

PATHFINDER SOCIETY®

Year of Factions' Favor



THE GHOL-GAN HERESY

By Charlie Brooks



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HOW TO PLAY

Pathfinder Society Scenario #9-23: The Ghol-Gan Heresy 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 it 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 PathfinderSociety.club.



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GM RESOURCES

The Ghol-Gan Heresy makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Pathfinder Unchained*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. Additionally, this adventure provides rules for fiendish manifestations, originally introduced in *Pathfinder Campaign Setting: Hell Unleashed*, and references the fiend-keeper medium, originally introduced in *Pathfinder Player Companion: Blood of the Beast*. All other rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info and the relevant rules from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

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THE GHOL-GAN HERESY

By Charlie Brooks



As the civilization of Ghol-Gan collapsed millennia ago, the cyclopes of the kingdom declined from high-minded prophets, scholars, and warriors into a brutal and short-sighted people. This degeneration created a fertile breeding ground for the philosophies of an asura known as Parveen, who spent much of the Age of Darkness spreading antipathy and malice toward the gods. As Parveen's influence expanded, the asura attained fiendish enlightenment and became a powerful asurendra.

Early in the Age of Destiny, two of the archmage Jatembe's magic warriors faced Parveen in battle and emerged victorious. However, they chose not to slay the monster. Knowing that killing Parveen would only allow the asura to reincarnate as a similarly vile entity, the magic warriors instead sealed the fiend away, binding her in a temple deep within the Mwangi Expanse.

As so often happens, time eroded those powerful magical seals. The rise and fall of the Boalisi culture saw the rediscovery of the ancient Ghol-Gan temple where Parveen slept. Settlers scavenged stone from the temple, weakening the wards. Although Boali soon fell, Parveen awoke and began scanning the surrounding wilderness, seeking a method to freedom. With the help of a minor fiend and a tribe of vicious Hazh'a halflings, Parveen nearly succeeded in her efforts. An alliance of Pathfinders and gripplis were able to prevent Parveen's escape from her magical prison in the ruined cyclops city of Kaddodi, and the gripplis' fiend-keepers assumed the responsibility of keeping the powerful asura locked away.

While the gripplis, with some assistance from the Pathfinder Society, have successfully kept Parveen bound so far, recent intrusions by the Aspis Consortium and their allies in the Vanji Prospector's Guild now threaten to break the final wards keeping the fiend at bay. Despite stinging losses suffered in Senghor and Bloodcove at the hands of the Pathfinder Society, agents of the Aspis Consortium have allied with the Vanji Prospector's Guild to salvage what profits they can from the Ghol-Gani ruins, hoping to scrape together enough short-term gains to cover their losses and revitalize their Bloodcove operations. They do not realize that their activities bring Parveen closer to freedom or that the

WHERE ON GOLARION?

The *Ghol-Gan Heresy* takes place in the Kaava Lands, the westernmost region of the Mwangi Expanse. The numerous cultures that once called these lands their home include the cyclops kingdom of Ghol-Gan, and the climactic encounter of this adventure takes place in a ruined temple left behind by this ancient realm. For more details about the Mwangi Expanse and the Kaava Lands, see *Pathfinder Campaign Setting: Heart of the Jungle*. To learn more about the rise and fall of Ghol-Gan, see *Pathfinder Campaign Setting: Lost Empires*, available in bookstores and game stores everywhere and online at paizo.com.



asurendra has already reached into the minds of several of their agents, encouraging them onward. A group of intrepid Pathfinders has an opportunity to put an end to the Aspis operation and keep Parveen from being unleashed upon Golarion once more, but failure could lead to devastation within the region.

SUMMARY

Responding to a request from Trade Prince Aaqir al'Hakam, the PCs meet with Pathfinder Fola Barun and a pair of gripplis for details on a mission to deal with an excavation



operation jointly run by the Aspis Consortium and the Vanji Prospector's Guild. The two griplis accompanying Fola Barun are the fiend-keeper Purpurrrup and the lorekeeper Mother Bogwynne. These griplis describe a pressing danger that the PCs need to know about, which suggests that the mining operation may cause more harm than simply displacing valuable Ghol-Gani artifacts: they run the risk of further eroding the magical wards that keep the asurendra Parveen at bay.

While Purpurrrup and Mother Bogwynne gather the griplli tribes to aid the PCs, Fola assigns the Pathfinders to approach the Ghol-Gan temple that serves as Parveen's prison. The PCs follow the trail to Kaddodi, but along the way they run into agents from the Aspis Consortium fleeing from the temple. The sudden loss of reason by one of the agents' own, a cleric of Norgorber, has forced this group to stop and deal with his ravings, spawned from visions sent from Parveen that have led the cleric to reject his own god. With this latest distraction pushing the Consortium agents to their breaking point, they react with suspicion and possibly outright hostility to the PCs.

As the PCs near the Ghol-Gan temple that serves as the asura's prison, they experience Parveen's influence firsthand when a fiendish manifestation takes hold just before they enter the ancient temple. Upon entering the temple, the PCs find several members of the Vanji Prospector's Guild who, having been abandoned by their Aspis Consortium allies, are trapped by a squad of upasundas who block the path to the bound asurendra.

The griplis join the PCs just inside the temple, and the combined party finds that several members of the Aspis Consortium and the Vanji Prospector's Guild now serve as avatars for Parveen, each bearing a portion of the asurendra's full power. The fiend-keepers work to contain the nearly released fiend, but even their combined powers offer the PCs only limited time to win the day. Should the PCs overcome the remaining Consortium agents, they find themselves faced with a difficult decision, as the wards keeping Parveen imprisoned threaten to collapse at any moment.

GETTING STARTED

The adventure begins near the port city of Eleder, capital of Sargava, as the PCs respond to Trade Prince Aaqir al'Hakam's request for them to meet with Pathfinder field agent Fola Barun outside the city walls for a new assignment. Give the

players **Handout #1** from page 21 to read. If any of the PCs are members of the Exchange faction, give them **Handout #2** as well. After the players have had time to review the handouts, read or paraphrase the following to get the adventure under way.

A tall half-elf woman with short but tangled hair and deep green eyes beckons to a shaded area that offers some respite from the oppressive Sargavan heat. Two small, frog-like humanoids stand next to her, each observing their surroundings with sharp, bulging eyes. One seems unarmed save for a sling at her belt, while the other sports a bright, feathered headdress and has sagging skin that marks her advanced age. These three are clearly prepared for a small gathering, with simple wooden benches lined up in the clearing and a small table holding a selection of figs and dates, as well as jugs of both water and wine.

Fola, the half-elf, speaks first. "The Pathfinder Society has given me the honor of telling you about something that concerns my native land on many levels," she says. "This stretch of the Mwangi Expanse is home to many ruins left behind

by the fallen cyclops empire known as Ghol-Gan. The relics they left behind have long served as bait for treasure-seekers, but a recent expedition by the Aspis Consortium threatens to do more than simply destroy a piece of history. The Consortium recently experienced a setback when Senghor's leadership chose to support the Pathfinder Society in opposing them. In their desperation, the Aspis have joined with the Vanji Prospector's Guild and launched a new operation intent on tearing what valuables they can out of an ancient Ghol-Gan temple. The griplis protecting the temple tried to warn them that it houses something terrible left behind by lost Ghol-Gan, but they would not listen, and now the ancient fiend Parveen is on the verge of finally escaping her ancient prison."

Fola pauses and nods to her griplli companions. With a weary croak, the older and larger of the amphibian people steps forward to continue the briefing.

"Fola has it right," says the elderly griplli. "Your Society has worked with many groups in the region, including our own griplli tribes. I am Mother Bogwynne, lorekeeper and elder of the Krihirik tribe. I know much that has been forgotten, including the history of the ruins the Consortium defiles. Those ruins contain more than cyclops treasures—they also serve as the prison to a terrible fiend known as Parveen. This creature is an asura, a being that knows nothing but destruction and seeks to destroy all that the gods created. We griplis have guarded against Parveen's escape for generations, but as the Consortium breaks down the wards, we can feel the monster's influence spreading beyond its prison."



PURPURRRUP



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Mother Bogwynne gestures toward the other gripli. “Purpurup is a fiend-keeper whose tribe lives near the ruined city of Kaddodi. She and I seek to unite the gripli tribes to stop Parveen’s escape, but time fights against us. With the wards weakening, the asura may escape before the other tribes’ fiend-keepers arrive to aid us. Thus, we need you—not only to stop recklessness and greed, but to prevent greater disaster as well.”

The PCs have the opportunity to ask several questions. The person who responds to each question below is noted in parentheses. If the PCs ask a question not included below, Fola takes the lead in answering most of the PCs’ questions, but she defers to Mother Bogwynne and Purpurup in matters specifically regarding the griplis.

How do we get to the temple? (Fola) “The Consortium has carved several trails that lead to the ruined city of Kaddodi, where the temple lies. While their main base of operations lies north of here in Bloodcove, we’ve had several successful excursions against them that have forced them to send their looted treasure south to the coast for pick-up instead. The fastest route from where we stand runs north along the coast toward the Oubinga River, and speed matters a great deal right now.”

What happened to the temple’s creators? (Fola) “Nobody knows for certain what happened to the empire of Ghol-Gan. It was once a bastion of civilization and philosophy, but the cyclopes fell into savagery and violence well before Earthfall destroyed ancient Azlant millennia ago.”

Who bound Parveen inside the temple? (Mother Bogwynne) “Parveen thrived on the brutality displayed in the waning days of Ghol-Gan. After the fall of the cyclops civilization, two magic warriors loyal to the archmage Jatembe battled with the fiend and sealed her away in the temple.”

When did the gripli become involved? (Mother Bogwynne) “Another people, known as the Boalisi, came to inhabit the same lands where ancient Ghol-Gan once stood. In their ignorance of the cyclopes’ history, they used parts of Parveen’s prison to construct their own buildings. Our people sensed the weakening of the prison and relied on the ancient tradition of fiend-keeping to prevent Parveen’s influence from growing. We succeeded for many generations, but other encroachments, including the Aspis and their new allies, have pushed us to our limits.”

What is fiend-keeping? (Purpurup) “With the right discipline, one can contain the evil spirits of the world and prevent them from doing further harm. We fiend-keepers draw a portion of an evil spirit into ourselves, forming a spiritual prison that keeps the danger at bay. Parveen’s power exceeds that of a normal spirit, so fiend-keepers from multiple tribes have worked to keep her in check.”

What sort of dangers can we expect? (Fola) “The Consortium is desperate and won’t take kindly to intruders if they think you plan to shut them down or muscle in on their profits.

The Kaava Lands always have their dangers, including foul weather and giant beasts. Parveen herself is a powerful fiend, one of the mightiest asuras. That’s why you must make sure she doesn’t escape.”

After the PCs have asked all their questions, Mother Bogwynne provides them with one more piece of advice before they begin their journey.

“You must prepare for more than the dangers of the jungle,” urges Mother Bogwynne. “While Parveen remains imprisoned for the time being, we know that she has called asura servants to her aid before in an attempt to break free. Speed is important, but you must be prepared as well. Many asuras can recover from even deadly wounds unless they are struck by holy energy or a weapon blessed with righteousness. Prepare yourself as well as you can, for I fear that Parveen feels the same sense of urgency that we do.”

KNOWLEDGE (HISTORY)

Based on the result of a Knowledge (history) check, the PCs might know more about the Ghol-Gan empire. The PCs learn all the information below with a DC equal to or less than the result of their check.

10+: Ghol-Gan was a vast cyclops empire that predates Azlant and saw the height of its power during the Age of Serpents, a period when the serpentfolk were the dominant race on Golarion.

15+: Scholars divide the history of Ghol-Gan into four distinct eras: prehistoric, pre-classical, classical, and post-classical. The empire reached its height during the classical era, which saw the advent of writing and a period of long-lasting peace.

20+: The post-classical period of Ghol-Gan saw the cyclopes abandon their gods in favor of demons and other fell powers. This led to a period of excessive violence among the cyclopes.

25+: Long after Ghol-Gan faded away, the Boalisi culture rose quickly on the site of the old empire. Historians trace much of their rapid rise to architecture and treasure looted from Ghol-Gan ruins. But the Boalisi disappeared just as quickly as they rose, destroyed by an unknown but undoubtedly very powerful source.

30+: The wisest of the cyclopes foresaw the destruction of Ghol-Gan and attempted to salvage some of the empire’s history and culture, creating coded scriptures that they hoped would one day be used by creatures that shared their goals of peace and enlightenment.

KNOWLEDGE (PLANES)

Based on the result of a Knowledge (planes) check, the PCs might know more about asuras in general and possibly Parveen in particular. The PCs learn all the information below with a DC equal to or less than the result of their check.

15+: Asuras are outsiders that represent divine accidents—



mistakes committed by the gods themselves. Because of their origin, they hold a hatred for all things divine.

20+: Asuras are immortal beings. While their physical forms can be destroyed, their spirits inevitably return as lesser asuras. Reincarnated asuras retain their memories and often seek revenge on those who destroyed their physical forms.

25+: All asuras possess an elusive aura that makes them difficult to find using scrying magic. Many of them have the ability to regenerate, though good-aligned weapons and spells can temporarily halt the regenerative process.

30+: The name Parveen appears in a few ancient texts as a fiend who spread blasphemy and ruin for centuries during the Age of Darkness. These foul deeds allowed her to obtain fiendish enlightenment, transforming her into an asurendra and attracting many lesser asuras to her cause.

JOURNEY TO THE TEMPLE

After the PCs have asked their questions, Mother Bogwynne and Purpurrup leave to gather the gripli tribes. They depart with a promise to meet the PCs at the ruined temple as soon as they can. Fola encourages them to purchase any supplies they need in Eleder and then make haste in their journey. Read or paraphrase the following once the PCs enter the jungle.

The tangled foliage of the Kaava Lands eventually gives way to a series of crudely constructed trails. Some of these trails lead nowhere, as though those who made them decided that even well-sharpened machetes could not hack away the thickest of the jungle's vines. Instead, they eventually coalesce into a more easily cleared path. The rushing sound of the Oubinga River fills the air, even though the foliage sometimes makes the water itself hard to see. Humanoid footprints indicate that the main path saw travelers recently.

The trails the PCs follow are little-used at first, though as the coastline gives way to forest, the paths show signs that many groups have passed through this area. These are the trails of Consortium agents bringing what treasures they could carry to the southern coast for shipment around the peninsula to their operations in Bloodcove.

A. CONSORTIUM CLEARING

Agents of the Consortium stand between the PCs and their destination at the ruined Ghol-Gan temple, but they care little for meddling Pathfinders at the moment. Affected by Parveen's corrupting influence, one of the Consortium agents has apparently lost his mind, drawing more attention in the hostile jungle than any of his companions want. The agents cluster together in the center of the clearing while they attempt to calm their frantic companion, but they have found little success so far.

A PC who succeeds at a DC 15 Perception check can hear the sound of the corrupted agent's babbling before any of

the Aspis agents see them, allowing the PCs to approach stealthily. Any square on the map that has foliage on it counts as difficult terrain but also provides partial cover.

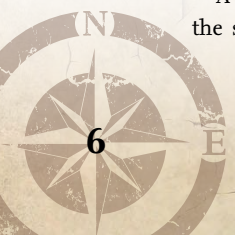
A1. CHAOS IN THE CLEARING (CR 10 OR CR 13)

The trail to Kaddodi opens up into a small clearing. The grassy jungle bears many signs of recent use, including ruts from wagon wheels and foliage stomped flat by the passage of many feet. Massive trees surround the clearing and bear various marks from knives and chisels, likely intended to provide direction to caravans passing through the area about where to head next and what areas of the forest to avoid.

From within her prison, Parveen has sent visions and whispers into the mind of a cleric of Norgorber named Kahsu, and this influence has finally snapped the man's sense of reason. Amidst the Consortium agents' flight from the temple, Kahsu came to a sudden halt, smashed his holy symbol with a mace, and then fell to the ground while clutching his head, rocking back and forth, and babbling noisily. As a result, the group's desperate flight from the fiends gathering at the temple has devolved into a furious debate over what to do with their problematic compatriot. The argument has the rest of the agents on edge and ready to vent their frustrations in as violent a manner as possible.

Creatures: One Consortium agent attempts to calm Kahsu but is quickly losing patience. The rest stand guard at the edge of the clearing, ready to fend off whatever unwanted attention their raving companion draws their way. These agents are anxious and likely to resort to violence as their first solution to problems that come their way. If the PCs approach with weapons drawn or fail a Stealth check when nearing the camp, the agents suspect the worst and attack immediately. If the PCs try to approach peacefully, however, they have a chance to gain some information while avoiding a fight.

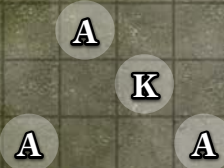
The Consortium agents begin with an attitude of unfriendly. They answer questions tersely and demand to know what the PCs are doing in the jungle. Failure to answer the agents' questions or admitting that they intend to deal a damaging blow to the already-vulnerable Aspis Consortium results in the agents becoming hostile. However, PCs who avoid revealing their true purpose can use social skills or enchantment magic to defuse the situation. A PC who succeeds at a DC 20 Diplomacy check (DC 22 in Subtier 10–11) can shift the agents' attitudes to indifferent, which isn't sufficient to convince them to divulge information but does at least keep them from openly threatening violence. A PC whose result exceeds the DC of the Diplomacy check by 5 or more can improve the agents' attitude to friendly. If made friendly, the agents admit to hunting treasure deeper in the jungle, although they warn the PCs that the ruins are infested with fiends and encourage them to turn back. One of them



A. Consortium Clearing



PCs
Enter

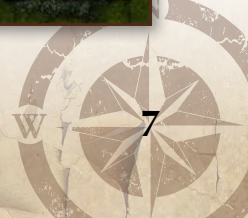


A : Aspis Agents

K : Kahsu

1 square = 5 feet

Pathfinder Flip-Mat Classics: Forest



Scaling Encounter A1

To accommodate a group of four PCs, the Aspis agents have the sickened condition, as they lost their water canteens while fleeing from the asura and were forced to drink from unsafe water sources.

goes further and mentions that the treasures came from a cyclops temple, an admission which quickly causes one of the other agents to shush the loudmouth. If an agent leaks this information, the rest quickly pack up camp and leave, physically dragging Kahsu along with them if necessary.

Regardless of whether this encounter turns into a combat, **Kahsu** (NE male human ex-cleric of Norgorber 9) remains out of the battle. Should a fight break out, he follows his first instinct to curl into a fetal position. If directly attacked or caught in an area of effect, he runs for cover, hiding in the nearby jungle.

SUBTIER 7-8 (CR 10)

ASPIS LOOTERS (3)

CR 7

Human monk 8

LE Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 18, touch 17, flat-footed 15 (+1 armor, +2 Dex, +1 dodge, +2 monk, +2 Wis)

hp 63 each (8d8+24)

Fort +7, **Ref** +8, **Will** +10; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10/+5 (1d10+4 plus 1d6 electricity) or unarmed strike flurry of blows +10/+10/+5/+5 (1d10+4 plus 1d6 electricity)

Special Attacks flurry of blows, stunning fist (8/day, DC 16)

TACTICS

During Combat The Aspis looters are intent on quickly defeating their opponents and making good on their escape, seeking to disable as many opponents as quickly as possible. During the first round of combat, the looters attempt to trip the nearest enemy, using their allies and the Escape Route feat to avoid attacks of opportunity as much as possible. On subsequent rounds, the looters use flurry of blows to deal as much damage as possible to opponents within melee range, using trip attempts with their last attack to knock the nearest conscious enemy prone and using stunning fist against another target if one is within reach. The Aspis looters use a ki point to make an extra attack whenever they use flurry of blows, keeping one ki point in reserve for wholeness of body.

Morale The first time an Aspis looter is reduced to 15 hp or fewer,

he uses wholeness of body to heal himself. If he is still at 15 hp or fewer, or if he is reduced to 15 hp or fewer by a later attack, he attempts to flee, using Acrobatics skill checks and Escape Route to avoid attacks of opportunity.

STATISTICS

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

Base Atk +6; **CMB** +12 (+14 disarm); **CMD** 27 (29 vs. disarm)

Feats Athletic, Combat Reflexes, Deflect Arrows, Dodge, Escape Route^{UC}, Improved Trip, Improved Unarmed Strike, Iron Will, Stunning Fist, Toughness

Skills Acrobatics +13 (+29 to jump), Climb +16, Perception +13, Stealth +13, Survival +10, Swim +10

Languages Common

SQ fast movement, high jump, ki pool (6 points cold iron, magic, silver), maneuver training, slow fall 40 ft., wholeness of body (8 hit points)

Other Gear bracers of armor +1, shock amulet of mighty fists

SUBTIER 10-11 (CR 13)

ASPIS TEMPLE RAIDERS (3)

CR 10

Human monk 11

LE Medium humanoid (human)

Init +2; **Senses** Perception +17

DEFENSE

AC 20, touch 18, flat-footed 17 (+2 armor, +2 Dex, +1 dodge, +2 monk, +3 Wis)

hp 86 (11d8+33)

Fort +10, **Ref** +11, **Will** +14; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee unarmed strike +13/+8 (1d10+4 plus 1d6 electricity) or unarmed strike flurry of blows +14/+14/+9/+9/+4 (1d10+4 plus 1d6 electricity)

Special Attacks flurry of blows, stunning fist (11/day, DC 18)

TACTICS

During Combat The Aspis temple raiders are intent on quickly defeating their opponents and making good on their escape, seeking to disable as many opponents as quickly as possible. During the first round of combat, the looters attempt to trip the nearest enemy, using their allies and the Escape Route feat to avoid attacks of opportunity as much as possible. On subsequent rounds, the looters use flurry of blows to deal as much damage as possible to opponents within melee range, using trip attempts with their last attack to knock the nearest conscious enemy prone and using stunning fist against another target if one is within reach. The Aspis temple raiders use a ki point to make an extra attack whenever they use flurry of blows, keeping one ki point in reserve for wholeness of body.

Morale The first time an Aspis temple raider is reduced to 20 hp or fewer, he uses wholeness of body to heal himself. If he is still at 20 hp or fewer, or if he is reduced to 20 hp or fewer by a later



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attack, he attempts to flee, using *Acrobatics* skill checks and *Escape Route* to avoid attacks of opportunity.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +8; **CMB** +15 (+17 disarm); **CMD** 30 (32 vs. disarm)

Feats Athletic, Combat Reflexes, Deflect Arrows, Dodge, Escape Route^{UC}, Improved Trip, Improved Unarmed Strike, Iron Will, Medusa's Wrath, Mobility, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +16 (+39 to jump), Climb +21, Perception +17, Stealth +16, Survival +14, Swim +10

Languages Common

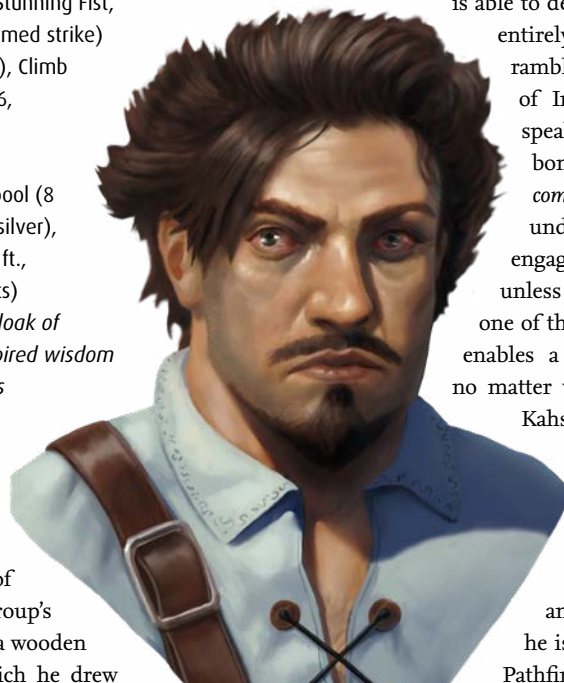
SQ fast movement, high jump, ki pool (8 points cold iron, lawful, magic, silver), maneuver training, slow fall 50 ft., wholeness of body (11 hit points)

Other Gear bracers of armor +2, cloak of resistance +2, headband of inspired wisdom +2, shock amulet of mighty fists

Treasure: In addition to their gear, the agents also have a saddled horse that Kahsu used before his crisis of faith. Kahsu discarded most of his personal gear during his group's flight from the temple, save for a wooden holy symbol of Norgorber, which he drew out before his astonished compatriots and smashed with his mace. That holy symbol lies on the ground next to the place where the priest curled up and began babbling.

The horse's saddlebags hold various scavenged items such as stone tablets, pieces of ancient engravings, and tattered tapestry scraps left behind after the fall of the Ghol-Gan empire, though Kahsu tore open one of the saddlebags on his mount when the madness finally overtook him. A PC in the camp who succeeds at a DC 15 Perception check can catch a glimpse of a stone ritual seal among the spilled contents. A PC who physically sorts through the spilled contents finds the ritual seal without a Perception check, although doing so in sight of the other agents may cause them to become hostile. A PC who succeeds at a DC 20 Knowledge (arcana) or Knowledge (planes) check can identify the ritual seal as a piece of a larger set of wards usually used to bind a powerful outsider.

Development: Unless he dies or gets frightened off during battle, Kahsu remains out of the fight, even if his compatriots call to him for help. If the PCs defeat the other agents and choose not to capture or interrogate Kahsu, he remains babbling at the campsite for almost an hour until he finally lapses into a comatose state.



Kahsu

PCs who try to communicate with Kahsu can attempt a DC 20 Diplomacy or Intimidate check (DC 23 in Subtier 10–11 due to Kahsu having been wounded by the upasunda during his flight from the temple and driven into an increased state of unease) or use a *calm emotions* spell to calm him down, at which point he becomes coherent but remains very anxious. Alternatively, a PC who succeeds at a DC 15 Linguistics check is able to determine that Kahsu is not speaking entirely in gibberish, but that he seems to be rambling in a pidgin that combines pieces of Infernal and Common. A PC who speaks Infernal gains a +2 competence bonus on the Linguistics check. Casting *comprehend languages* allows a PC to understand Kahsu's ramblings but not engage him in a meaningful conversation unless they calm him down or speak in one of the languages he uses. Casting *tongues* enables a PC to communicate with Kahsu no matter what language he speaks, although Kahsu remains agitated throughout the conversation. See "Talking with Kahsu" below for more information.

Faction Notes: If the PCs can calm Kahsu, he proves forthcoming and eager with information, which he is willing to share with others in the Pathfinder Society. If the party includes a member of the Exchange faction, Kahsu presents the first opportunity for them to put the resources promised by Aaqir al'Hakam to work. Kahsu's knowledge of Aspis trade routes, storage facilities, and

contacts in the Kaava Lands is extensive and can be used to further undermine Aspis operations and allow the Exchange to turn a considerable profit. Exchange faction PCs do not need to make this decision at this time, but if any agreement is made with Kahsu to provide him with Pathfinder protection in exchange for his information about the Aspis Consortium, he departs for Eleder to deliver his news to Fola.

Rewards: If the PCs fail to negotiate with or defeat the fleeing Aspis agents, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,250 gp.

Out of Subtier: Reduce each PC's gold earned by 2,625 gp.

Subtier 10–11: Reduce each PC's gold earned by 4,000 gp.

TALKING WITH KAHSU

Regardless of how they do it, PCs who manage to communicate with Kahsu can learn some useful information from the ex-cleric. Once a faithful devotee of Norgorber, Kahsu has made the personal decision to spurn his god in



Parveen's Manifestation

The fiendish manifestation created by Parveen functions like a haunt, but it represents a demonstration of the asurendra's evil will rather than a hazardous area created by disturbed spirits. This manifestation is more difficult to detect than a haunt, but it is also more vulnerable to displays of faith. Parveen's manifestation activates during a surprise round and acts on initiative 10 of each round. Positive and negative energy can destroy the manifestation, as per the rules for a haunt. Additionally, a forceful display of any faith can delay the manifestation. In Subtier 7–8, a PC who presents a deity's holy symbol and invokes that deity's name can attempt a DC 15 Charisma check to delay the manifestation. In Subtier 10–11, the lingering defilement left behind by Parveen's reign of terror centuries ago still remains, requiring a DC 16 Charisma check. A PC who succeeds at the Charisma check delays the effects of the manifestation for 1d4 rounds. Success by 10 or more delays the manifestation's effects for 1d4 rounds and causes it 1 point of damage for each point by which the Charisma check result exceeded the manifestation's DC. Further rules for manifestations appear in *Pathfinder Campaign Setting: Hell Unleashed*.

Scaling Encounter B1

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

Subtier 7–8: The emperor cobras enter the fray on the same round that the chairs fragment and strike at all living creatures. This subjects the cobras to the manifestation's damage and forces them to recoil in surprise for 1 round before attacking.

Subtier 10–11: The giant anaconda enters the combat on the same round that the chairs fragment and strike at all living things. This subjects it to the manifestation's damage. It makes its initial attack against one of the stone chairs before realizing that the PCs make better targets.

the most effective way he can: by freely sharing all the secrets he has been entrusted with. As such, he answers any question posed to him as honestly as possible. His confidence grows with each secret that escapes his lips, as he experiences no direct repercussions from what he now assumes to be an impotent god.

Kahsu knows most of the information in the adventure background pertaining to the recent activities of the Aspis Consortium. He knows nothing of Parveen or her connection to the fiends that he and his former companions fled from. In Kahsu's mind, his visions came not from an outside source but from a personal revelation of the futility of all gods.

What happened to you? “Fleeing fiends in the heart of this jungle, amidst the ruins of a great empire, I finally saw the truth. I saw visions of the cyclopes of Ghol-Gan weeping blood as they realized that for all of their culture, their gods had abandoned them. I realized that is the way of all gods. They string us along with parlor tricks, but fail when their power is needed the most.”

Did your companions know you worshiped Norgorber? “Not at all. That was one of the god's many foolish secrets. His faithful shroud themselves in secrets, but where does it get them? The gods don't matter in the end.”

How many people are still at the temple site? “Aspis agents and foolish Vanji prospectors scurry about the temple constantly, carrying their rocks and baubles back home. We were perhaps one or two dozen busy little ants before the fiends arrived. I know not how many still live, but I suspect that soon there will be none remaining. Several of the prospectors were with us when the fiends attacked, but they fled into the temple and we left them to their fates.”

How much damage has been done to the temple? “The temple is little more than bare stone walls, as is the ultimate destiny of all feeble god-halls. Just before the fiends arrived, a large wall in the main temple collapsed, so I doubt it will even remain standing for long.”

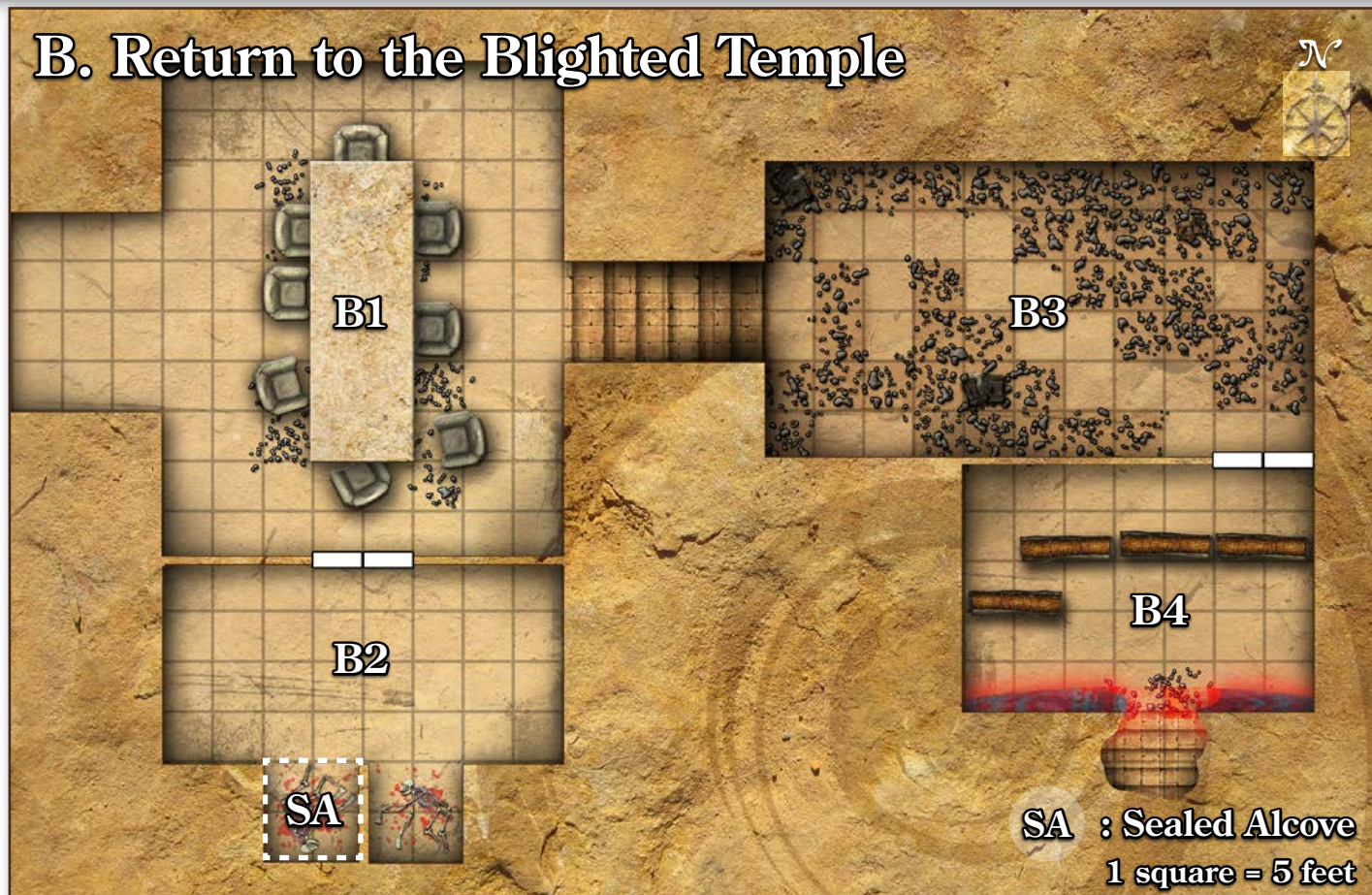
B. RETURN TO THE BLIGHTED TEMPLE

The city of Kaddodi looms ahead: partially collapsed walls overgrown with foliage tower 40 feet in the air, and the buildings in the complex were clearly built to a scale of giants. Despite scavengers picking over the carcass of the long-dead Ghol-Gan empire, the mark of the cyclops civilization remains obvious in the area surrounding Parveen's prison. Toppled stone pillars lie marred by age but heavy and unwieldy enough that even the concerted efforts of the Aspis Consortium and the Vanji Prospector's Guild have been unable to move them during their looting. Faded sun and moon motifs adorn many of the ruined structures surrounding the temple, although somebody has visibly defaced many of these designs.

The temple was once the center of cyclops religious life, but as Ghol-Gan declined, it became a site of foul rites and blasphemies. Although worn and ancient, it has mostly stood the test of time. The upper level (areas **B1** and **B2**) has dim light due to sunlight shining through cracks in the walls and ceiling, but the lower level (areas **B3** and **B4**) is dark. Ceilings are 30 feet high in all areas, giving the rooms a cavernous feel.

PCs who succeed at a DC 25 Perception check upon nearing time-worn temple at the city's heart hear the sound of battle coming from within. This is the sound of the surviving members of the Vanji Prospector's Guild trapped within the temple where they fight to keep at bay a squad of upasundas that have answered Parveen's call.

B. Return to the Blighted Temple



B1. THE ASURA'S WILL (CR 9 OR CR 12)

This enormous room is little more than bare stone. Two exits lead from this chamber—one to the east descending down a wide stair, and one to the south, which lies broken open with shattered pieces of the stone doors scattered nearby. A broad stone table, still discolored from ancient bloodstains, stands in the middle of the room with stone chairs laying about it in disarray.

The massive tabletop is 8 feet off the ground, and Medium or smaller creatures can pass underneath it easily. The sounds of violent combat can be clearly heard coming from area B2.

More than just a testament to how thorough the Consortium has been in its looting, this area marks the outer edge of Parveen's direct influence. From her prison, the asurendra can see all activity in the area through the use of her *greater scrying* spell-like ability. Right now, the upasunda attack on the temple's main entrance demands most of Parveen's attention. However, she is not ignorant of the approach of others and happily greets the PCs with a manifestation of her fiendish will.

Creatures: The shadows under the massive table currently serve as a refuge for one or more giant snakes displaced from their nests by the furious fighting between the Aspis agents, prospectors, and the fiends responding to Parveen's call. If the

PCs do not pass beneath the table, the snakes take no notice of them until they trigger Parveen's manifestation. PCs who succeed at a DC 21 Perception check (DC 12 in Subtier 10–11) notice the snakes coiled beneath the table, their tongues flickering in agitation.

Manifestation: Parveen's influence has grown in many ways over recent months. She has touched the minds of many Consortium agents, probing carefully to find out who can best serve her. She happily twisted Kahsu's faith against him, delighting in her ability to send visions that drove a once-faithful cleric against his chosen deity. Now, as a squad of upasundas answers her call for freedom, she has focused a great deal of her fiendish energy to keep unwanted intruders away from the path to her failing prison. The manifestation here is one such defense, centered atop the massive stone table. It resembles Parveen's leering visage once it is triggered, though prior to that it is little more than a shimmering haze in the air.

SUBTIER 7–8 (CR 9)

LAMENT OF THE CYCLOPES

CR 8

LE manifestation of Parveen (20-ft. radius around the center of the stone table)

Caster Level 11th



Scaling Encounter B2

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

Subtier 7–8: The upasundas have already used their *haste* and summon spell-like abilities prior to the PCs' arrival.

Subtier 10–11: The Consortium agents fought valiantly, focusing their attacks on one asura at a time. They killed one of the asuras with a *scroll of holy smite* before they were forced to retreat. As such, the PCs have to face a squad of only three upasundas, rather than four.

Notice Perception DC 24 (to see the air shimmering above the ancient stone table)

hp 16; **Trigger** proximity; **Reset** 1 minute

Effect The fearsome visage of a fanged woman with six red-glowing eyes appears and emits a loud moan. At the same time, the stone walls in the area take on cyclops visages and echo that moan. The hollow eyes of the cyclopes begin to bleed, and the manifested images chant, "Faith is futile. All will fall just as great Ghol-Gan." As the chanting reaches a crescendo in the first round of the manifestation, all creatures in the area of effect with an Intelligence of 3 or higher must succeed at a DC 16 Will save or suffer the effects of *confusion* for 8 rounds. This is a sonic, mind-affecting effect. On the second round of the manifestation, several heavy stone legs break off of the large stone chairs, striking all living creatures within the area of effect. These fragments deal 3d6 points of bludgeoning damage plus 3d6+7 points of force damage. Each creature in the area can attempt a DC 19 Reflex saving throw for half damage.

EMPEROR COBRAS (2)

CR 5

hp 51 each (*Pathfinder RPG Bestiary* 2 252; see page 22)

TACTICS

Before Combat The cobras leave their temporary shelter beneath the table after the manifestation begins. They attack on the round after the chair fragments strike the PCs.

During Combat Each cobra strikes at a different foe, preferring to target enemies that seem weak. They target characters suffering from the manifestation's *confusion* effect or who seem particularly wounded first. If they kill or disable a creature, they drag it down the ravine and toward their burrow.

Morale The cobras flee toward the temple's entrance if reduced to 10 hp or lower

SUBTIER 10–11 (CR 12)

LAMENT OF THE CYCLOPES

CR 10

LE manifestation of Parveen (20-ft. radius around the center of the stone table)

Caster Level 13th

Notice Perception DC 24 (to see the air shimmering above the ancient stone table)

hp 20; **Trigger** proximity; **Reset** 1 minute

Effect The fearsome visage of a fanged woman with six red-glowing eyes appears and emits a loud moan. At the same time, the stone walls in the area take on cyclops visages and echo that moan. The hollow eyes of the cyclopes begin to bleed, and the manifested images chant, "Faith is futile. All will fall just as great Ghol-Gan." As the chanting reaches a crescendo in the first round of the manifestation, all creatures in the area of effect with an Intelligence of 3 or higher must succeed at a DC 20 Will save or suffer the effects of a *symbol of stunning* for 1d6 rounds. This is a sonic, mind-affecting effect. On the second round of the manifestation, several heavy stone legs break off of the large stone chairs, striking all living creatures within the area of effect. These fragments deal 6d6 points of bludgeoning damage plus 3d6+7 points of force damage. Each creature in the area can attempt a DC 23 Reflex saving throw for half damage.

GIANT ANACONDA

CR 10

hp 126 (*Pathfinder RPG Bestiary* 2 252; see page 22)

TACTICS

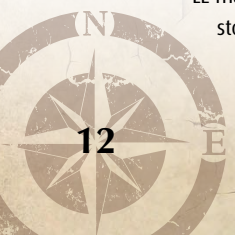
Before Combat The giant anaconda leaves its place squeezed beneath the shelter of the table after the manifestation begins. It attacks on the round after the statue fragments strike the PCs.

During Combat If encountered beneath the table, the anaconda attempts to slither towards the entryway where it doesn't have to squeeze in combat, attempting a bull rush or overrun any PC in its way. If that doesn't work, or if the anaconda is encountered after the manifestation is triggered, it strikes at the nearest target and attempts to squeeze the life out of its potential meal using its constrict ability. It switches targets if it fails to successfully grab a foe or if its victim escapes from its coils.

Morale The anaconda flees toward the temple's entrance if reduced to 20 hp or lower.

Treasure: Piled just inside the entryway of this room are bags of items taken from within the temple and surrounding area. While most of these items are of little actual value, a suit of Medium-sized +1 *poison-resistant stoneplate*^{UE} stands out among the accumulated detritus. While largely identical to the stoneplate crafted by dwarven artisans, this suit of armor mirrors the stonework and detailing of the surrounding buildings and was likely crafted by a cyclops artisan for a favored servant, or perhaps as a gift to an Azlanti ally before the cyclopes fell into violent savagery.

Rewards: If the PCs fail to defeat the snakes and manifestation, or fail to recover the suit of stoneplate, reduce each PC's gold earned by 433 gp.



B2. PARVEEN'S SAVIORS (CR 10 OR CR 13)

This room is nearly bare, its treasures lost to time and looters. Two cavities have been carved in the southern wall of the room, bare save for stacks of excavating tools and the shattered fragments of ancient skeletons.

When a group of upasundas responded to Parveen's magical beckoning, they viciously attacked those prospectors and Aspis agents who hadn't succumbed to Parveen's corrupting influence. Trapped in this room are the expedition's last surviving members of the Vanji Prospector's Guild, four grizzled veterans engaged in a losing battle against the fearsome fiends. As the PCs enter the room, they arrive just in time to see two of the prospectors dragging a wounded ally into one of the alcoves as the fourth seals them all within the alcove using a *scroll of wall of force*. This is an obvious temporary measure to allow them a chance to recover from the upasunda's relentless assault, though the scroll-using prospector's eyes brighten with hope when he sees the PCs enter behind the distracted fiends.

The wall protecting the prospectors lasts for 9 rounds before dissipating. If the PCs have not yet defeated the upasundas, the prospectors join in the fight (use the statistics for the Subtier 7–8 Possessed Consortium Agents on page 17, though the prospectors do not gain the damage reduction, resistances, spell resistance, or spell-like abilities granted to their possessed counterparts) and fight fiercely, though if they have an opportunity to safely flee while the upasundas are still alive, they run for the temple entrance—where they are captured by the approaching gripli tribes.

Creatures: The upasundas currently have two duties in service to Parveen. First, they need to allow the agents under the asurendra's control to finish destroying the prison. Secondly, they have the privilege of sowing as much death and destruction as possible prior to Parveen's release.

In Subtier 7–8, the Consortium agents were able to form a strong defense despite the strength of their foes. Their combined forces managed to wound the upasundas and even killed two of the creatures with the help of a *scroll of holy smite* before they were forced to retreat. In Subtier 10–11, the agents were taken completely by surprise, and as such they didn't manage to kill any of the upasundas or disable the monsters' regeneration before fleeing.

SUBTIER 7–8 (CR 10)

WOUNDED UPASUNDAS (2)

CR 8

hp 114 each; currently 57 each (*Pathfinder RPG Bestiary* 3 27; see page 22)

TACTICS

During Combat The first upasunda to act casts *hold monster* on the nearest PC. The other uses Spring Attack to strike and fall

back near its ally, seeking to avoid exchanging full attacks until its regeneration has healed some of its wounds. Both upasundas become much more confident if their regeneration brings them above 80 hit points, at which point they stop using Spring Attack and instead focus on making as many full attacks as possible until they slay their foes.

Morale The upasundas fight to the death.

SUBTIER 10–11 (CR 13)

UPASUNDAS (4)

CR 9

hp 114 each (*Pathfinder RPG Bestiary* 3 27; see page 22)

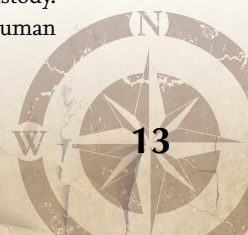
TACTICS

During Combat Flush with their victories up to this point, each upasunda seeks to engage a separate foe, confident that these mortals pose no threat. If they have trouble engaging a mobile character in melee, they cast *hold monster* to lock their chosen target in place.

Morale The upasundas fight to the death.

Treasure: One of the upasundas carries a valuable treasure taken from the body of one of the Consortium agents: a fragment of a stone tablet inscribed with ancient runes dating back to the classical era of Ghol-Gan. This text is one part of the Twelve Rites, a powerful ritual that Parveen has long sought to understand fully. PCs who read the tablet notice that somebody has altered the runes after their creation, turning the original message of enlightenment into something much more sinister. This tablet now describes the corruption of the soul as it gives way to fiendish possession. Originally providing a defense against otherworldly influence, the altered inscription details how to welcome a fiendish spirit into one's body, describing giving one's soul over to such beings as a wonder greater than gold. A PC who has the tablet in her possession and succeeds at a DC 20 Linguistics check or a DC 25 Knowledge (planes) check can use the information provided on the tablet to temporarily stun a possessed creature. That character can activate the tablet as a standard action to force any creature possessed by a fiendish spirit to succeed at a DC 20 Will save or be stunned for 1 round. A possessed creature cannot be affected by the tablet's power more than once in a 24-hour period, and the tablet cannot be activated more than once per round. This could potentially prove useful to the PCs in their coming fight against Parveen's last minions.

Development: Once the last of the upasundas falls, the prospectors (assuming they have not fled or been slain by the upasundas) emerge from the alcove to thank the PCs for rescuing them, and the PCs hear a series of loud croaks as the gripli tribes arrive to aid them in their final strike against Parveen. In the event that the prospectors fled, they have been captured and are currently in the griplis' custody. The apparent leader of the prospectors, a burly human



who introduces himself as “Just Joh,” pleads for the PCs to intercede on behalf of himself and the other prospectors, fearing whatever justice might await them at the griplis’ hands. If the PCs intercede on the prospectors’ behalf, the griplis grudgingly release them, and Just Joh swears that he will report both the griplis’ mercy and the Society’s assistance to his superiors in the Vanji Prospector’s Guild. As long as the PCs release the prospectors, Just Joh further promises to ensure that neither he nor any other member of the Vanji Prospector’s Guild will bother the griplis tribes around Kaddodi again. He then gathers up his agents and leaves for Bloodcove. If the PCs instead take the prospectors into custody, the griplis volunteer to guard Just Joh and his agents until the PCs finish their business in Kaddodi.

Led by Purpurrup, the griplis provide four *potions of cure serious wounds* to the PCs for the battle ahead. If the PCs disable the upasundas but cannot overcome their regeneration, one of the fiend-keepers coats a weapon with an *oil of align weapon* to slay the creatures. The griplis then form a defensive perimeter around the temple. The majority of the griplis investigate the damage done by the Aspis Consortium’s operation and begin efforts to salvage what wards and ritual seals they can. Six griplis fiend-keepers accompany the PCs into the temple to make sure that Parveen does not escape.

Rewards: If the PCs fail to defeat Parveen’s upasunda allies, reduce each PC’s gold earned by 250 gp.

B3. HALL OF BROKEN GODS

This long, wide hall is littered with thousands of smashed and broken relics, idols, icons, and statuary of all kinds. An enormous door, slightly ajar, sits at the end of the hall.

Much of this chamber is choked with rubble, which counts as difficult terrain. Despite the general disarray apparent in this area, someone has cleared a path through the rubble leading into area B4.

B4. ENTRANCE TO PARVEEN’S PRISON

This room terminates in a wall of stone and iron, seemingly newer than the rest of the complex, decorated with glowing runes and symbols. A hole large enough for two humans walking side by side has been hacked through the wall with mining tools, revealing a staircase that spirals down into the darkness beneath the temple.

The stone-and-iron wall along the south side of this room once served as one of the layered wards containing Parveen’s power. Aspis agents and members of the Vanji Prospector’s Guild have recently torn through the wall at Parveen’s magical urging, freeing much of the asurendra’s power and allowing

her to exercise more influence over the mortal world. Now, the wrecked wall serves as the entryway to the deepest reaches of Kaddodi’s blighted temple.

C. PARVEEN’S PRISON

The crumbled wall in area B4 reveals a winding staircase that leads down into a much larger space beneath the temple. This space once housed a sizable library dedicated to the art and culture of the classical era of Ghol-Gan. As Kaddodi devolved into a home for cannibals and demon-worshippers during the empire’s fall, the corruption of the temple attracted the vicious asurendra Parveen, who took the former center of worship and knowledge as her throne room. The depths of the temple hosted numerous dark rituals and grisly celebrations for centuries until a pair of magical warriors trained by the archmage Jatembe ended the asura’s thousand-year reign of terror and transformed Parveen’s stronghold into her prison.

The walls and floors of the lower reaches of the Ghol-Gan temple that serve as Parveen’s prison are crafted of stone. Most of the ceilings are 20 feet high, but they rise to a height of 50 feet in area C3. Ancient runes carved into the walls and ceilings glow and provide dim lighting to the entire area. Unless directed otherwise, the six griplis fiend-keepers that follow the PCs into the temple trail behind, ready to provide support.

C1. ENTRANCE

Great stone stairs reach their end well below the surface, terminating in a fifteen-foot-wide corridor whose length suggests a larger structure than what appears above the earth. The western end of the hallway lies choked with rubble from an ancient collapse, while a large, bronze double door marks a likely entrance to the inner reaches of the lower temple.

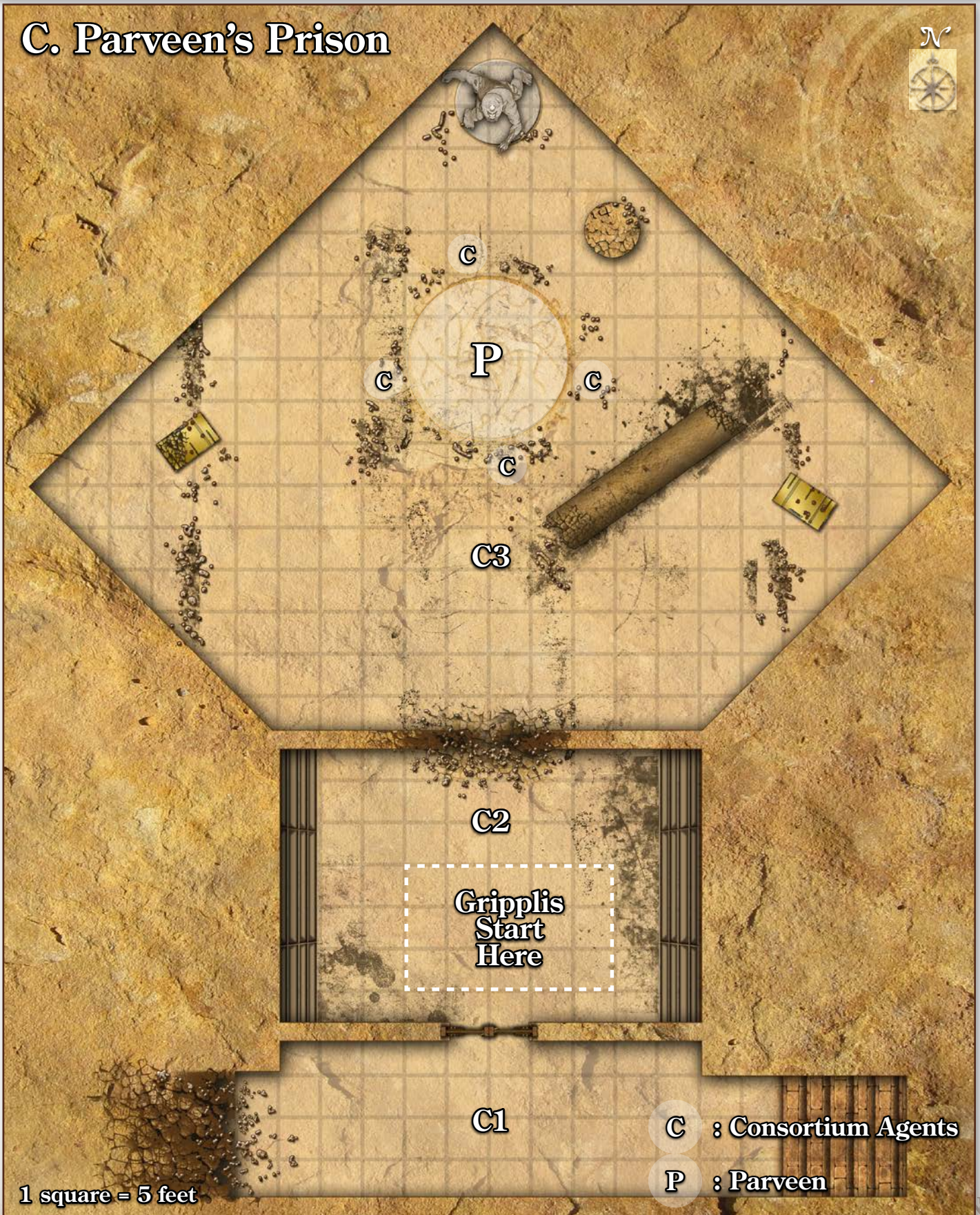
The western end of the corridor collapsed due to an earthquake centuries ago. A PC who succeeds at a DC 19 Survival check (DC 24 in Subtier 10–11 due to the possessed agents concealing evidence of their passage) can determine from the disturbance of dust on the floor that four humanoid creatures passed through the bronze doors not long ago.

C2. EMPTY LIBRARY

The creators of this temple built towering stone bookshelves into this chamber’s walls. Many of the shelves still stand, although some have collapsed under the weight of years. Each bookshelf is adorned with a carefully crafted frame depicting the sun, stars, and other celestial bodies. Looters have chipped away at the frame, taking what they could from those carvings. Those looters seem to have also stripped the rest of the chamber bare, as the empty shelves seem devoid of any lore that the Ghol-Gani left



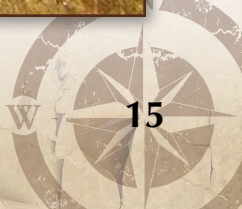
C. Parveen's Prison



1 square = 5 feet

C : Consortium Agents

P : Parveen



Scaling Encounter C3

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

Subtier 7–8: The PCs encounter only three possessed agents instead of four. Additionally, possessed griplis gain the staggered condition while under Parveen's influence.

Subtier 10–11: Remove one possessed agent from the encounter.

behind. The northern wall has partially collapsed, though in the large pile of rubble is a single hole large enough for one human-sized creature to fit through at a time. A muted purple light shines from the chamber beyond.

A section of the northern wall collapsed ages ago, burying the original door that led from this chamber. Agents from the Aspis Consortium created a makeshift path up the rubble and dug a simple entry through a weak spot in the wall. The rubble is piled approximately 10 feet



PARVEEN

high and is difficult terrain, although the slope is not steep enough to warrant a Climb check.

The possessed agents climbed up the slope and then dropped into the large chamber beyond, where they now work to finish destroying the wards holding Parveen in place. PCs who noticed the tracks left behind by Parveen's servitors can follow their trail right to this entrance.

C3. THE CRUMBLING PRISON (CR 11 OR CR 14)

The ceiling of this large chamber rises to a height of at least fifty feet, with carvings along the sloping walls depicting a precise and detailed diagram of Golarion's constellations in each of the four seasons. A violet light bathes the entire chamber, emanating from a ritual circle at the center of the room surrounded by rubble. A twenty-foot-tall, six-armed creature surrounded by glowing weaponry is trapped within the ritual circle, bound by chains that crackle with white lightning.

The light emanates from the ritual circle itself, which had been surrounded by a stone pillar before the intervention of Parveen's minions, who chipped away the physical structure but as of yet have been unable to break the magic holding their mistress in place. Parveen remains aware of her surroundings but cannot break free of her bonds. A circle of magical energy surrounds the bound asurendra, preventing anything from physically interacting with her. However, the imprisonment won't last much longer unless the PCs can stop the destruction of the prison's final wards.

The four possessed agents work to undo spells woven centuries ago. When the PCs enter the room, two of the agents are working to topple a rune-covered pillar while the other two hack at a statue of a robed cyclops clutching a large tablet. They appear poised to succeed at their tasks given just a few more uninterrupted moments. The gripli fiend-keepers recognize this and immediately move to position themselves adjacent to the ritual circle, hoping to keep Parveen at bay by drawing a portion of her spirit into themselves. However, they lack the power to contain Parveen and also deal with her new minions. It falls upon the PCs to save the day.

Creatures: With Parveen on the verge of freedom and the Aspis Consortium agents deeply under the fiend's control, she has the ability to influence them far beyond mere possession. By channeling a portion of her essence into each of them, she has both empowered and controlled them, imbuing them with 10 temporary hit points (20 in Subtier 10–11) and a selection of asura-like powers. These adjustments are reflected in the stat blocks on page 17. Each time one of the agents uses a spell-like ability granted by Parveen, that agent convulses and briefly shifts to vaguely resemble an asura. This includes temporarily growing monstrous facial features, reddening of the skin, or even a

vestigial third arm. None of these features grants the agents additional abilities, but manifestations emphasize that Parveen now controls more than just their minds.

The gripli fiend-keepers struggle valiantly to contain Parveen's influence, but they cannot hold such evil within them for very long. At the beginning of the second round of combat, one gripli drops unconscious. On the next round of combat, that fiend-keeper rises as a pawn under Parveen's control and another gripli falls unconscious. This process repeats each round. While under Parveen's influence, the possessed griplis do not draw upon their medium class abilities, but they do receive the benefits of an *unholy aura* projected by Parveen. The griplis do not manifest any other asura-like abilities like the agents do, but they act to hinder the PCs in any way they can.

SUBTIER 7-8 (CR 11)

POSSESSED CONSORTIUM AGENTS (4) CR 7

Human fighter 7

CE Medium humanoid (human)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 81 (7d10+38)

Fort +10, **Ref** +5, **Will** +5; +2 vs. fear

DR 5/good; **Resist** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 30 ft.

Melee +1 *heavy pick* +13/+8 (1d6+8/×4)

Ranged composite longbow +9/+4 (1d8+3/×3)

Special Attacks weapon training (axes +1)

Spell-Like Abilities (CL 11th; concentration +12)

3/day—*levitate*, *spider climb*

1/day—*blade barrier* (DC 17), *hold monster* (DC 16)

TACTICS

Before Combat The agents each have heavy picks drawn and are using them to chip away at Parveen's few remaining wards. They favor this weapon in battle unless something prevents them from engaging an opponent in melee.

During Combat The agents use Power Attack whenever they make a melee attack, as well as Vital Strike in any round in which they move more than 5 feet. They cast *hold monster* to disable PCs who prove themselves dangerous in battle. An agent who takes 30 or more points of damage attempts to *levitate* to the top of the chamber and fire arrows at targets below. The agents avoid raising additional *blade barriers* if one is already in effect so they can move about the chamber without harming each other.

Morale As minions of Parveen with no true will of their own anymore, the agents fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 13

Base Atk +7; **CMB** +10; **CMD** 24

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Appraise +2, Intimidate +8, Perception +7

Languages Common

SQ armor training 2

Other Gear +1 *breastplate*, +1 *heavy pick*, composite longbow (+3 Str) with 20 arrows, *cloak of resistance* +1, *ring of protection* +1

FIEND-TOUCHED GRIPPLI (UP TO 6) CR 4

Gripli medium 5 (*Pathfinder RPG Bestiary* 2 149, *Pathfinder RPG Occult Adventures* 30)

N Small humanoid (gripli)

Init +0; **Senses** darkvision 60 ft.; Perception +2

Aura *unholy aura* (DC 22)

DEFENSE

AC 20, touch 15, flat-footed 20 (+5 armor, +4 deflection, +1 size)

hp 41 (5d8+15)

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

Weaknesses *protection from evil* vulnerability

OFFENSE

Speed 30 ft. (20 ft. in armor), climb 20 ft. (15 ft. in armor)

Melee mwk spear +6 (1d6+1/×3)

Ranged bolas +4 (1d3+1 nonlethal) or sling +4 (1d3+1)

TACTICS

During Combat The fiend-keepers seek to engage paladins or other obvious worshipers of good-aligned gods, hoping their *unholy aura* will drain the strength of Parveen's most hated foes. If this tactic fails, they assist the possessed agents by setting up flanking or trying to trip foes with their bolas.

Morale While under Parveen's control, the fiend-keepers fight to the death.

STATISTICS

Str 12, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 17

Feats Exotic Weapon Proficiency (bolas), Lightning Reflexes, Toughness

Skills Climb +7, Heal +10, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +8, Stealth +2 (+6 in marshes and forested areas)

Languages Common, Gripli

SQ camouflage, swamp stride

Combat Gear *potion of cure moderate wounds*, *potion of lesser restoration* (2); **Other Gear** +1 *hide armor*, bolas, mwk spear, sling with 10 bullets, *cloak of resistance* +1, spell component pouch, 72 gp, 9 sp

SPECIAL ABILITIES

Protection from Evil Vulnerability *Protection from evil* or similar effects that disrupt fiendish possession do not drive Parveen's influence away completely, but they do allow the gripli to struggle for control. Such effects stun the fiend-keeper for 1 round, after which Parveen reasserts her influence.



Unholy Aura (Sp) The gripli do not access their medium abilities while under Parveen's control, but they gain the benefit of an *unholy aura* spell as long as they serve the asurendra.

SUBTIER 10–11 (CR 14)

POSSESSED CONSORTIUM ELITES (4)

CR 10

Human fighter 10

CE Medium humanoid (human)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 14, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 119 (10d10+40+20)

Fort +12, **Ref** +8, **Will** +7; +3 vs. fear

DR 10/good; **Resist** acid 10, electricity 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee +1 *heavy pick* +19/+14 (1d6+11/×4)

Ranged composite longbow +13/+8 (1d8+5/×3)

Special Attacks weapon training (axes +2, bows +1)

Spell-Like Abilities (CL 11th; concentration +12)

3/day—*greater dispel magic*, *hold monster* (DC 16), *levitate*, *spider climb*

1/day—*blade barrier* (DC 17), *haste*

TACTICS

Before Combat The agents each have heavy picks drawn and are using them to chip away at Parveen's few remaining wards. They favor this weapon in battle unless something prevents them from engaging an opponent in melee.

During Combat The agents use Power Attack whenever they make a melee attack, as well as Vital Strike in any round in which they move more than 5 feet. They use *hold monster* to disable PCs who prove themselves dangerous in battle. An agent who takes 30 or more points of damage attempts to *levitate* to the top of the chamber and fire arrows at targets below. The agents avoid raising additional *blade barriers* if one is already in effect so they can move about the chamber without harming each other.

Morale As minions of Parveen with no true will of their own anymore, the agents fight to the death.

STATISTICS

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

Base Atk +10; **CMB** +14; **CMD** 28

Feats Dodge, Great Fortitude, Greater Weapon Focus (heavy pick), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Vital Strike, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Appraise +4, Intimidate +9, Perception +10

Languages Common

SQ armor training 2

Gear +1 *breastplate*, +1 *heavy pick*, composite longbow (+4 Str) with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1

FIEND-TOUCHED GRIPPLI (UP TO 6)

CR 7

Gripli medium 8 (*Pathfinder RPG Bestiary* 2 149, *Pathfinder RPG Occult Adventures* 30)

N Small humanoid (gripli)

Init +0; **Senses** darkvision 60 ft.; Perception +3

Aura *unholy aura* (DC 22)

DEFENSE

AC 20, touch 15, flat-footed 20 (+5 armor, +4 deflection, +1 size)

hp 63 (8d8+24)

Fort +7, **Ref** +8, **Will** +13

Weaknesses *protection from evil* vulnerability

OFFENSE

Speed 30 ft. (20 ft. in armor), climb 20 ft.

Melee mwk spear +9/+4 (1d6+1/×3)

Ranged bolas +7 (1d3+1 nonlethal) or sling +7 (1d3+1)

TACTICS

During Combat The fiend-keepers seek to engage paladins or other obvious worshipers of good-aligned gods, hoping to draw attacks that will cause Strength damage to their foes. If this tactic fails, they assist the possessed agents by setting up flanking, trying to trip foes with their bolas, or scattering *dust of disappearance* on a possessed agent to provide the benefits of invisibility.

Morale While under Parveen's control, the fiend-keepers fight to the death.

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 20

Feats Exotic Weapon Proficiency (bolas), Improved Initiative, Lightning Reflexes, Toughness

Skills Climb +7, Heal +14, Knowledge (planes) +11, Knowledge (religion) +11, Spellcraft +11, Stealth +2 (+6 in marshes and forested areas)

Languages Common, Gripli

SQ camouflage, swamp stride

Combat Gear *dust of disappearance*, *potion of cure serious wounds*, *potion of lesser restoration*, *potion of protection from fire*; **Other Gear** +1 *hide armor*, bolas, mwk spear, sling with 10 bullets, *cloak of resistance* +1, spell component pouch, 22 gp, 9 sp

SPECIAL ABILITIES

Protection from Evil Vulnerability *Protection from evil* or similar effects that disrupt fiendish possession do not drive Parveen's influence away completely, but do allow the gripli to struggle for control. Such effects stun the fiend-keeper for 1 round, after which Parveen reasserts her influence.

Unholy Aura (Sp) The gripli do not access their medium abilities while under Parveen's control, but do gain the benefit of an *unholy aura* spell as long as they serve the asurendra.

Development: The defeat of the possessed agents sends Parveen reeling. Once the last agent dies or loses consciousness, the asurendra collapses within the summoning circle, temporarily overwhelmed by the efforts of the gripli

fiend-keepers and the effort it took to empower the agents. Any griplis who were possessed by Parveen immediately regain control over their actions and stop attacking the PCs.

If any griplis perished in battle, those that remain mourn the loss and gather up their equipment to be returned to their tribes and family members. Mother Bogwynne arrives shortly after the battle with a contingent of the griplis who helped secure the area around the temple. She quickly discerns what has happened and holds no grudge against any PCs who killed a possessed gripli. Her attention quickly goes to Parveen. After a moment of thought, she begins conversing with Purpurup or another fiend-keeper in Gripli. See “The Final Fate of Parveen,” below.

Rewards: If the PCs fail to defeat the agents attempting to release Parveen, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 2,492 gp.

Out of Subtier: Reduce each PC's gold earned by 2,882 gp.

Subtier 10–11: Reduce each PC's gold earned by 3,272 gp.

PARVEEN'S FATE

Parveen remains vulnerable for a few minutes after the battle ends. She is effectively helpless, and one final blow while she is bound and weakened would kill her. After conversing with her fiend-keepers, Mother Bogwynne presents the PCs with two options.

“The Consortium has done their harm, and Parveen will be free if we do not act. The fiend-keepers believe that Parveen's wards have been interfering with their own rituals and techniques, and it may be possible for a group of fiend-keepers to keep her properly contained if we can replace the damaged wards with new totems to channel her power and disperse her will. The issue we are faced with in this solution is that it requires the efforts of fiend-keepers from several tribes and expensive components. Without some form of outside assistance, any other significant disturbance—such as another Aspis incursion—would unleash Parveen upon us all.”

Mother Bogwynne's long tongue darts out in an anxious flicker before she continues. “We have one other option before us, and that is to strike now and kill the monster while we can. If we do this, she will not stay gone forever, though she should reincarnate as a weaker asura. Her rage will know no bounds, but her power will be diminished and we should have quite a few years to prepare for her return. As your Society has prevented her escape on more than one occasion, it falls to you to make the final determination of Parveen's fate. What shall we do?”

The ultimate decision is up to the PCs, though there are several factors that can come into play. If the party includes a member of the Exchange faction, they can choose to dedicate the resources offered by Trade Prince Aaqir al'Hakam to the gripli tribes, cementing the Society's alliance with the griplis and allowing them to seal the fiend away once again.

Alternatively, the PCs can contribute a combined total of at least 3,000 gp from their own personal wealth (5,000 gp in Subtier 10–11) to the griplis for the same effect. Mother Bogwynne has already determined what will be necessary to allow the gripli alliance to function in a sustainable fashion; if the PCs offer a contribution of a lesser amount, she thanks them but informs that such a contribution would not be sufficient and that she cannot accept such a gift when she knows she would be unable to put it to the intended use.

If the PCs choose to kill Parveen, the griplis carefully weaken the wards enough to allow the PCs to deliver a coup de grace. This coup de grace automatically succeeds in killing Parveen thanks to the fiend's temporary weakness. Parveen shrieks in pain, then laughs maniacally as her soul begins its journey toward reincarnation.

If the PCs refuse to make a choice of their own, Mother Bogwynne ultimately decides to kill Parveen with the hopes that similarly capable heroes can handle her evil whenever and wherever she reincarnates.

CONCLUSION

In spite of the loot the Aspis Consortium successfully excavated from the temple, the significant loss of life and the news that their recklessness nearly unleashed a powerful fiend upon the world only weakens them further. As a result, the Consortium becomes even more desperate, and may become even more reckless in the future. The loss of life experienced by the Consortium's allies in the Vanji Prospector's Guild has also soured that relationship, loosening the Aspis foothold in Bloodcove and undermining their prospects in the Kaava Lands even further.

REPORTING NOTES

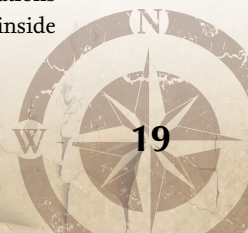
If the PCs provided Exchange backing to the griplis so they could keep Parveen imprisoned, check box A. If the Exchange funding was given to Kahsu to undermine Aspis activities in the region, check box B. If there were no Exchange faction members participating in this scenario, or if the Exchange backing was not used to aid either the griplis or Kahsu, check box C.

PRIMARY SUCCESS CONDITIONS

The PCs' primary mission is a success if they stop Parveen's escape. Whether they choose to imprison her further or to weaken her by killing her, each PC earns 1 Prestige Point and the Cyclops Stonecrafting boon.

SECONDARY SUCCESS CONDITIONS

The PCs have the opportunity to forge certain alliances through their interactions with NPCs during this scenario. Calming Kahsu in encounter A1 and convincing him to deliver news of the Aspis Consortium's recent operations to Fola provides the Pathfinder Society with useful inside



information about the Consortium's dealings. Rescuing Just Joh and his associates from the upasunda (or bargaining for the prospectors' release with the gripplis) improves the Society's standing with the Vanji Prospector's Guild. Defeating the possessed agents in area **C3** without killing any fiend-keepers strengthens the ties between the local grippli tribes and the Pathfinder Society. Accomplishing at least one of these goals earns the PCs 1 additional Prestige Point and the Ally of the Exchange boon.

FACTION NOTES

If the party granted Exchange backing to Kahsu to undermine the Aspis Consortium, grant PCs belonging to the Exchange the Corporate Espionage boon on their Chronicle sheets. If the party granted Exchange backing to the grippli tribes so they can keep Parveen imprisoned, or if the party donated at least 3,000 gp (or 5,000 in Subtier 10–11) to the tribe from their own wealth, grant the PCs the Fiend-Keeper boon on their Chronicle sheets..



THE GHOL-GAN HERESY

HANDOUT #1: MISSION BRIEFING FROM TRADE PRINCE Aaqir al'Hakam

My respected allies,

I have learned that despite the recent thrashing given to the Aspis Consortium and their Bloodcove operations, they have not yet realized that their operations in the Kaava Lands are destined to remain fruitless. The troublesome gnats continue to stain the markets with their ill-conceived attempts to control and influence local trade. More troublesome yet, my contacts tell me the Consortium has forged an alliance with the Unji Prospector's Guild. The Prospectors are an ambitious lot, and I fear that their resources combined with those of the Consortium could spell much greater trouble for the region than mere market squabbles.

I have made arrangements in concert with Venture-Captain Bellaugh to fund your passage to the city of Eleder, where you will meet with the Pathfinder field agent Fola Barun and some of our other allies in the region. Fola will have more current details on the situation in the Kaava Lands, as well as a more thorough explanation of the greater troubles I mentioned previously.

*Safe travels,
Trade Prince Aaqir al'Hakam*

HANDOUT #2: EXCHANGE EXCLUSIVE FROM TRADE PRINCE Aaqir al'Hakam

Most Esteemed Associate,

Current events in the Kaava Lands have made it clear that the Aspis Consortium remains a stubborn and persistent danger to both our own operations in the area and the region at large. Given that the Consortium has acquired strong allies in the Unji Prospector's Guild, so too must we seek a way to strengthen our own position in the region. As such, I am entrusting you with certain privileges to act as an authorities on our behalf, with control of resources capable of effecting significant change in the region.

While the precise details of how to use these resources are not clear to me at present, I trust that your discerning eye can find an appropriate opportunity to either undermine the Consortium's operations in the region, or to strengthen our ties with existing allies in the region. Do note that these resources are not to be put to use for exploratory purposes, but must be used to either exploit actionable information on the Consortium's operations or reinforce our position with established allies. In such precarious times, it is unwise to take significant risks on dubious prospects.

*Bargain wisely, my friend,
Trade Prince Aaqir al'Hakam*



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

ASURA, UPASUNDA

This six-armed woman has three fanged faces on her head. She wears colorful robes, and her hands wield several exotic weapons.

UPASUNDA	CR 9
<i>Pathfinder RPG Bestiary 3 27</i>	
LE Medium outsider (asura, evil, extraplanar, lawful)	
Init +7; Senses all-around vision, darkvision 60 ft.; Perception +23	
Aura elusive (50 ft.)	
DEFENSE	
AC 24, touch 21, flat-footed 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)	
hp 114 (12d10+48); regeneration 5 (good weapons, good spells)	
Fort +12, Ref +11, Will +15	
Defensive Abilities improved evasion; DR 10/good; Immune curse effects, disease, flanking, poison; Resist acid 10, electricity 10; SR 20	
OFFENSE	
Speed 50 ft.	
Melee mwk longsword +19/+14/+9 (1d8+6/19–20), mwk spear +19 (1d8+9/x3), mwk kukri +19 (1d4+6/18–20), 2 slams +13 (1d4+3) or 6 slams +18 (1d4+6)	
Special Attacks infused weapons, multiweapon mastery	
Spell-Like Abilities (CL 9th; concentration +13)	
At will— <i>disguise self</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>feather fall</i> , <i>see invisibility</i> , <i>spider climb</i> 3/day— <i>deeper darkness</i> , <i>levitate</i> , <i>rainbow pattern</i> (DC 18) 1/day— <i>haste</i> , <i>hold monster</i> (DC 19), <i>summon</i> (level 4, 2 <i>adhukait</i> s 45% or 1 <i>upasunda</i> 20%)	
STATISTICS	
Str 22, Dex 24, Con 19, Int 15, Wis 24, Cha 19	
Base Atk +12; CMB +18 (+20 grapple); CMD 39 (41 vs. grapple)	
Feats Cleave, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Improved Grapple, Mobility, Power Attack, Spring Attack	
Skills Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +19; Racial Modifiers +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception	
Languages Common, Infernal; telepathy 100 ft.	
SPECIAL ABILITIES	
Infused Weapons (Su) In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purpose of overcoming damage reduction.	
Multiweapon Mastery (Ex) An upasunda takes no penalties when fighting with multiple weapons.	

SNAKE, EMPEROR COBRA

This massive green cobra rears its head upward aggressively, its brightly colored, scaly hood flaring in an unmistakable warning.

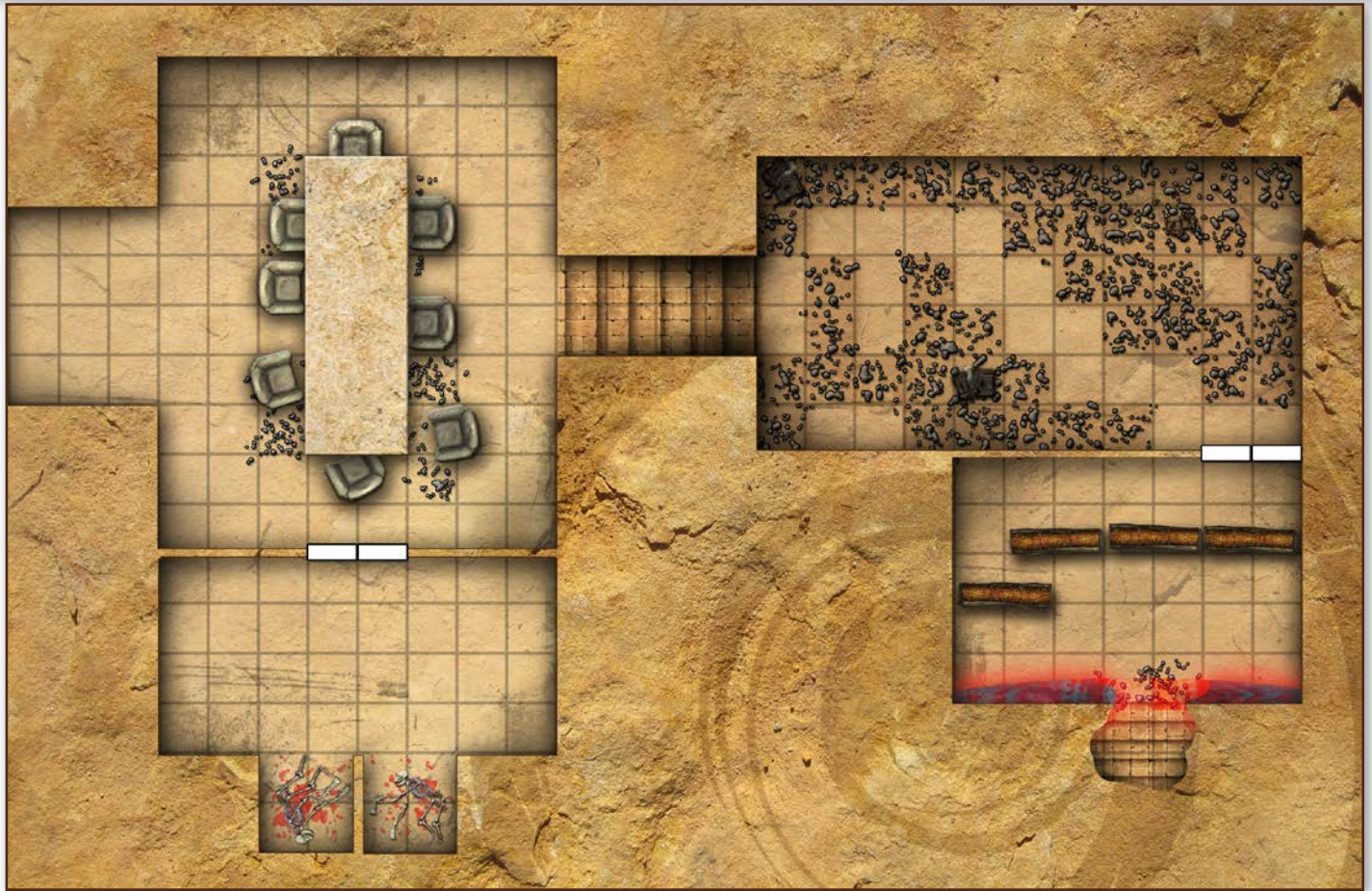
EMPEROR COBRA	CR 5
<i>Pathfinder RPG Bestiary 2 252</i>	
N Large animal	
Init +6; Senses low-light vision, scent; Perception +13	
DEFENSE	
AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)	
hp 51 (6d8+24)	
Fort +9, Ref +7, Will +5	
OFFENSE	
Speed 30 ft., climb 30 ft., swim 30 ft.	
Melee bite +10 (2d6+9 plus poison)	
Space 10 ft.; Reach 10 ft.	
STATISTICS	
Str 22, Dex 15, Con 18, Int 1, Wis 17, Cha 2	
Base Atk +4; CMB +11; CMD 23 (can't be tripped)	
Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)	
Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; Racial Modifiers Acrobatics +8, +4 Perception, +4 Stealth	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; <i>save</i> Fort DC 17; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Con; <i>cure</i> 2 consecutive saves.	

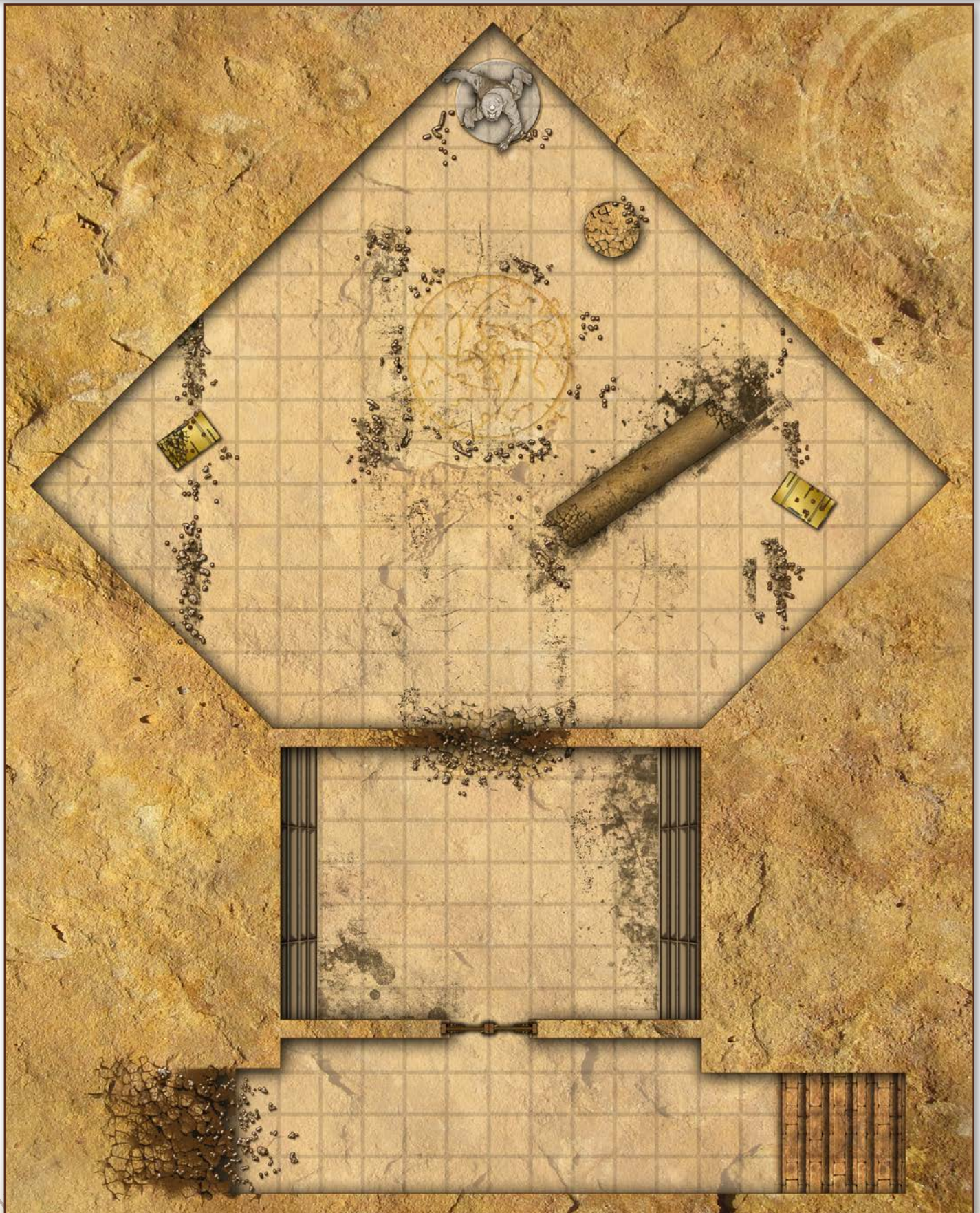
SNAKE, GIANT ANACONDA

An enormous coil of muscle and scales, this giant snake flicks its arm-length tongue in the air as it scans the area for prey.

GIANT ANACONDA	CR 10
<i>Pathfinder RPG Bestiary 2 252</i>	
N Gargantuan animal	
Init +6; Senses low-light vision, scent; Perception +22	
DEFENSE	
AC 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)	
hp 126 (12d8+72)	
Fort +14, Ref +10, Will +5	
OFFENSE	
Speed 20 ft., climb 20 ft., swim 20 ft.	
Melee bite +19 (4d6+19/19–20 plus grab)	
Space 20 ft.; Reach 20 ft.	
Special Attacks constrict (4d6+19)	
STATISTICS	
Str 36, Dex 14, Con 23, Int 1, Wis 13, Cha 2	
Base Atk +9; CMB +26 (+30 grapple); CMD 39 (can't be tripped)	
Feats Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)	
Skills Climb +21, Perception +22, Swim +21	

THE GHOL-GAN HERESY





THE GHOL-GAN HERESY

Pathfinder Society Scenario #9-23: The Ghol-Gan Heresy

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

Character #

Prestige Points

Character Name

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

Character #

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Pathfinder Society Scenario #9-23: The Ghol-Gan Heresy

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐☐☐ **Ally of the Exchange:** Your endeavors on behalf of the Pathfinder Society have been extremely beneficial for the Exchange, and the faction has noticed. Whenever you purchase an item whose total price is less than or equal to 1,000 gp \times your character level, you can check a box next to this boon to receive a 10% discount on that purchase. This reduction in cost does not stack with any other boons or abilities that reduce the cost to purchase the chosen item, and items obtained in this manner cannot be sold for more than was spent to acquire them under any circumstances.

☐☐☐☐☐ **Corporate Espionage (Exchange Faction):** You have rescued Kahsu, the apostate cleric of Norgorber. Utilizing his insights into Aspis Consortium operations, you have facilitated an Exchange campaign to further undermine Aspis operations while strengthening the Exchange's business opportunities, granting you control of a minor Exchange trading outpost in the Kaava Lands. When performing your Day Job check, if the result of your check is greater than or equal to 15 + half your character level, check one box next to this boon. Once all five boxes next to this boon are checked, your business in the Kaava Lands has become fully sustaining and you are able to reap its rewards, gaining an additional 200 gp per XP gained when completing an adventure.

Cyclops Stonecrafting: The Society's repeated expeditions into the ancient cyclops city of Kaddodi have unlocked the ancient secrets of cyclops stonecrafting. Characters with this boon can purchase primarily metal weapons and armor made out of specially treated hematite, which is as strong as iron and doesn't have the fragile quality. These stone items cost the same amount as base items of their type, but they weigh only 75% of a base items of their type and are immune to rust effects such as the *rusting grasp* spell or a rust monster's rust ability.

☐☐☐ **Fiend-Keeper (Exchange Faction):** You have dedicated Exchange resources, or your own personal wealth, toward providing the gripli fiend-keepers and their tribes with the resources necessary to protect themselves and guard the powerful asura trapped beneath Kaddodi. As payment for your services, the griplis have presented you with a token attuned specifically to you that can grant you some of the power siphoned from the bound fiend. You can check one of the boxes next to this boon to cast either *deeper darkness* or *haste* as a spell-like ability with a caster level equal to your character level.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,213	4,425

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,095	6,190

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,978	7,955

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

EXPERIENCE	
	Initial Prestige
	Prestige Gained (GM ONLY)
	Prestige Spent

Current Prestige	Final Fame

FAME	
	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)

Gold Spent
Total

Subtier 7-8

Subtier 10-11

+1 poison-resistant stoneplate (5,200 gp; *Pathfinder RPG Ultimate Equipment* 121, 14)
shock amulet of mighty fists (4,000 gp)

+1 poison-resistant stoneplate (5,200 gp; *Pathfinder RPG Ultimate Equipment* 121, 14)
shock amulet of mighty fists (4,000 gp)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #