13 when in their social identity), Stealth +14

Languages Common

SQ dual identity, seamless guise, social talents (case the joint, gossip collector, many guises, social grace), vigilante specialization (avenger), vigilante talents (armor skin, cunning feint, heavy training, lethal grace)

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 full plate, mwk dagger, mwk rapier, *cloak of resistance* +1, *ring of protection* +1

SPECIAL ABILITIES

Armor Skin (Ex) See Subtier 7–8. Additionally, because the guards have the heavy training talent, they can move at full speed in heavy armor.

Case the Joint (Ex) See Subtier 7–8.

Cunning Feint (Ex) A guard can feint as a move action in place of the first attack during a full attack. When a guard successfully feints, the opponent is denied its Dexterity bonus to AC until the beginning of the guard's next turn.

Dual Identity (Ex) See Subtier 7–8.

Gossip Collector (Ex) The guards can gather information in 1d2 hours instead of the typical 1d4 hours.

Heavy Training (Ex) The guards gain Heavy Armor Proficiency as a bonus feat.

Seamless Guise (Ex) See Subtier 7–8.

Lethal Grace (Ex) The guards gain Weapon Finesse as a bonus feat. Additionally, because they use their Dexterity bonus on attack rolls and their Strength bonus on damage rolls, they add a bonus equal to half their vigilante level (+4) to their damage rolls.

Many Guises (Ex) See Subtier 7–8.

Social Grace (Ex) See Subtier 7–8.

Startling Appearance (Ex) See Subtier 7–8.

Unshakable (Ex) Add 8 to the DC of attempts to intimidate each of the guards.

Vigilante Specialization (Ex) See Subtier 7–8.

Treasure: If Estienne points out gear in **A8**, it is of equivalent value to the equipment that would have been gained by looting him and the guards.

Rewards: If the PCs neither talk Estienne out of his plans nor defeat him and the other Gray Gardeners, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 986 gp.

Out of Subtier: Reduce each PC's gold earned by 1,915 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,845 gp.

FREEING THE ANDORENS (CR 11 OR CR 14)

Only narrow beams of light illuminate the long hallway, lined with dull metal and iron bars. Most of the cramped cells are empty, but the stench of stale sweat, chamber pots, and spilled blood hangs heavy on the air.

Scaling Gray Guards

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

Both Subtiers: Estienne's heart clearly isn't in the fight. He fights with the staggered condition until he takes 30 points of damage. Remove two Gray Gardener guards.

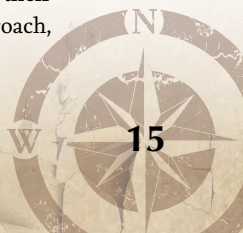
Opening a cell door without the key requires a successful DC 40 Disable Device check. If the PCs lifted a key from the off-duty guard, that key opens the cell doors.

Creatures: The Andoren citizens are being held in separate cells. Augustyn Naran, Halmont Warrith, and Morvius Korkovin are being held in area **A10** (cells **A10a**, **A10c**, and **A10g**, respectively). Victoria Garvensi and Sabrine Tularis are in area **A11** (cells **A11b** and **A11e**). There are no other prisoners held here at this time—perhaps most notably, Major Colson Maldris is nowhere to be found, having been taken out at sunrise by a contingent of Gray Gardeners as the first to be executed.

The Andorens are rather worse for the wear, between mistreatment at the hands of their captors and removal from their normally privileged lifestyles. Halmont has the panicked condition on account of his impending execution; if a PC removes the condition or calms him with a Hard Diplomacy check, he tells the PCs about the *primal elemental gem* he has hidden within his platinum signet ring and explains the method for opening the ring to retrieve it (see page 16). Morvius is suffering alcohol withdrawal, leaving him exhausted until the PCs cure the disease with *remove disease* or remove his exhaustion through other means. The DC of his Fortitude save to avoid further harm from his addiction is currently DC 17. Augustyn and Sabrine are initially uncooperative, convinced that the PCs are additional Gray Gardeners here to take them to execution or otherwise intending to cause them harm.

Only Victoria has her wits together enough to immediately recognize the PCs as a rescue party. If asked about Colson, she can explain that he was removed earlier in the morning in a process that involved a number of uniformed Gray Gardeners and quite a bit of noise as heavy objects were moved in one of the rooms to the west. (This noise was caused by a combination of unbarring the heavy double doors in area **A7** and moving the *final blade* onto a wagon for transport to the square where the executions take place; the prisoners can hear the goings-on in other rooms but their cells don't allow line of sight to the proceedings.)

Upon hearing this revelation, Augustyn suggests letting Colson's execution serve as a distraction to facilitate their own escape. While some PCs may agree with this approach,



Scaling Freeing the Andorens

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

Subtier 7–8: Remove one spectre.

Subtier 10–11: The banshee's constant struggle with the pakalchis has weakened her, lowering her Charisma score by 4. This reduces her AC to 24 (touch 24, flat-footed 12), her maximum hit points to 123, her CMD to 38, and the DC to resist her abilities by 2. Additionally, her incorporeal touch deals 12d6 points of negative energy damage, and her wail deals 120 points of damage.

Sabrina doesn't want to see anyone get trapped in a *final blade*, and the two Andorens begin a heated argument with one another. Convincing them to go along with whatever plan the PCs have concocted requires a successful Easy Bluff, Diplomacy, or Intimidate check to encourage either Augustyn or Sabrina (or both, depending on the plan the PCs present) to cooperate.

Moving the Andorens out of the prison proves more complicated than simply motivating the prisoners: the prison's ethereal and undead guardians don't take kindly to the PCs' interfering in their own delights, and they move to confront the party as soon as the PCs try to bring the prisoners from the cell blocks into area **A9**. Violaine has forbidden the creatures from harming the prisoners, an edict which the sahkils follow and enforce upon the undead, though left to their own devices, the undead attack without regard for who gets harmed in the process.

The prison's guardians are well aware of the benefits they gain from the *unhallow* effect guarding the facility, including the bonuses against attacks and effects generated by good creatures; the undead benefit from a reduced saving throw DC to resist channeled positive energy. The Andorens have AC 10 and 2 hit points each due to their mistreatment at the hands of the Gardeners, and their save bonuses are +5. Treat their Hit Dice as 5. If the PCs heal them, they become somewhat more durable. In their current condition, their maximum hit points are 20.

SUBTIER 7–8 (CR 11)

PAKALCHI

CR 9

hp 115 (*Pathfinder RPG Bestiary 5* 216; see page 29)

TACTICS

During Combat The sahkil casts *dominate person* on the most physically threatening character, then focuses its attacks on anyone carrying a holy symbol. It is excluded from most effects of the *forbiddance*, but the wards do prevent it from using its summoning ability. It casts *blink* before entering melee combat.

Morale The pakalchi has no interest in prolonging its existence, and it fights until destroyed.

SPECTRES (2)

CR 7

hp 52 each (*Pathfinder RPG Bestiary 256*; see page 30)

TACTICS

During Combat The pakalchi has not allowed the spectres to consume the prisoners, which has left them furious and hungry for life energy. The spectres relentlessly attack the nearest PC, or the nearest creature after the pakalchi falls.

Morale The spectres fight until destroyed.

SUBTIER 10–11 (CR 14)

BANSHEE

CR 13

hp 161 each (*Pathfinder RPG Bestiary 2* 41; see page 29)

TACTICS

During Combat So long as a pakalchi remains to direct it, the banshee refrains from unleashing its wail. If both pakalchis are destroyed and the banshee remains, however, it begins wailing at the start of its next turn, taking no effort to spare the Andorens.

Morale The banshee fights until destroyed.

PAKALCHIS (2)

CR 9

hp 115 each (*Pathfinder RPG Bestiary 5* 216; see page 29)

TACTICS

During Combat The pakalchis coordinate to cast *dominate person* on two different targets, then apply their poison to as many victims as possible. A pakalchi is excluded from most of the effects of the *forbiddance*, but the wards do prevent it from using its summoning ability. It casts *blink* before entering melee combat.

Though the banshee is more powerful than the pakalchis, the sahkils nevertheless have sufficient force of will to cow the undead. They would prefer to see the strife caused by the Andorens' execution and thus, when first engaging the PCs, one commands the banshee in Common to "withhold that dreadful noise. It wouldn't do to kill the prisoners here, with such a small audience."

Morale The pakalchis have no interest in prolonging their existence, and they fight until destroyed.

Treasure: Violaine has displayed a collection of signet rings in the cell block, taken from nobles imprisoned here. Though most of them are of little value, a few are noteworthy. In Subtier 7–8, the rings include a *ring of spell knowledge II* (*Pathfinder RPG Ultimate Equipment* 174) and a *ring of archon summoning affinity* (*Pathfinder RPG Advanced Class Guide* 218). In Subtier 10–11, the collection instead features a *ring of spell knowledge III* (*Ultimate Equipment* 174) and a *ring of the ram* with 10 charges remaining. One of the rings appears to be a simple platinum signet ring, but, in truth, it contains a

masterfully hidden secret compartment lined with lead to block magical detection. The DC of the Perception check to find the compartment without Halmont's assistance is 5 higher than the Hard DC. Opening the compartment requires a PC to succeed at a Hard Disable Device check unless the PCs have Halmont's assistance, as Halmont has memorized the opening mechanism. Within is a *primal air elemental gem*, which functions as an *air elemental gem*, except that it summons a Huge air elemental at CL 13th.

Development: The process of freeing the Andorens and the combat with the prison's ethereal guardians draws the attention of the Gray Gardeners on duty at the prison (assuming the PCs haven't already removed those guards). They can likely hear the Andorens' bickering and, barring particularly unusual tactics, can see the conflict with the guardians through the observation window from their break room. See Gray Guards on page 12.

If the PCs used Bluff or Intimidate to persuade Augustyn or Sabine to set aside their conflicting opinions about Colson's impending execution, they resume their arguments as soon as they are outside the prison facility. A PC can reinforce any instructions by succeeding at a check using an Average DC; the Andorens take poorly to being deceived or threatened and they insist upon their own opinions. If the PCs are successful, the Andorens cease their objections for good and follow the PCs' directions willingly; on a failure, the PCs may need to resort to less-savory methods of transporting the prisoners, or else abandon any dissenters entirely.

Rewards: If the PCs do not defeat the sahkil and undead, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,350 gp.

Out of Subtier: Reduce each PC's gold earned by 1,442 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,535 gp.

THE BLADE RISES

The PCs learned from Eylara that Colson was taken to Isarn's town square, where he is going to be executed shortly. The party will have to decide whether they feel an intervention to rescue him is worth their efforts—a decision that could prove difficult and perhaps contentious.

On one hand, the present situation is a direct result of Colson's own scheme, and many players (and characters) may feel that he's earned what's come to him. On the other, Colson is a Pathfinder agent with a long track record, and regardless of what mistakes he might have made, execution via *final blade* is a rather extreme sentence. PCs may want to see Colson tried in a court of law rather than at the whim of the Gray Gardeners (especially a Gray Gardener who has been subtly influenced by extraplanar fiends), and Venture-Captain Eliza Petulengro did request that the PCs save him if possible.

As this decision involves a character that players might have strong feelings about—whether positive or

negative—be prepared for the possibility that players might get passionate about this portion of the scenario. If tempers or voices rise, don't hesitate to remind players that whatever their characters might think, as players they should endeavor to treat their fellow players with respect and civility at the table.

If the party decides to mount a rescue mission, run the encounter Fighting For Freedom. If they instead elect to abandon Colson to his fate, proceed to the encounter Bloody Blades on page 24.

Eylara's Assistance: The PCs may have secured Eylara's assistance in getting the Andorens to safety. In this case, she intercepts them just outside the prison with the news that the first execution is already taking place. PCs who elect to mount a rescue mission for Colson can place the Andoren citizens into Eylara's care; the Andorens are relieved to have the protection of an Eagle Knight, even if she's a few years retired, and they willingly follow her lead. If the PCs instead decide to prioritize the civilians' escape, Eylara accompanies them, reluctantly agreeing that keeping the civilians safe is more important than saving her longtime friend.

B. FIGHTING FOR FREEDOM (CR 11 OR CR 14)

PCs who elect to attempt to save Colson must get the Andorens back to the ship first; they're in no state to be anything but a liability in a rescue mission. In this event, the party faces no resistance on their route from the prison facility back to the docks. If the party has Eylara's aid, she takes over shepherding the Andorens back to the ship; this lets the PCs immediately go intervene in Colson's impending execution. Otherwise, once the PCs reach the docks, Armeline quickly takes responsibility for getting the Andoren citizens settled on the keelboat and ready for the journey, freeing the PCs to undertake their rescue mission.

The PCs should already know where the execution is being held, and any citizen can direct them to the location if they ask. When they arrive at the square, read or paraphrase the following.

A temperamental crowd fills the town square before a wide scaffold, heaving and jostling as citizens strive for a clear view of the gleaming guillotine and the masked Gray Gardener checking over its mechanisms. Behind this executioner is a bound and gagged bundle of a man in a sorry state. Dried blood crusts one side of his face, not quite covering the bruise beneath; dark circles line his half-closed eyes, and he slumps in a heap over the manacles chaining him to the scaffold.

A woman's voice carries over the murmur of the crowd. The speaker stands at the other side of the scaffold, wearing the distinctive cloak and mask of the Gray Gardeners, and it seems she's already been speaking some time. "And this, citizens of Galt, is why we must remain vigilant! There is no end to those who feel they are entitled to power, and they will inevitably find a way



B. Fighting for Freedom



to use what power they can grasp to abuse those they see as lesser. Will we, the citizens of Galt, stand by idly while privileged foreigners scheme to use us as tools for their own ends?" The crowd erupts with a howl of indignation, and the speaker gestures to the prisoner. "What sentence should he serve?"

The question seems expected, and the crowd responds with a measured chant: "Death, death, death!"

Colson, manacled on the platform, is currently unconscious but stable. He has suffered severe internal injuries at the hands of the Gray Gardeners, however, and until he benefits from a *regenerate* spell or more powerful magic, he remains unable to fight or run. Any effort that restores 10 or more hit points returns him to consciousness, a state in which he can explain any portions of the adventure's background the PCs may have missed, and if freed from the manacles (hardness 10, hp 10, break DC 28, Disable Device DC 30), he can follow the PCs at a walking pace. He sincerely thanks the PCs for intervening in the mess he created, but he recognizes that his actions have taken him far past the point where apologies alone can be seen as meaningful; he otherwise follows directions and remains silent unless specifically addressed.

The PCs don't have much time to waste. The crowd's chanting serves as a signal for the executioner to haul Colson forward to the guillotine, and unless the PCs intervene, the former faction leader meets his grisly fate about a minute later (10 rounds) amidst the cries of an increasingly bloodthirsty crowd. Getting Colson off the scaffold without being noticed requires magic or other extraordinary means. The simplest and most obvious approach is likely to go in fighting, though the PCs could contrive and enact a wide variety of plans to disrupt the proceedings. Regardless of their approach, as soon as the PCs interfere with the execution, the outraged mob turns against them for obstructing the delivery of a fitting sentence.

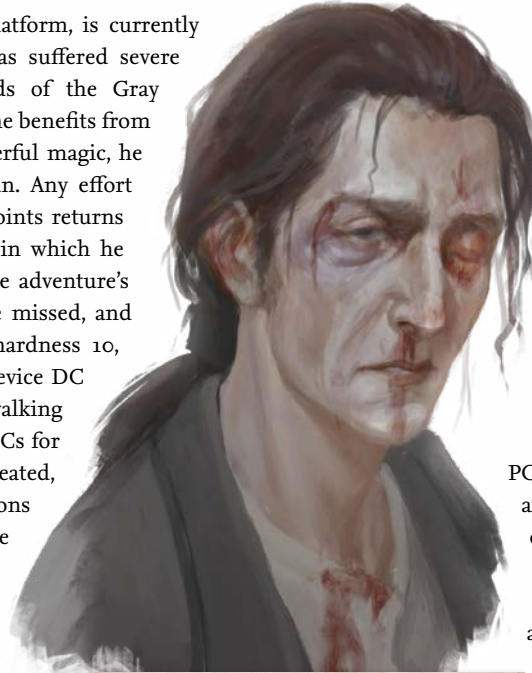
Creatures: The Gray Gardeners' leader in Isarn is a mesmerist named Violaine Halphene, known to most as Citizen Dread. A second Gray Gardener accompanies her, devoted to the cause and trusting in Violaine's leadership. In addition, Violaine has whipped up a mob of angry Galtan citizens who fight alongside them.

The size of the crowd depends upon the PC's prior actions. If they gained Eylara's assistance in getting the Andorens back to the ship, there is one fewer Galtan citizens troop, as Eylara's

Scaling Fighting for Freedom

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

Both Subtiers: The executioner flees the moment combat breaks out.



Colson Maldris

deeds have split the Gray Gardener's attention (see page 8). If the PCs started a tavern brawl without disguising themselves, add one troop (see page 9).

The Galtan citizens are not fierce combatants, but Citizen Dread has convinced them that Colson is an enemy of the revolution and a vile individual. While the PCs can almost certainly overcome the citizens through force of arms, in either version of the confrontation the PCs can instead use a variety of abilities and skills to dissuade the civilians from continuing the conflict. Attempting to influence a Galtan citizens troop is a standard action (or the appropriate action, if using a special ability). A PC who succeeds at an Easy Sense Motive or Spellcraft check notices that the Gray Gardener has been magically influencing the civilians. The PCs can talk down a troop with a Hard Bluff, Diplomacy, or Intimidate check.

Alternatively, if the PCs succeed at an Average Appraise, Knowledge (geography), or Profession (merchant) check or a similar skill check, they can appeal to the citizens' self-interest with the knowledge that the executions would estrange Galt's strongest ally and trading partner. If the PCs remove the magical augmentation from Violaine's influence (*mass charm person*), lower the difficulty of the check by one category (from Hard to Average or Average to Easy). A troop subjected to one successful attempt to discourage its attacks deals half damage for the rest of the encounter. After a second successful check, it breaks up and disperses, as if its hit points had been reduced to 0.

SUBTIER 7-8 (CR 11)

GALTAN CITIZENS (2)

CR 5

Human troop (*Pathfinder RPG Bestiary* 6 265)

CN Medium humanoid (human, troop)

Init +6; Senses Perception +8



DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 52 each (7d8+21)

Fort +8, **Ref** +6, **Will** +3

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (2d6+3)

Space 20 ft.; **Reach** 5 ft.

Special Attacks flurry of garbage

TACTICS

During Combat The mob responds to Violaine's directions as long as she's able to give them, targeting spellcasters and moving to assist the Gray Gardeners. If she's down, they act much more chaotically, lashing out at the outsiders causing the mess.

Morale Death and injury only seem to rile up the mob more. They do not stop until dispersed through reason or force.

STATISTICS

Str 17, **Dex** 14, **Con** 16, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21 (can't be tripped)

Feats Dodge, Improved Initiative, Light Armor Proficiency, Lightning Reflexes

Skills Appraise +1, Diplomacy +4, Intimidate +4, Perception +8

SPECIAL ABILITIES

Flurry of Garbage (Ex) The Galtan citizens carry rotten vegetables, garbage, and other unsavory objects that they had planned to throw at Colson Maldris to express their disapproval of his treacherous ways. Some of this refuse is merely sickening, but other portions of it are actively dangerous. A citizen troop can throw a flurry of garbage with a 20 foot range as a standard action, affecting all creatures in four 5-foot radius areas. Creatures in that area take 2d6+3 points of bludgeoning damage and must succeed at a DC 17 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.

GRAY GARDENER EXECUTIONER

CR 7

Male human slayer 8 (*Pathfinder RPG Advanced Class Guide* 53)

LE Medium humanoid (human)

Init +2; **Senses** *deathwatch*; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +1 deflection, +2 Dex, +1 dodge)

hp 80 (8d10+32)

Fort +8, **Ref** +8, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk handaxe +12/+7 (1d6+4/19-20/*3), mwk handaxe +12/+7 (1d6+2/19-20/*3)

Special Attacks sneak attack +2d6, studied target +2 (2nd, swift action)

TACTICS

Before Combat The executioner received Violaine's mesmeric mirror mesmerist trick before making his public appearance.

During Combat The executioner maneuvers carefully around the battlefield, attempting to flank opponents that the Galtan citizens troops threaten and making as many attacks as possible with sneak attack.

Morale The executioner does not flee while Violaine lives. If he knows she is dead, he surrenders or attempt to flee once reduced to less than 40 hit points.

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 26

Feats Dodge, Improved Critical (handaxe), Improved Two-Weapon Fighting, Iron Will, Mobility, Toughness, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics -2 (-6 when jumping), Bluff +10, Disguise +10, Heal +12, Intimidate +10, Perception +12, Sense Motive +12, Stealth +9

Languages Common

SQ combat style (two-weapon combat), slayer talents (ranger combat style^{ACG}, ranger combat style^{ACG}, slow reactions, weapon training), stalker, track +4

Gear +1 *chainmail*, mwk handaxes (2), *deathwatch eyes*^{UE}, *ring of protection* +1, 88 gp

VIOLAINE HALPHENE, CITIZEN DREAD

CR 9

Female human mesmerist 10 (*Pathfinder RPG Occult Adventures* 38)

NE Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 102 (9d8+50)

Fort +5, **Ref** +9, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+1/19-20)

Special Attacks bold stares (disorientation, sapped magic), hypnotic stare (-3), manifold tricks (3 tricks), mental potency (+2), mesmerist tricks 9/day (compel alacrity, false flanker, mesmeric mirror, psychomatic surge [1d8+5], shadow splinter [DC 19], spectral smoke [DC 19]), painful stare (+7 or +4d6+7)

Mesmerist Spells Known (CL 10th; concentration +14)

4th (2/day)—*mass charm person*^{UI} (DC 19), *freedom of movement*

3rd (3/day)—*bestow curse* (DC 17), *confusion* (DC 18), *glibness*, *misdirection*

2nd (5/day)—*blindness/deafness* (DC 16), *false life*, *misdirection*, *oneiric horror*^{OA} (DC 16), *silence* (DC 16)

1st (5/day)—*charm person* (DC 16), *color spray* (DC 15), *command* (DC 16), *comprehend languages*, *demand offering*^{OA} (DC 16)

0 (at will)—*detect magic*, *detect poison*, *detect psychic significance*^{OA}, *light*, *message*, *prestidigitation*

TACTICS

Before Combat Violaine has cast *freedom of movement*, *false life*, *glibness*, and *undetected alignment* in preparation for her public appearance. She has also cast *mass charm person* to help rile up the mob and applied the mesmeric mirror mesmerist trick to the executioner and herself. The benefits of *false life* and *glibness* are included in her statistics.

During Combat Violaine uses her hypnotic stare against the target of her actions each round, depending on spells like *confusion* and *silence* to deal with spellcasters or those who are turning the crowd against her. When she or the executioner is attacked, she activates mesmeric mirror. She uses her dagger only if she cannot cast spells, and then feints to make openings for her allies to strike.

Morale Violaine is extremely hesitant to flee and abandon her cult of personality, but if all of her allies have dispersed and she is reduced to 20 hit points or fewer, Violaine surrenders, using her high Bluff skill to attempt to convince the PCs that she will come quietly. On her turn, however, she casts *dimension door* to flee with a flourish, vowing revenge upon the PCs.

Base Statistics Without *false life*, Violaine's statistics are **hp 88**.
Skills Bluff +2.

STATISTICS

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

Base Atk +7; CMB +8; CMD 22

Feats Dodge, Improved Feint, Intense Pain^{OA}, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Bluff +22 (+42 to convince another of the truth of her words), Diplomacy +17, Disguise +17, Knowledge (local) +13, Sense Motive +12, Spellcraft +13, Stealth +15

Languages Common

SQ consummate liar +5, touch treatment 7/day (greater)

Combat Gear *scroll of dimension door*; **Other Gear** +1 studded leather, mwk dagger, *amulet of natural armor* +1, *ring of protection* +1, keys to areas **A2** and **A3**, key to Maldris's manacles, 173 gp

SPECIAL ABILITIES

Mass charm person This spell functions like *charm person*, except that *mass charm person* affects a number of humanoid creatures whose combined Hit Dice don't exceed twice the caster's level.

SUBTIER 10-11 (CR 14)

GALTAN CITIZENS (2)

CR 8

Human troop (*Pathfinder RPG Bestiary* 6 265)

CN Medium humanoid (human, troop)

Init +8; **Senses** Perception +12

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 93 each (11d8+33)

Fort +10, **Ref** +9, **Will** +6

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d6+4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks flurry of garbage

TACTICS

During Combat The mob responds to Violaine's directions as long as she's able to give them, targeting spellcasters and moving to assist the Gray Gardeners. If she's down, they act much more chaotically, lashing out at the outsiders causing the mess.

Morale Death and injury only seem to rile up the mob more.

They do not stop until dispersed through reason or force.

STATISTICS

Str 18, Dex 18, Con 16, Int 10, Wis 13, Cha 12

Base Atk +8; **CMB** +13; **CMD** 28

Feats Dodge, Fleet, Improved Initiative, Iron Will, Light Armor Proficiency, Lightning Reflexes

Skills Appraise +1, Diplomacy +8, Intimidate +4, Perception +12

SPECIAL ABILITIES

Flurry of Garbage (Ex) The Galtan citizens carry rotten vegetables, garbage, and other unsavory objects that they had planned to throw at Colson Maldris to express their disapproval of his treacherous ways. Some of this refuse is merely sickening, but other portions of it are actively dangerous. A citizen troop can throw a flurry of garbage with a 20 foot range as a standard action, affecting all creatures in four 5-foot radius areas. Creatures in that area take 3d6+4 points of bludgeoning damage and must succeed at a DC 18 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.

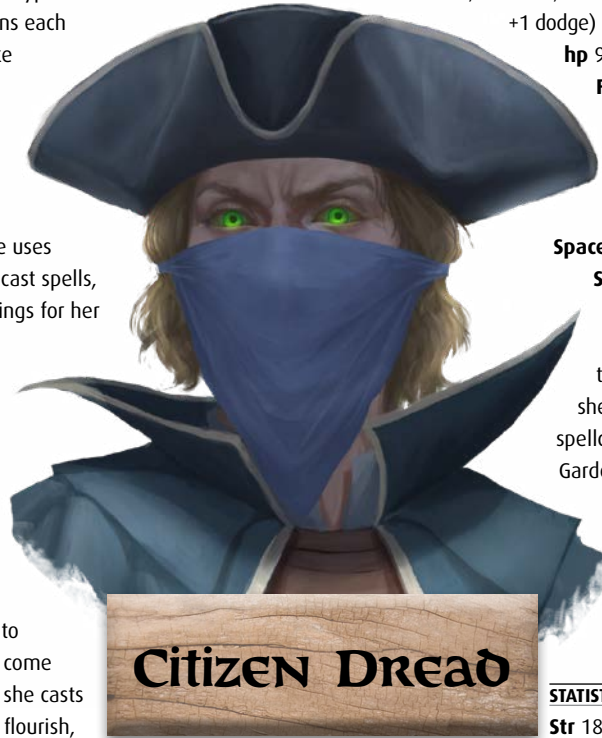
GRAY GARDENER EXECUTIONER

CR 10

Male human slayer 11 (*Pathfinder RPG Advanced Class Guide* 53)

LE Medium humanoid (human)

Init +2; **Senses** *deathwatch*; Perception +15



Scaling Bloody Blades

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

Both Subtiers: Remove the executioner. The second Gray Gardener instead dissolves into the crowds, becoming a part of one of the troops.

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +1 deflection, +2 Dex, +1 dodge)

hp 109 (11d10+44)

Fort +9, **Ref** +11, **Will** +6

OFFENSE

Speed 20 ft.

Melee mwk handaxe +15/+10/+5 (1d6+4/19-20/*3), mwk handaxe +15/+10 (1d6+2/19-20/*3)

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

TACTICS

Before Combat The executioner received Violaine's mesmeric mirror mesmerist trick before making his public appearance.

During Combat The executioner maneuvers carefully, attempting to flank opponents that the Galtan citizens troops threaten and making as many attacks as possible with sneak attack.

Morale The executioner does not flee while Violaine lives. If he knows she is dead, he surrenders or attempt to flee once reduced to less than 54 hit points.

STATISTICS

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

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

Feats Combat Reflexes, Dodge, Improved Critical (handaxe), Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Mobility, Toughness, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics -2 (-6 when jumping), Bluff +13, Disguise +13, Heal +15, Intimidate +13, Perception +15, Sense Motive +15, Stealth +12

Languages Common

SQ combat style (two-weapon combat), slayer talents (bleeding attack +3, ranger combat style^{ACG}, ranger combat style^{ACG}, slow reactions, weapon training), stalker, track +5

Other Gear +1 chainmail, mwk handaxes (2), deathwatch eyes^{UE}, ring of protection +1, 88 gp

VIOLAINE HALPHENE, CITIZEN DREAD

CR 12

Female human mesmerist 13 (*Pathfinder RPG Occult Adventures* 38)
NE Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 127 (13d8+69)

Fort +10, **Ref** +12, **Will** +14

Defensive Abilities *freedom of movement*

OFFENSE

Speed 30 ft.

Melee +1 dagger +12/+7 (1d4+2/19-20)

Special Attacks bold stares (disorientation, sapped magic, timidity), hypnotic stare (-3), manifold tricks (4 tricks), mental potency (+2), mesmerist tricks 11/day (compel alacrity, false flanker, mesmeric mirror, psychosomatic surge [1d8+6], shadow splinter [DC 21], spatial switch, spectral smoke [DC 21]), painful stare (+9 or +6d6+9)

Mesmerist Spells Known (CL 13th; concentration +18)

5th (2/day)—*feeblemind* (DC 21), *mind fog* (DC 21)

4th (4/day)—*dimension door*, *dominate person* (DC 20), *freedom of movement*, *mass charm person*^{III} (DC 20)

3rd (5/day)—*bestow curse* (DC 18), *confusion* (DC 19), *deep slumber* (DC 19), *glibness*, *nondetection*

2nd (6/day)—*blindness/deafness* (DC 17), *detect thoughts* (DC 17), *false life*, *misdirection*, *oneiric horror*^{OA} (DC 17)

1st (7/day)—*charm person* (DC 17), *color spray* (DC 16), *command* (DC 17), *comprehend languages*, *demand offering*^{OA} (DC 17), *sleep* (DC 17)

0 (at will)—*detect magic*, *detect poison*, *detect psychic significance*^{OA}, *light*, *message*, *prestidigitation*

TACTICS

Before Combat Violaine has cast *freedom of movement*, *false life*, *glibness*, and *nondetection* in preparation for her public appearance. She has also cast *mass charm person* to help rile up the mob and applied the mesmeric mirror mesmerist trick to the executioner and herself. The benefits of *false life* are included in her statistics.

During Combat Violaine uses her hypnotic stare against the target of her actions each round, depending on spells like *feeblemind* and *confusion* to deal with spellcasters or those who are turning the crowd against her. Early in combat, she casts *dominate person* on the most heavily armed opponent. When she or the executioner is attacked, she activates mesmeric mirror. She uses her dagger only if she cannot cast spells, and then feints to make openings for her allies.

Morale If all of her allies have dispersed and she is reduced to 30 hit points or fewer, she surrenders, using her high Bluff skill to attempt to convince the PCs that she will come quietly. On her turn, however, she casts *dimension door* to flee with a flourish, vowing revenge upon the PCs.

Base Statistics Without *false life*, Violaine's statistics are **hp** 112, **Skills** Bluff +27.

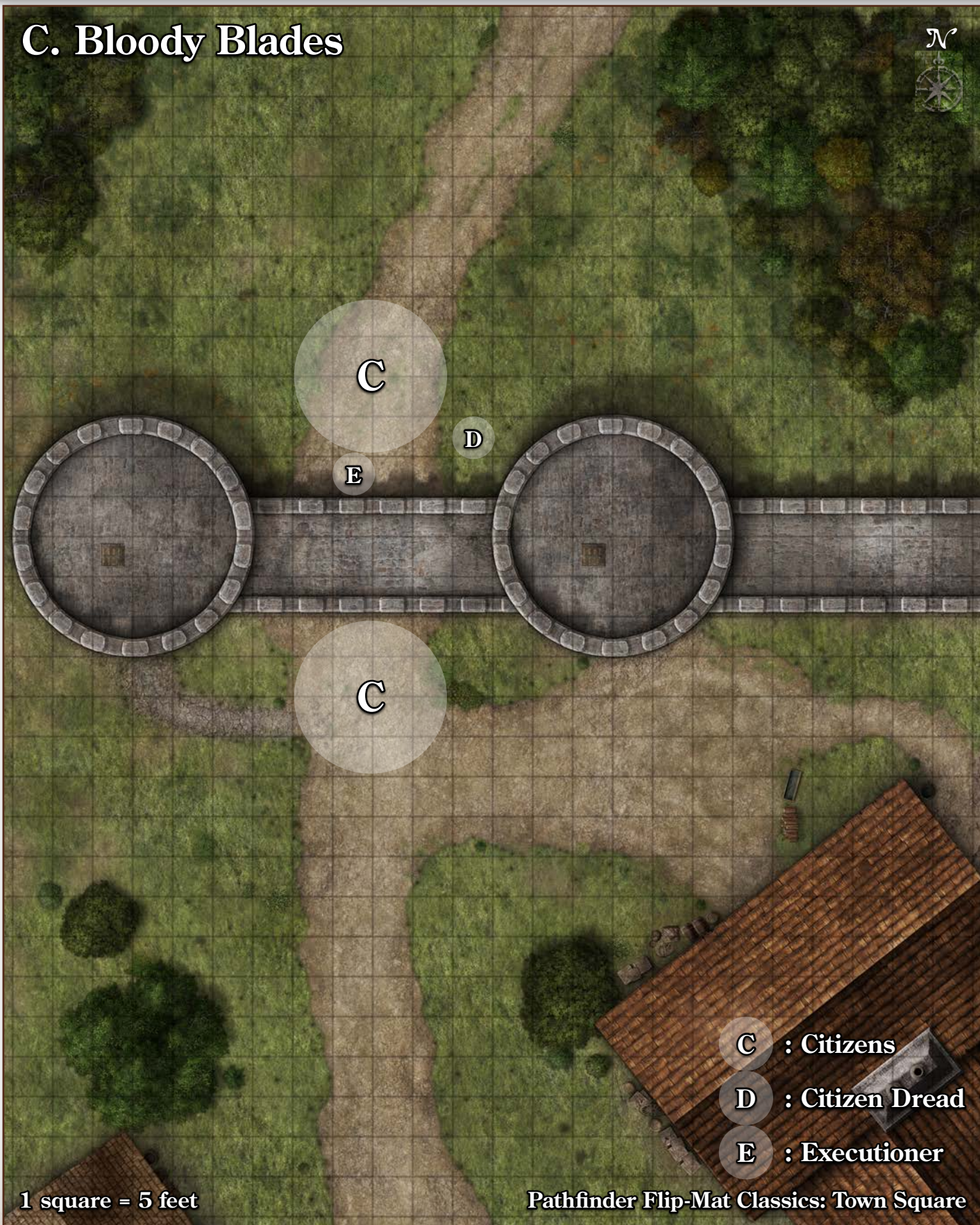
STATISTICS

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

Base Atk +9; **CMB** +10; **CMD** 24

Feats Dodge, Great Fortitude, Greater Feint, Improved Feint, Intense Pain^{OA}, Spell Focus (enchantment), Toughness, Weapon Finesse

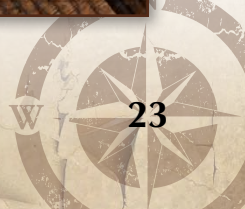
C. Bloody Blades



- C : Citizens
- D : Citizen Dread
- E : Executioner

1 square = 5 feet

Pathfinder Flip-Mat Classics: Town Square



Skills Bluff +27 (+47 to convince another of the truth of her words), Diplomacy +21, Disguise +21, Knowledge (local) +16, Sense Motive +15, Spellcraft +16, Stealth +18

Languages Common

SQ consummate liar +6, glib lie (DC 28), touch treatment 8/day (greater)

Combat Gear *scroll of dimension door*; **Other Gear** +1 studded leather, +1 dagger, amulet of natural armor +1, cloak of resistance +2, headband of alluring charisma +2, ring of protection +1, keys to areas **A2** and **A3**, 173 gp

SPECIAL ABILITIES

Mass charm person This spell functions like *charm person*, except that *mass charm person* affects a number of humanoid creatures whose combined Hit Dice don't exceed twice the caster's level.

C. BLOODY BLADES (CR 11 OR CR 14)

PCs who abandon Colson to his fate must still manage to conduct the Andorens safely back to the ship. Their absence from the prison is quickly noticed as the team of Gray Gardeners that transported Colson to the execution site returns to collect the rest of their victims—only to find them missing! Furious about this interference in her plans, the leader of the Gray Gardeners in Isarn mobilizes her angry mob to confront the PCs in an effort to either reclaim the Andorens for execution or deliver justice in a more mob-centric fashion. They intercept the PCs as they pass through a gate between sections of the city.

The sound of an angry mob arrives only shortly before the mob itself, blocking the road at one of the stone gates that divide the city. Two Gray Gardeners, with distinctive cloaks and masks over their faces, lead the crowd. One carries a lumpy, dark-stained sack, while the other points forward and shouts to the incensed townsfolk, who seem to hang on her words.

"And this, citizens of Galt, this is why we must remain vigilant! There is no end to those who feel they are entitled to power, and they will inevitably find a way to use what power they can grasp to abuse those they see as lesser. Will we, the citizens of Galt, stand by idly and watch while such crimes are committed against our people?"

The crowd erupts with a howl of indignation, and the speaker gestures forward. "Let them see the fate of the privileged foreigner who would use us as tools for his own ends, so they know what awaits them for their own crimes."

The mob howls in approval as the second Gray Gardener tosses the sack forward, the burlap tumbling over and over before spilling its grisly contents out onto the cobblestones: the severed head of Major Colson Maldris.

The Gray Gardeners and the mob have tasted blood, and they do not discriminate in their attacks. The PCs will need to keep the Andorens safe during the fight, as even if they

are entirely healed, the Andorens are not skilled combatants. They nominally trust the PCs at this point and follow basic instructions so long as those instructions will not cause imminent harm or take them out of sight of their saviors (the PCs can't, for example, order the Andorens to run away from the fight to the ship). Left to their own devices, the Andorens take the total defense action each round.

Eylara, if she accompanies the group, is distraught that their efforts weren't enough to save Colson. She stays with the Andorens and defends them using aid another to grant them a bonus to AC, but she doesn't take the offensive. The first time an Andoren citizen adjacent to her would be killed by a targeted attack, Eylara throws herself in front of the victim. She can do this only once, and she takes damage from the attack normally. Eylara has 48 hit points.

Creatures: The Gray Gardeners' leader in Isarn is a mesmerist named Violaine Halphene, known to most as Citizen Dread. A second Gray Gardener accompanies her, devoted to the cause and trusting in Violaine's leadership. In addition, Violaine has whipped up a mob of angry Galtan citizens who fight alongside them. A portrait of Citizen Dread appears on page 21.

The Galtan citizens are not fierce combatants, but Citizen Dread has convinced them that Colson is an enemy of the revolution and a vile individual. One troop of citizens blocks the gate out of the city, occupying the squares marked on the map, while the others hang back to protect Citizen Dread and the other Gray Gardener. While the PCs can almost certainly overcome the citizens through force of arms, in either confrontation the PCs can instead use a variety of abilities and skills to dissuade the civilians from continuing the conflict. Attempting to influence a Galtan citizens troop is a standard action (or the appropriate action, if using a special ability). A PC who succeeds at an Easy Sense Motive or Spellcraft check notices that the Gray Gardener has been magically influencing the civilians. The PCs can talk down a troop with a Hard Bluff, Diplomacy, or Intimidate check. Alternatively, if the PCs succeed at an Average Appraise, Knowledge (geography), or Profession (merchant) check or a similar skill check, they can appeal to the citizens' self-interest with the knowledge that the executions would estrange Galt's strongest ally and trading partner. If the PCs remove the magical augmentation from Violaine's influence (*mass charm person*), lower the difficulty of the check by one category (from Hard to Average or Average to Easy). A troop subjected to one successful attempt to discourage its attacks deals half damage for the rest of the encounter. After a second successful check, it breaks up and disperses, as if its hit points had been reduced to 0.

If the PCs started a tavern brawl without disguising themselves (see page 9), add one more troop to the encounter.

SUBTIER 7-8 (CR 11)

GALTAN CITIZENS (2) **CR 5**

hp 52 each (see page 19)

GRAY GARDENER EXECUTIONER **CR 7**

hp 80 (see page 20)

VIOLAINE HALPHENE, CITIZEN DREAD **CR 9**

hp 102 (see page 20)

SUBTIER 10-11 (CR 14)

GALTAN CITIZENS (2) **CR 8**

hp 93 each (see page 21)

GRAY GARDENER EXECUTIONER **CR 10**

hp 109 (see page 21)

VIOLAINE HALPHENE, CITIZEN DREAD **CR 12**

hp 127 (see page 22)

RETURNING TO THE SHIP

Once the PCs have defeated the Gray Gardeners and handled the angry citizens one way or another, nothing further prevents them from returning to Armeline's keelboat (with some or all of Colson Maldris in tow). Any citizens of Galt who may have considered opposing the PCs instead give them a wide berth, speaking only in hushed and fearful whispers. A few people surreptitiously nod, smile, or tip their hats to the PCs, giving subtle signs that they are happy to see the fall of Citizen Dread.

Rewards: If the PCs fail to overcome the Gray Gardeners and the Galtan citizens troops, reduce each PC's gold earned by the following amount.

Subtier 7-8: Reduce each PC's gold earned by 1,051 gp.

Out of Subtier: Reduce each PC's gold earned by 1,467 gp.

Subtier 10-11: Reduce each PC's gold earned by 1,884 gp.

CONCLUSION

As soon as the PCs arrive at the ship with whatever combination of the Andoren prisoners, Colson, and Eylara they have rescued, Armeline directs the sailors to cast off. The keelboat swiftly slips away on the river's current.

If Colson survived the scenario, he spends the journey in a morose, guilt-wracked silence. If a PC presses him, he offers only a terse comment: "She was right." Savvy PCs might realize that Violaine's words equating him with the Andorens he strove to condemn have struck home with him. If asked about the Liberty's Edge faction, he begrudgingly admits that he is unfit for leadership and offers an apology that the PCs were dragged into the mess he created. He also expresses regret that his actions may harm the faction.

Eylara, if she accompanied the PCs into the final encounter, continues to accompany the party on the river journey, pledging her support to bring the Andorens home safely. If Colson perished, she does so with a stoic detachment; if the former faction leader survived, she quietly relays her gratitude to the PCs for rescuing him from a terrible fate.

After sundown on the first night on the river, a small vessel pulls up alongside the keelboat and a passenger hops onboard from the smaller boat: this is Venture-Captain Eliza Petulengro, here to debrief the PCs and organize the long journey down the Sellen River.

Eliza listens to the PCs' reports without judgment, accepting the reasoning behind their decisions regardless of outcome. If Colson survives, she commends their efforts, noting that it's probably best that they haven't taken justice into their own hands. Alternatively, she accepts the news of Colson's execution with solemn silence, then affirms the necessity of the decision involved in leaving him to pay the price for his folly, though she notes her regret that Galt has claimed the life of yet another long-standing Pathfinder agent.

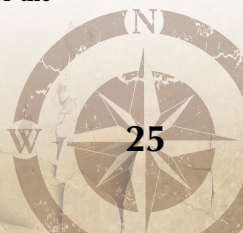
Once she has thoroughly debriefed the PCs and addressed any concerns they have, Eliza produces a *scroll of teleport* to return the party to the Grand Lodge, though she welcomes the assistance of any PCs who prefer to accompany Armeline and the Andorens on the long downriver journey.

The Fate of the Andorens: While Maldris's kidnapping plot was certainly beyond the pale, some PCs may agree with his argument that the corrupt Andorens he had targeted were a threat to Andoran, and in some cases even outright criminals known or strongly suspected to have evaded justice before. They may not all agree that sending the Andorens directly back to their home, where they likely have the resources to continue their schemes, is the best choice. Eliza sympathizes with these PCs, especially those who are uncomfortable with the circumstances behind Halmont's early release from prison and implied witness intimidation. Despite those concerns, she gently reminds the PCs that the political implications of not returning them could be tremendous, not only devastating Andoren and Galt but also affecting other nations in the Inner Sea, while hindering the Pathfinder Society's ability to operate in several nations. For now, she asserts, it's best if the Andorens reach their home safely.

If the PCs handled the Galtan civilians in a nonviolent manner and sent the Andorens home, they receive official commendation from the People's Council. Each PC earns the People's Council boon on her Chronicle sheet.

REPORTING NOTES

If the PCs rescued Colson Maldris, check box A. If they encouraged Estienne Jacquert to defect from the Gray Gardeners, check box B. If Eylara accompanied the PCs in Fighting for Freedom and onto the ship at the end of the scenario, check box C.



PRIMARY SUCCESS CONDITIONS

If the PCs successfully get the five kidnapped Andorens to the safety of Armeline's ship and out of Isarn, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs fulfill their secondary objective if they save Colson Maldris from being executed. Alternatively, even if Colson perishes, they fulfill their secondary objective if they successfully encouraged Estienne Jacquert to defect and

also dealt with the Galtan citizens troops in a nonviolent manner. Doing so earns each PC 1 Prestige Point.

FACTION NOTES

If the party successfully prevented Colson from being executed, grant each PC belonging to the Liberty's Edge faction the Maldris's Savior boon on their Chronicle sheets. If the PCs chose to abandon Colson Maldris but escaped Galt with his head, grant each PC belonging to the Liberty's Edge faction the Harsh Justice boon on their Chronicle sheets.



HANDOUT #1: COLSON'S Letter

Venture-Captain Petulengro,
I write you out of desperation.

Some weeks ago, I arranged for several of Andoran's most morally bankrupt elites to be taken to Galt to be tried at the hands of the Gray Gardeners and the Galtan people. I knew I was going above the law of the people, and it galled me to do so. Yet Andoren law had failed the people again and again by allowing them to stay in power, where they would remain unless forcibly removed.

Now, though, it seems I have been betrayed, and the situation has escalated beyond what I am able to solve on my own. Despite our original agreement to provide a trial at the hands of the people and protect the Andorens from Galt's terrible final blades, the Gray Gardeners have now decided to violate both terms: the captives are scheduled for public and rather permanent execution. I have beseeched my contacts within the Gray Gardeners to stay their plans, but I have so far been ignored, and I fear I am soon to become a target of their justice.

I had hoped to avoid sullyng our agents' reputations with my rash actions, yet events have gone far beyond my ability to predict or control. Corrupt or not, if these Andorens are executed, Andoran may well declare war upon Galt, and I regret that my involvement in the situation means the Pathfinder Society will face terrible reprisals throughout the region. I beg you to send aid—not for my sake, but for the Society, and for all free people whom open war would crush.

My confidante and assistant in this plan has been a colleague named Eylara Deleios. She may be able to provide information and aid to any agents you send. In our days among the Eagle Knights, we spent our off-duty hours in the sophomoric habit of seeking out the cheapest tavern we could find with a bird in its name, and it has been our strategy for finding one another ever since. If you seek her aid, that's how you will find her.

Most Humbly,



Colson Maldris



HANDOUT #2: GARDENER'S Letter

Esteemed Citizen Dread,

I must confess these additional guardians you've secured for your facility are not of a nature we would normally look to recruit. But these are troubling times, and we would be foolish to turn away those who seek to aid our cause. So long as you believe you can prevent these creatures from interfering in the rightful course of justice, we have no objections to accepting their aid. Should that change, you are to dismiss or destroy them immediately. Please keep us apprised of the situation.

For the people,
Citizen Justice



APPENDIX 1: STAT BLOCKS

The following creatures appear in this scenario. Their statistics are reproduced below for the GM's convenience.

BANSHEE

This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage.

BANSHEE	CR 13
<i>Pathfinder RPG Bestiary 2 41</i>	
CE Medium undead (incorporeal)	
Init +15; Senses darkvision 60 ft., hear heartbeat; Perception +31	
DEFENSE	
AC 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)	
hp 161 (19d8+76)	
Fort +10, Ref +19, Will +18	
Defensive Abilities incorporeal; Immune undead traits	
Weaknesses sunlight powerlessness	
OFFENSE	
Speed fly 60 ft. (perfect)	
Melee incorporeal touch +26 (14d6 negative energy plus terror)	
Special Attacks wail	
STATISTICS	
Str —, Dex 32, Con —, Int 5, Wis 20, Cha 19	
Base Atk +14; CMB +25; CMD 40	
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance	
Skills Fly +19, Perception +31, Sense Motive +7	
SPECIAL ABILITIES	
Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.	
Terror (Su) A creature damaged by the banshee's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as <i>heroes' feast</i> or <i>mind blank</i>), the banshee's touch attempts to dispel one such effect with <i>greater dispel magic</i> (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.	
Wail (Su) Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 <i>wail of the banshee</i>). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect.	

Banshee wails are supernaturally powerful and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

SAHKIL, PAKALCHI

Thorny vines with tiny red flowers grow from this emaciated woman and flow like a train behind her.

PAKALCHI	CR 9
<i>Pathfinder RPG Bestiary 5 216</i>	
NE Medium outsider (evil, extraplanar, sahkil)	
Init +10; Senses darkvision 60 ft., low-light vision, <i>true seeing</i> ; Perception +13	
DEFENSE	
AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)	
hp 115 (11d10+55)	
Fort +10, Ref +13, Will +10	
DR 10/good; Immune death effects, disease, fear effects, poison;	
Resist cold 10, electricity 10, sonic 10; SR 20	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +17 (1d6+6/19-20), 4 vines +15 (1d4+3 plus 1d4 bleed and poison)	
Ranged 4 thorns +17 (1d4 plus bleed and poison)	
Special Attacks bleed (1d4), entangling train, look of fear (30 ft., DC 22), spirit touch, sudden strike, thorns	
Spell-Like Abilities (CL 12th; concentration +17)	
Constant— <i>true seeing</i>	
At will— <i>charm person</i> (DC 16), <i>detect magic</i> , <i>detect good</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>protection from good</i>	
3/day— <i>blink</i> , <i>calm emotions</i> (DC 19), <i>fly</i>	
1/day— <i>dominate person</i> (DC 20), <i>summon</i> (level 6, 1 wihsaak 40%)	
STATISTICS	
Str 22, Dex 23, Con 20, Int 15, Wis 16, Cha 21	
Base Atk +11; CMB +17; CMD 33	
Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (claws), Improved Initiative, Multiattack	
Skills Acrobatics +15, Bluff +15, Climb +16, Diplomacy +15, Intimidate +15, Knowledge (planes, religion) +13, Perception +13, Sense Motive +15, Spellcraft +10, Stealth +20	
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.	
SQ easy to call, emotional focus, skip between	
SPECIAL ABILITIES	
Easy to Call (Ex) Pakalchi sahkils count as having 7 Hit Dice for purposes of spells or effects that call outsiders, such as <i>planar binding</i> . However, they receive a +5 racial bonus on Charisma checks to break free of planar binding spells and similar effects, and their spell resistance counts as 25 the purpose of breaking free of <i>planar binding</i> spells and similar effects.	
Emotional Focus (Ex) Whenever a sahkil casts a spell or uses a spell-like ability or effect with the emotion or fear descriptors	



that allows a saving throw, the DC is increased by 2. This bonus is included in the creature's statistics.

Entangling Train (Su) Creatures adjacent to a pakalchi must succeed at a DC 20 Reflex save or become entangled in its vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if the pakalchi moves away. The save DC is Constitution-based.

Look of Fear (Su) A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter. A creature that successfully saves against this effect is only shaken for 1 round. The save DC is Charisma-based.

Poison (Ex) Thorns—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Wis; cure 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotion effect.

Skip Between (Su) Pakalchi sahkils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt* (CL 15th).

Spirit Touch (Ex) A sahkil's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Sudden Strike (Ex) Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity.

Thorns (Ex) A pakalchi can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment.

SPECTRE

This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.

SPECTRE

CR 7

Pathfinder RPG Bestiary 256

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.



APPENDIX 2: TROOP RULES

The rules for the troop subtype appear in *Pathfinder RPG Bestiary* 6. The relevant portions are reprinted below.

A troop is a collection of creatures that acts as a single creature, similar to a swarm. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapable (as a similar spell effect), though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subjected to the bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuvers, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

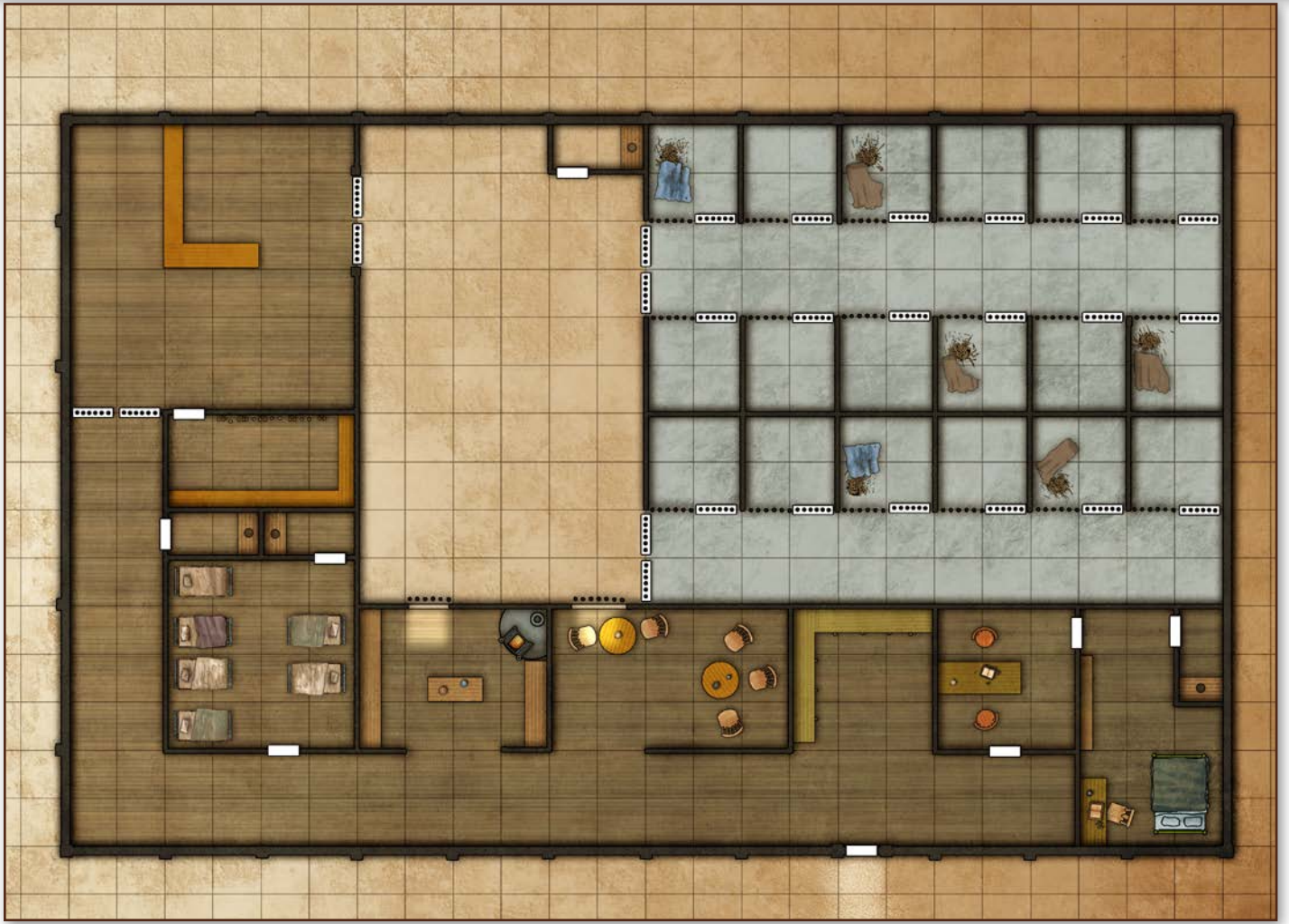
Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry to represent this attack.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by inflicting automatic troop damage on any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless they have a feat or special ability that states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.



PATHFINDER SOCIETY SCENARIO



FURY OF THE FINAL BLADE

Pathfinder Society Scenario #9-20: Fury of the Final Blade

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Concordance
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

Character # _____	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court
		<input type="checkbox"/> Liberty's Edge
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Character # _____	<input type="checkbox"/>	Prestige Points
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		<input type="checkbox"/> Liberty's Edge
		<input type="checkbox"/> Concordance

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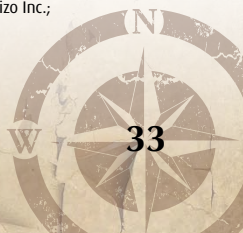
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Pathfinder Society Scenario #9-20: Fury of the Final Blade

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐☐☐ **Harsh Justice (Liberty's Edge):** Colson Maldris's sins were unforgivable. Whether you chose to let him die to focus your efforts on protecting his victims from the same fate or because of spite for Maldris himself, you allowed him to be executed by *final blade*. A group within the Liberty's Edge faction who has long hoped to be rid of Maldris's shadow is now working to supply your missions. After the mission briefing but before the first encounter, you can check a box that precedes this boon to borrow a +1 *bane weapon*, choosing the target of the bane property and the weapon type. Alternatively, you may borrow 20 pieces of +1 *bane ammunition*, all of which target the same creature type. Return the weapon, including any unused ammunition, at the end of the scenario.

☐☐☐ **Maldris's Savior (Liberty's Edge):** Colson Maldris lives, thanks your efforts. Whether you acted out of concern or care for the man himself, out of determination to avoid an international incident, or out of principle, Maldris is immensely grateful to you. Though he is stepping down from leadership, he retains some friends and contacts within the faction, which he leverages for your benefit. When playing an adventure, you can fulfill and check up to two boxes on your Liberty's Edge Faction Journal Card. Additionally, you can check one or more of the boxes that precede this boon when expending Prestige Points to reduce the cost of any purchase by 4 Prestige Points for each box checked (minimum 0).

People's Council: You responded to the mobs of Galtan citizens with nonviolence, and in so doing helped forge a path for a peaceful resolution to what could have become an international incident. For your actions, you receive official commendation from the government of Andoran. All of your characters gain access to the Oath of the People's Council (*Pathfinder Player Companion: Divine Anthology* 20) as if it appeared on the Additional Resources list. Include a copy of this Chronicle sheet with the records of any PC who selects this option.

WEAPON BLANCH (GHOST SALT)

PRICE 200 GP

WEIGHT 1/2 LB.

This gritty alchemical powder is made from exotic minerals mixed with an infusion crafted from the ectoplasmic remains of destroyed incorporeal undead. When rubbed onto a weapon that is then placed over a hot flame for a full round, ghost salt melts and forms a temporary coating on the weapon. The blanching gives the weapon the ability to do full damage to incorporeal creatures, even if the weapon itself is nonmagical. An application of ghost salt remains effective until the weapon makes a successful attack. Each dose of weapon blanch can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time. This item first appeared in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.

Subtier 7-8

deathwatch eyes (2,000 gp; *Pathfinder RPG Ultimate Equipment* 224)
phylactery of positive channeling (11,000 gp)
primal air elemental gem (functions as an air elemental gem, except it summons a Huge air elemental; CL 13; 3,300 gp, limit 1)
ring of archon summoning affinity (7,000 gp; *Pathfinder RPG Advanced Class Guide* 218)
ring of spell knowledge II (6,000 gp; *Pathfinder RPG Ultimate Equipment* 174)
weapon blanch (ghost salt; 200 gp)

Subtier 10-11

deathwatch eyes (2,000 gp; *Pathfinder RPG Ultimate Equipment* 224)
phylactery of positive channeling (11,000 gp)
primal air elemental gem (functions as an air elemental gem, except it summons a Huge air elemental; CL 13; 3,300 gp, limit 1)
ring of spell knowledge III (13,500 gp; *Pathfinder RPG Ultimate Equipment* 174)
ring of the ram (10 charges; 1,720 gp, limit 1)
wand of death ward (17 charges; 7,140 gp, limit 1)
weapon blanch (ghost salt; 200 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,200	4,400
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	3,071	6,141
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,941	7,881
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	EXPERIENCE	Starting XP	
XP Gained (GM ONLY)			
Final XP Total			
Initial Prestige			
Initial Fame			
FAME	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige		
	Final Fame		
	Starting GP		
GOLD	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #