



AMONG THE LIVING™

BY JOSHUA J. FROST

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PATHFINDER SOCIETY SCENARIO 07

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Pathfinder Society Scenario 07: Among the Living is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 20 of this product.

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AMONG THE LIVING

BY JOSHUA FROST

Known as the Grim Harvestman, the Harbinger of Unexpected Tragedy, and Most Hated Rival of Pharasma, the godling Zyphus holds dominion over unexpected death. His cults, though small in number, have spread throughout Golarion and seek to extend his glory from their graveyards and barrows. True believers of Zyphus teach their followers that souls who perish by accident do not travel on to Pharasma's Boneyard in the Great Beyond, but are instead captured by the Grim Harvestman and malignantly absorbed, making their deity ever more powerful. Most of the Zyphus cults remove themselves from civilization, orchestrating small accidents and disasters to feed their master's will. A few overtly assault the establishment, planning and executing large events such as ferry sinkings, mass fires, and building collapses. Never before has a Zyphus cult planned an event that could unexpectedly wipe out a city, a region, or even a whole country. Until now.

Bodriggan Wuthers was an orphan of unknown ancestry, found 20 years ago on the doorstep of the Pathfinder Lodge of Taldor's capital, Oppara. He was raised in an orphanage, but the Taldan Pathfinders made it a point to look in on him from time to time, encouraging the boy's curiosity and pushing him toward the life of the vagabond scholar. They got what they desired. When Wuthers turned 16, he left the orphanage behind and traveled to Absalom to join the Pathfinder Society. After a few years of training and following Venture-Captain Eliza Petulengro, Wuthers settled easily into his routine, traveling Avistan and Garund seeking greater glory for himself and the Society through treasure hunting. He quickly made a name for himself, battling through a host of demon-possessed apes in the Screaming Jungle at age 18 to recover the *Garls Harp*, an Azlanti musical instrument thought lost to time and memory. His tale of that find saw his first of many reports appear in the *Pathfinder Chronicles* and his fame as a Pathfinder was sewn into the fabric of the Society.

Unfortunately for Wuthers, that fame drew unwanted attention. A cleric of Zyphus, a Taldan named Fel Bustrani, saw in the young Pathfinder an opportunity for his own glory and for the glory of the Grim Harvestman. He contacted Wuthers a year ago and regaled him with an amazing story of a lost artifact of Zyphus, known as the *Zyphus Stone*, that was ritually sealed in an underground tomb by descendants of Lost Azlant when Oppara was nothing more than an indigenous fishing village on the River Porthmos. Bustrani told Wuthers that the stone was a "living artifact" designed to bring Zyphus's faithful back to life if they died in service to their Grim god. In truth, the descendants of Lost Azlant who buried the stone knew the terrible powers it held, knew it could populate the world with zombies, but hid it hoping to later study its terrible power. They buried one of their own with the stone to see what would happen after prolonged exposure to its magic. The Azlanti never returned for the artifact, but the young man left behind was twisted into a horrible caricature of humanity—a rotting, disease-filled Zyphus zombie with the power to raise regular zombies by feeding on corpses.

Bustrani invited Wuthers to return to Taldor's capital and help the cleric access the stone's resting place, known as the Chamber of the Stone, which Bustrani recently located beneath Oppara's famed House of the Immortal Son, an opera house that was once a temple to Aroden. Misleading Wuthers by posing as a cleric of Irori, the cult leader and the Pathfinder quietly gained access to the opera house's cobweb-filled storage area and began digging, convincing the management of the Immortal Son that a find of this caliber beneath their theater would put nobles into seats for years to come. It took quite some time to dig through the bedrock beneath Oppara, but three months ago they finally punched through the last few inches and became the first living beings to gaze into the Chamber of the Stone in more than 6,000 years.

The chamber's only resident was the Azlanti that had been left behind, sprawled across a raised dais beside

RUNNING AMONG THE LIVING

The order in which the encounters appear is the suggested order in which to run them—however, so long as Act 1 is first and Act 5 is last, Acts 2–4 can be accomplished in any order. Run them as befits your group and their choices. Acts 2–4 should be run on the main floor of the opera house, rather than the basement level.

a huge block of stone in which had been carved the symbol of Zyphus: a heavy pick made of a femur, skull, and rib. Assuming the Azlanti was a preserved corpse, Wuthers approached the stone and immediately began sketching and documenting the find. Bustrani allowed the Pathfinder a few moments of glory, more to keep his attention averted than anything else, and then uttered the phrase the Grim Harvestman had revealed to him in a dream. The phrase, a garbled mishmash of various ancient tongues, brought the stone and the Azlanti zombie to life. When the chamber filled with green light and the zombie climbed to its feet, Wuthers knew he'd been betrayed. Before he could reach for a weapon, the cleric of Zyphus struck him down with the heavy pick he'd used to clear the chamber's tunnels. He ordered the Zyphus zombie to feed, and in minutes Wuthers rose again as something terrible.

With the first phase of his mission complete, Fel Bustrani contacted his cult confederates hidden throughout Taldor and summoned them to him. Their time had come. Using the Zyphus zombie, the unwitting employees and actors of the House of the Immortal Son, and their Zyphus-granted zeal, they would spread unexpected death throughout Oppara, Taldor, and beyond. They would turn the world into zombies and dance in the glory of their all-powerful god.

SUMMARY

The PCs are contacted by Eliza Petulengro, a reserved, dark-haired Varisian venture-captain, and asked to travel to Oppara to look for the famed Pathfinder Bodrigan Wuthers. Eliza knew that Wuthers was working on a dig site beneath the House of the Immortal Son opera house in Taldor's gilded capital. Wuthers insisted the dig was for an artifact that would raise the renown of the entire Society after its recovery. A report on the dig was due a month ago and Eliza worries something terrible has happened to her famous former pupil.

Gaining access to the opera house's nonpublic areas is nearly impossible, so the PCs don their best clothing and attend an opera, hoping to sneak away before the end to look in on Wuthers's dig site. Before they can execute their plan, the theater is locked down magically, and a host of

zombies crash the opera and attack and feast upon the upper crust of Taldan society. Unbeknownst to the PCs, the Zyphus cult members replaced everyone in the House of the Immortal Son and are using the opera to lure in a crop of fresh living souls to turn into the walking dead. After the opera house is reduced to Zyphus cult members and their zombie cohorts, the lock down will be lifted by Fel Bustrani. The zombie horde, mixed with the disease-ridden Zyphus zombies, will crash into Oppara and spread Zyphus's will to all Taldor and beyond.

Once the theater is locked down, the PCs have many options. The *Zyphus Stone's* powerful magic prevents any escape, so the PCs must use the bizarre attack as an excuse to explore deeper into the opera house, finding zombies of all sorts (including zombies who were, moments ago, wealthy Opparan nobles) and a highly organized Zyphus cult orchestrating the entire event. Having battled through several encounters with zombies and cult members, the PCs discover the storage area and the Chamber of the Stone and confront the Zyphus cult leader, Fel Bustrani.

GETTING STARTED

Once everyone has a chance to introduce his character and the PCs are settled in, read the following:

A week ago, you were seated in the main hall of the Grand Lodge of Absalom, waiting for the arrival of Absalom's newest venture-captain, a tall, dark-haired and olive-skinned Varisian woman named Eliza Petulengro. Renowned for her composure under pressure and the author of more than two dozen *Pathfinder Chronicles* entries, she appeared in the hall suddenly, a stack of chronicles in her arms, and looked you over before speaking.

"My greatest pupil, Pathfinder Bodrigan Wuthers, has gone missing. He followed a cleric contact back to Wuthers's home city of Oppara to work on a massive dig beneath the House of the Immortal Son, Oppara's famed opera house and once temple to the dead god, Aroden. That was a year ago. He sent monthly reports, hoping to see their publication in a chronicle, before all contact dried up a few months back. I'm worried something has gone wrong, and the Society has a vested interest in the artifact he was researching and seeking. We want you to travel to Oppara and find Wuthers. We'd like to know exactly what he was seeking, too, since he neglected to inform us through his monthly correspondence. He hinted only that the cleric of Irori he was working with told him the object was the world's greatest 'living' artifact—whatever that means.

"I have a few tidbits of information to pass to you before you go: the House of the Immortal Son is nearly impossible to access. It took Wuthers months and countless bribes to get where he did. For you, I have a much simpler idea. Go to an opera, wait for an opportunity, and then exploit it to find Wuthers and his dig site.

"Be sure to wear something festive—the Taldan nobility

are arrogant on their best days and if you arrive at the opera dressed like that," she waves her hands at you, "they'll surely lose your tickets or regret to inform you that the opera house is oversold.

"Go and report back to me directly upon your return to Absalom."

Development: Allow the PCs to make Gather Information checks about Bodrigan Wuthers and the House of the Immortal Son before moving directly to Act 1. With a DC 15 on either check, they can learn everything from the introduction that pertains to Wuthers's past and to the history and inaccessibility of the opera house. Of the "cleric of Irori" they learn nothing save that Irori is the god of knowledge. Of Fel Bustrani and the cult of Zyphus, they should learn nothing.

Give them an opportunity to purchase gear before they leave Absalom or as they arrive in Oppara, the gilded capital of Taldor. Though everything you need to run this scenario is included here, you can learn more about both Absalom and Oppara from the *Pathfinder Chronicles Campaign Setting* hardcover, available online at paizo.com or at your favorite local game store.

The House of the Immortal Son

Once a temple to Aroden, the House of the Immortal Son has, since his death, been Taldor's most opulent and expensive opera house. It is a large, windowless, cylindrical building made of polished marble and granite and surrounded by thick, finely-carved pillars. Built in the earliest traditional styles of Aroden temples, the opera house lacks windows (visitors are meant to look up, not out) and its roof is a complicated piece of stone statuary that replicates the holy symbol of Aroden, a steady winged eye gazing forever toward the heavens.

The interior of the House of the Immortal Son is full of expensive carpets, excessive gilding, and ridiculously large candelabras and chandeliers. Feel free to talk up the excess of wealth present and be sure to describe the level of opulence that went into the other attendee's outfits, wigs, hair styles, and jewelry. Taldor is an empire in decline, but Oppara's super rich aren't aware of any decline here.

Once the scenario gets started, all of the interior doors are either unlocked or ajar when the PCs find them. Signs of battle are everywhere—blood, corpses, abandoned clothing or refinery, torn wallpaper, broken mirrors, shattered chandeliers, chipped marble, etc. Feel free to spend as much time breaking the place as you spend talking it up.

Once Act 1 is under way, all of the exterior doors are magically locked by a spell that originates from the *Zyphus Stone* in Area 13. The *Zyphus Stone* also functions as a *mass dimensional anchor* spell, except it only affects PCs attempting to move beyond the walls of the opera house.

Teleport, *dimension door*, etc. all still function as normal inside the House of the Immortal Son, but any attempts to travel outside fail. Destroying the *Zyphus Stone* unlocks the exterior doors and drops the *dimensional anchor* effect. See Act 5 for further details.

1a. Opera House: Filled with classic church pews now covered in the finest silks and cushions, the main room of the opera house is what you'd expect from a temple-turned-theater. An odd mixture of religious symbols (all of the deceased god Aroden) and modern theater tropes cover the walls, ceilings, and finely-carved pillars.

1b. Stage: This wooden stage is painted black and currently decorated to look like a jungle underworld, with fake plants, vines, and a backdrop of jungle scenery. An orchestra pit separates the stage from the main opera house and a thick, red velvet curtain conceals the main doors to the back stage area.

2 and 2a. Back Stage: These three rooms are combination storage and dressing areas. The floors are painted black and the walls are covered in dozens of painted handbills and posters of previous operas performed here. Dozens of costume racks and painted backdrops are set up here to be wheeled out on stage for the proper scenes.

3. Violet Entrance: A gaudy, marbled hallway with finely carved pillars, the white floor here is split by a deep violet carpet. This entrance is reserved for the king and anyone he considers to be part of the royal court.

4. Bar: Known to regulars as the Immortal Drunk, this bar serves theatergoers before the opera, during intermission, and hosts after-parties for wealthy merchants or socialites who are not part of the nobility. The red carpet indicates that this room is also an entrance for wealthy non-nobles.

5. Blue Entrance: A gaudy, marbled hallway with finely carved pillars, the white floor here is split by a dark blue carpet. This entrance is reserved for the nobility who are not considered part of the royal court.

6. Banquet Hall: This vast, empty room is primarily used to entertain the king and his court. It is currently set to entertain the few royal court followers in attendance for *Among the Living*. The red carpet indicates that this room is also an entrance for wealthy non-nobles.

7. Green Entrance: This rather plain, marbled hallway is filled with simple granite pillars. The floor is split by a bright green carpet, indicating that this entrance is reserved for commoners when they are allowed to attend.

8 and 8a. Storage: These rooms were once the humble sleeping chambers for the priests of Aroden. They are now, for the most part, dusty storage rooms filled with props, costumes, and moldy backdrops.

9. Storage Atrium: This was once the public area for the priests of Aroden to gather and worship or study. It now serves as a side chamber from which characters can

emerge for special parts of an opera that mingle with the crowd. It is clean and simply appointed.

10. White Entrance: Also known as the Actor's Door, this plain marbled hallway is filled with simple granite pillars. The floor is split by a dirty white carpet, stained by a century's worth of artistic foot traffic. The actors of the Immortal Son believe the carpet to be good luck, and replacing it or cleaning it would spell misfortune for the theater.

11. Main Storage: Used primarily to store larger set pieces no longer used, this musty basement is now the home to a dig project that extends into the bedrock east of the room. This room is well lit by standing lamps.

12. Bedrock Tunnels: It took months to chisel through the solid bedrock here and two tunnels became one just before Bustrani and Wuthers punched through into the Chamber of the Stone. These tunnels are well lit by standing lamps, but the floors are slippery with ground water and act as the *grease* spell.

13. The Chamber of the Stone: Carved from the bedrock around it, this rectangular chamber is covered in runes and glyphs that are a mix of Azlanti and the tongue of the indigenous primitive humans who lived in Taldor before the descendants of Lost Azlant settled here. The symbols are, for the most part, gibberish and reflect nothing more than the Azlanti artistic style that was popular in the region when the room was constructed. The chamber includes a giant raised dais, upon which is perched a large, raw stone with the symbol of Zyphus carved into it: a heavy pick made from a femur, skull, and rib. The stone seems to have been dropped from a great height as the stone dais upon which it rests has collapsed around the shape of the stone. The stone itself shines with a gentle, shimmering glow that bathes the room in greenish light. A circular gap, just large enough to fit the stone, is visible in the ceiling above, and it's obvious that a flat, heavy capstone was placed over that gap. The tunnel above the gap was filled in 6,000 years ago in hopes that the *Zyphus Stone* was never accidentally discovered. (See Act 5 for details on the *Zyphus Stone*.)

ACT 1: DEAD MEN WALKING (EL 2, 4, OR 7)

Though the House of the Immortal Son has a reputation for opulence and excess, it never turns away anyone with any obvious amount of money or fame. Pathfinders are a source of great discussion in Taldor and the nobility love to read of their exploits and adventures. The PCs are allowed to attend the opera for free (regardless of how they're dressed), but anyone wearing less than a courtier's outfit and 50 gp or more of jewelry suffers a -2 penalty on all Charisma-based checks when dealing with any Taldan nobles throughout the scenario.

Among the Living, the title of the opera the PCs attend, debuts the night they visit the House of the Immortal Son.

It's an epic tale of a lone Ulfen warrior named Victory who sails to the ends of Golarion, crashes off the edge of the world, and finds himself in a gothic paradise where he falls in love with the undead queen of a jungle kingdom. It's melodramatic, over-acted, gaudy, and tasteless—just the sort of affair Taldor's wealthy screams to attend.

Once the PCs settle into their seats near the far back by the doors to Area 6, read the following:

As yet another twirling dancer in a brown costume festooned with bright pink, flowing silk scarves spins across the jungle set at the front of the stage, the orchestra reaches a screeching crescendo that crashes the entire opera to a halt. The dancers stand quietly for a moment, breathing heavily and listening to the scattered applause across the obviously bored Taldan audience. Suddenly, a sound like a thousand gongs shakes the entire building to its very foundation and the audience murmurs in a mixture of delight and fear. The actors and orchestra, however, flee the stage, disappearing behind the curtains.

After reading the above aloud, give the PCs a few moments to react to the strange behavior on stage. PCs with any Perform skills can make a DC 12 Perform check to determine that the music, vocals, and dancing of *Among the Living* is amateurish at best. Unbeknownst to the PCs, the regular performers have all been replaced by a Zyphus cult, whose members spent several weeks practicing the opening of the opera, but they are no replacement for the professional actors and singers (who, unfortunately, now all wander the Immortal Son as the walking dead).

Moments after the gong, the doors leading into Area 1a crash open and a horde of zombies floods in, immediately attacking any nobles too shocked to run. The PCs should be concerned only with the zombies that come in from Area 6, as they move directly toward them and attack. For the upper tiers, the cult of Zyphus spent months tracking down and trapping a variety of creatures throughout the wilds of Taldor, and they've worked hard the last month to turn them all into zombies to better inflict chaos and death on Oppara and beyond.

The zombies all fight to the death.

TIER 1–2 (EL 2)

HUMAN COMMONER ZOMBIE (3)

CR 1/2

hp 16 (MM 266)

HUMAN COMMONER ZYPHUS ZOMBIE

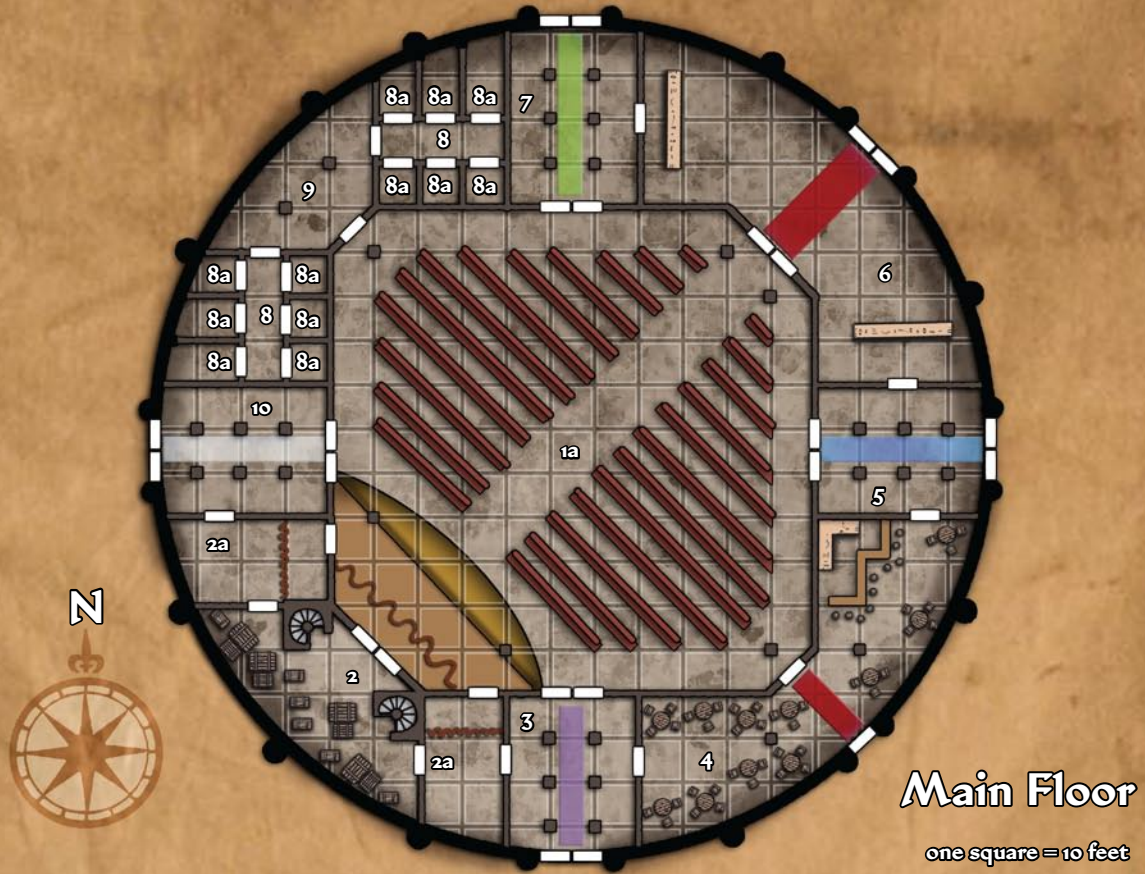
CR 1/2

hp 16 (MM 266)

SPECIAL QUALITIES

Zyphus Rot (Su): When a Zyphus zombie kills a living creature and feeds on it, it passes on a magical disease called Zyphus rot that causes the victim to quickly

House of the Immortal Son



Basement



animate and rise as a zombie in 1d4 minutes. Once risen, the new zombie no longer carries Zyphus rot and can't pass it to another living creature. A corpse can be "cured" of Zyphus rot by receiving a *cure disease* spell prior to reanimation. A Zyphus zombie cannot be cured of the disease unless the artifact that caused it is destroyed. A creature with more than 10 HD is immune to the effects of Zyphus rot. Zyphus rot only affects corporeal creatures (other than undead) that have a skeletal system.

Mission Notes: Once the combat moves on, there are plenty of merchant corpses in the opera house from which a member of the Qadira faction could acquire livery. They'll also have many opportunities throughout the scenario to fulfill their mission goal—this one is the easiest.

TIER 3–4 (CL 4)

BUGBEAR ZYPHUS ZOMBIE CR 2
hp 42 (MM 267)
SPECIAL QUALITIES
Zyphus Rot (Su): See Tier 1–2.

HUMAN COMMONER ZOMBIE (4) CR 1/2
hp 16 (MM 266)

TIER 6–7 (CL 7)

MINOTAUR ZYPHUS ZOMBIE CR 4
hp 81 (MM 267)
SPECIAL QUALITIES
Zyphus Rot (Su): See Tier 1–2.

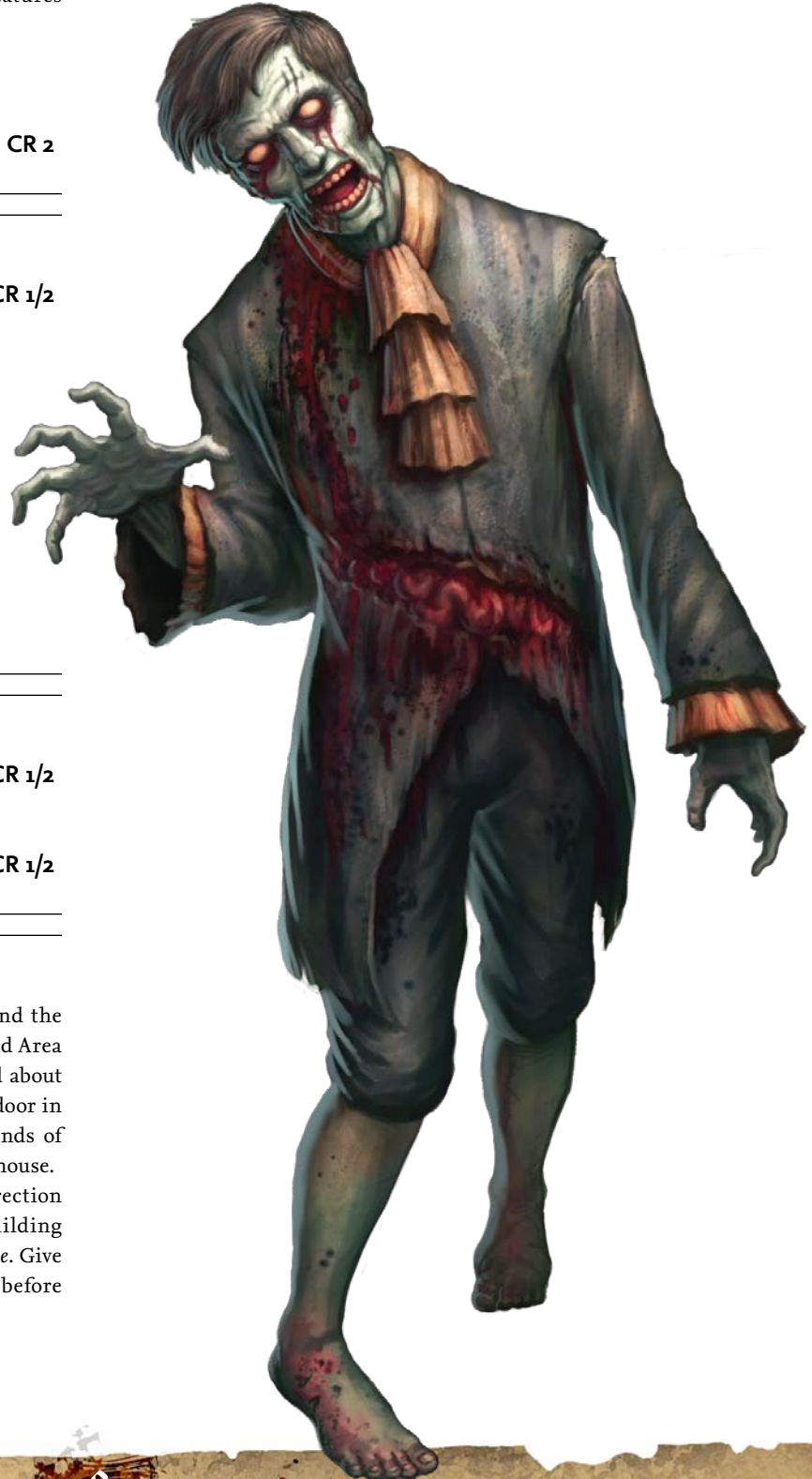
BUGBEAR ZYPHUS ZOMBIE CR 2
hp 42 (MM 267)
SPECIAL QUALITIES
Zyphus Rot (Su): See Tier 1–2.

HUMAN COMMONER ZOMBIE (3) CR 1/2
hp 16 (MM 266)

HUMAN COMMONER ZYPHUS ZOMBIE CR 1/2
hp 16 (MM 266)
SPECIAL QUALITIES
Zyphus Rot (Su): See Tier 1–2.

Development: Once the zombies are defeated and the nobles have fled their zombie attackers, the PCs find Area 1a empty. Bodies of several dozen dead lie scattered about the room and signs of carnage stretch out of every door in every direction. Screaming, moaning, and the sounds of combat can be heard from every corner of the opera house.

At this point the PCs may proceed in any direction they like—however, they are unable to leave the building because of the magical influence of the *Zyphus Stone*. Give them some time to regroup and think up a strategy before dropping them into Act 2, Act 3, or Act 4.



Cheliah faction members can also fulfill their mission goal by dropping the Paracountess's letter on a noble corpse. It takes a DC 15 Knowledge (nobility) check to find an appropriate corpse to plant the letter on.

Rewards: There are no rewards for Act 1.

ACT 2: THE ZYPHUS QUESTION (EL 2, 4, OR 7)

This encounter can happen anywhere on the main floor. Read the following to start:

From nearby a voice cries out, "For Father Grim, for Fel Bustrani, consume them and multiply!"

If the PCs investigate the voice above, they find a pack of theatergoers, backed into a corner, frightened and pushing those at the front toward a Zyphus cleric and her pack of zombies. As this Act can occur anywhere, feel free to set it in a tight space, with the intended victims tightly packed and the zombies closing in.

When the PCs arrive, the cleric orders the zombies to attack them instead, screaming, "Kill the usurpers, my minions, for the glory of Zyphus and for the glory of Fel Bustrani!" A DC 25 Knowledge (religion) check reveals that Zyphus is an evil (but minor) god of accidental death and that his followers tend to keep to themselves, guarding forgotten graveyards and abandoned barrows. To learn more about the dark godling Zyphus, read the religion chapter of the *Pathfinder Chronicles Campaign Setting*.

One of the cowering opera aficionados is none other than Emperor Stavian III's consul for the fourth district of Oppara Prefecture, Magistros Sebastus Hustavan. Hustavan is a tall, frighteningly thin man of advanced age. His short, gray hair sticks to his head as if it were bathed in cooking oil and his thick, white beard, meticulously trimmed and braided, positively glistens with wax. He wears the finery of his office, a blue silk shoulder sash over long white robes, and his fingers are encrusted with bejeweled rings. In short, Hustavan feels he has a lot to live for and begs incessantly during the battle for the PCs to save his life. He won't get anywhere near the zombies nor their insane cleric master, but he will move closer to the PCs when he can, shouting out such niceties as, "I outrank everyone in the room, your Emperor requires you to save me!" and "A glorious strike, peasant! The divine hand of Emperor Stavian has guided you here to save me!" and "For the glory of Taldor, you must free me from the bowels of hell!"

TIER 1-2 (EL 2)

ZYPHUS CULT CLERIC

Female human cleric of Zyphus 1
NE Medium humanoid

CR 1

Init +3; **Senses** Listen +2, Spot +2

DEFENSE

AC 17, touch 9, flat-footed 17
(-1 Dex, +8 armor)

hp 10 (1d8+2)

Fort +4, Ref -1, Will +4

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +3 (1d6+1/x4) or
inflict light wounds (DC 14) +1 touch (1d8+1)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 1st)

1st—*cause fear*^D (DC 13), *cure light wounds*, *doom* (DC 13)

o—*cure minor wounds* (2), *guidance*

D Domain spell **Domains** Death, War

TACTICS

During Combat The Cleric of Zyphus uses *cause fear* immediately to scare away the largest PC. She prefers to keep the zombies between herself and the PCs and to fight with her heavy pick at close range. She'll use *inflict light wounds* to heal the zombies when and if she can and uses her death touch ability as a last resort.

Morale A fierce and devoted loyalist, the Cleric of Zyphus fights to the death.

STATISTICS

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12

Base Atk +0; Grp +1

Feats Combat Casting, Improved Initiative, Martial Weapon

Proficiency (heavy pick), Weapon Focus (heavy pick)

Skills Concentration +6, Knowledge (religion) +4, Spellcraft +4

Languages Common

SQ Spontaneous casting (*inflict spells*)

Combat Gear *potion of cure moderate wounds*

Gear heavy steel shield, masterwork heavy pick, splint mail armor, wooden holy symbol

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

HUMAN COMMONER ZOMBIE (2)

CR 1/2

hp 16 (MM 266)

TIER 3-4 (EL 4)

ZYPHUS CULT CLERIC

CR 3

Female human cleric of Zyphus 3

NE Medium humanoid

Init +3; **Senses** Listen +2, Spot +2

DEFENSE

AC 19, touch 9, flat-footed 19
(-1 Dex, +10 armor)

hp 23 (3d8+6)

Fort +5, Ref +2, Will +5

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +5 (1d6+1/x4) or

inflict light wounds (DC 14) +3 touch (1d8+3) or

inflict moderate wounds (DC 15) +3 touch (2d8+3)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *desecrate*, *spiritual weapon*^D

1st—*cause fear*^D (DC 13), *cure light wounds* (2), *doom* (DC 13)

o—*cure minor wounds* (3), *guidance*

D Domain spells **Domains** Death, War

TACTICS

Before Combat Just before the PCs arrived, the Cleric of Zyphus cast *desecrate* in order to strengthen her minions in their assault on the cowering theatergoers.

During Combat The Cleric of Zyphus uses *cause fear* immediately to scare away the largest PC. She prefers to keep the zombies between herself and the PCs and to fight with her heavy pick at close range. She'll use *inflict light wounds* to heal the zombies when and if she can and uses her death touch ability as a last resort.

Morale A fierce and devoted loyalist, the Cleric of Zyphus fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +2; **Grp** +3

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (heavy pick), Weapon Focus (heavy pick)

Skills Concentration +8, Knowledge (religion) +6, Spellcraft +6

Languages Common

SQ Spontaneous casting (*inflict spells*)

Combat Gear *potion of cure moderate wounds* (2)

Gear full plate armor, heavy steel shield, masterwork heavy pick, wooden holy symbol



HOLY SYMBOL OF ZYPHUS

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

HUMAN COMMONER ZOMBIE (2)

CR 1/2

hp 16 (MM 266)

TIER 6–7 (CL 7)

ZYPHUS CULT CLERIC

CR 6

Female human cleric of Zyphus 6

NE Medium humanoid

Init +3; **Senses** Listen +3, Spot +3

DEFENSE

AC 20, touch 9, flat-footed 20

(–1 Dex, +11 armor)

hp 42 (6d8+12)

Fort +9, **Ref** +3, **Will** +8

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +7 (1d6+1/x4) or

inflict light wounds (DC 14) +5 touch (1d8+5) or

inflict moderate wounds (DC 15) +5 touch (2d8+6) or

inflict serious wounds (DC 16) +5 touch (3d8+6)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 6th)

3rd—*animate dead*^D, *cure serious wounds*, *dispel magic* (2)

2nd—*cure moderate wounds* (3), *desecrate*, *spiritual weapon*^D

1st—*cause fear*^D (DC 14), *cure light wounds* (2), *divine favor*, *doom* (DC 14)

o—*cure minor wounds* (3), *guidance* (2)

D Domain spells **Domains** Death, War

TACTICS

Before Combat Just before the PCs arrived, the Cleric of Zyphus cast *desecrate* in order to strengthen her minions in their assault on cowering theatergoers.

During Combat The Cleric of Zyphus immediately casts *cause fear* to scare away the largest PC. She prefers to keep the zombies between herself and the PCs and to fight with her heavy pick at close range. Once the first zombie goes down (especially if the bugbear Zyphus zombie should go down), the Cleric of Zyphus casts *animate dead* to create additional zombie minions from the noble corpses that litter the room. She'll use *inflict light wounds* to heal the zombies when and if she can and uses her death touch ability as a last resort.

Morale A fierce and devoted loyalist, the Cleric of Zyphus fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +4; **Grp** +5

Feats Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (heavy pick), Weapon Focus (heavy pick)

Skills Concentration +11, Knowledge (religion) +9, Spellcraft +9

Languages Common

SQ Spontaneous casting (inflict spells)

Combat Gear elixir of fire breath, potion of cure serious wounds (2)

Gear cloak of resistance +1, +1 full plate armor, heavy steel shield, masterwork heavy pick, wooden holy symbol

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

BUGBEAR ZYPHUS ZOMBIE

CR 2

hp 42 (MM 267)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

HUMAN COMMONER ZOMBIE (4)

CR 1/2

hp 16 (MM 266)

Mission Notes: Magistros Hustavan is the target of two or three of the faction missions. At some point, the Andoran faction members will want to deliver their bribe and speak to Hustavan about giving a future representative of the Andoran faction what he asks for. It takes only a DC 10 Diplomacy or Intimidate check to get Hustavan to agree—he's by far the most corrupt bureaucrat in Oppara.

The Taldor faction also holds a stake in the bearded consul. Members of that faction need to take Hustavan outside of earshot of the non-Taldor faction Pathfinders and deliver the Baron's message (see the faction missions section below). Once the message is delivered, the Baron's face pales noticeably, and he blubbers something about his undying loyalty to the Emperor.

Hustavan can also act as a target for the Chelias faction. If they manage to slip the Paracountess's missive into his pocket unseen, that will fulfill their mission objective.

Development: If the PCs manage to slay the cleric and her minions, a DC 10 Search check finds a holy symbol of Zyphus and a letter from Fel Bustrani to all of his followers in the cleric's belt pouch (see **Handout 1**). If Hustavan manages to survive the encounter, he latches onto the PCs like a lost puppy and spends the rest of the scenario equally declaring them his saviors and reminding them that he is their superior. The rest of the theatergoers rush off into other parts of the opera house, seeking an exit—or perhaps hoping to rid themselves of Hustavan's company. If the cleric is captured and interrogated, she knows nothing more than Bustrani's location in Area 13.

Rewards: If the PCs defeat the cleric and his minion(s), reward each tier thusly:

Loyalists of the Grim Harvestman, our time has come!

My plan to recover the stone, blessed by our beloved Harbinger of Unexpected Tragedy Himself, has succeeded beyond my wildest hopes. The fool Pathfinder I convinced to journey here has fed the strength of our Lord by encountering an unexpected tragedy of his own. His hard work for Grim was not in vain! Come to me at once, at the appointed hour and place, and we shall lay out a bounty before mighty Zyphus that He won't soon forget. When Pharasma, hated cretin, lies slain in the bowels of hell and our mighty harbinger rules the afterlife, He will reward His faithful few with everlasting life and power of unspeakable might! Come to me, brothers and sisters, come to me!

Fel

Handout #1.

Tier 1–2

Give each player 69 gp.

Tier 3–4

Give each player 152 gp.

Tier 6–7

Give each player 548 gp.

ACT 3: INTERMISSION (EL 2, 4, OR 7)

Act 3 can happen anywhere on the main floor, though if your group has any Osirion faction members in it, Area 3 would be the best location for the encounter. Read the following to start:

On the marble floor lie the entwined bodies of multiple combatants. The hands of noble corpses grip daggers, makeshift clubs, and even a gem-encrusted rapier. Mixed in are the twice-dead bodies of zombies, their gray skin fetid and rotting.

The description above sets the scene for a distraction. Deanaris Quint, loyal follower of Zyphus and sometime lover to Fel Bustrani, leads a small band of warriors in a meandering circuit of the opera house, looking for anyone brave enough to put up a fight. This encounter is static, meaning Quint and her boys are meant to stumble undetected into the midst of the PCs, perhaps while they are distracted by the bodies detailed above. If the PCs feel they would've seen or heard Quint's band ahead of time,

feel free to allow them Listen checks (against Deanaris' Move Silently check) to detect the approaching cultist.

If the PCs fight her band immediately following Act 1, their heavy picks are out but clean and unbloodied. If the PCs fight her band at any time after Act 2, Quint and her boys have already put down two resistances and seek another to slay in the name of their grim lord. If this is the PCs' third or fourth encounter, feel free to point out slain bodies gripping makeshift weapons and torn by the puncture wounds of a heavy pick throughout the rest of the scenario. This act is best set in a location where two hallways meet or near an open door so that the PCs and Quint's band run into each other.

As this act is meant to give everyone, especially rogues, a break from fighting zombies, feel free to run it immediately after someone expresses chagrin at facing yet another band of undead. Before this encounter starts, have all of the PCs roll a Move Silently check and then see the Before Combat text in each tier below. (For Tier 6–7, skip the Move Silently check.)

TIER 1–2 (EL 2)

DEANARIS QUINT, ZYPHUS CULT LIEUTENANT

CR 1

Female human warrior 2
NE Medium humanoid

Init +0; **Senses** Listen +0, Spot +0

DEFENSE

AC 16, touch 10, flat-footed 16
(+6 armor)

hp 16 (2d8+3)

Fort +3, **Ref** +0, **Will** +0

OFFENSE

Spd 30 ft. (6 squares)

Melee mwk heavy pick +5 (1d6+2/x4)

Ranged shortbow +2 (1d6/x3)

TACTICS

Before Combat Make a secret Move Silently check for the PCs and a Listen check for Quint against the party's lowest check result; if she succeeds, she immediately drinks her *potion of bull's strength* and is ready to fight the next round. The potion is figured into her stats and lasts for 10 rounds. If she fails, she drinks the potion on her first round of combat.

During Combat Quint and her band work well together and focus on one target at a time, if possible.

Morale A fierce and devoted loyalist, Quint fights to the death.

Base Statistics

Melee mwk heavy pick +3 (1d6/x4)

Str 11

STATISTICS

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

Base Atk +2; **Grp** +2

Feats Toughness

Skills Climb +5, Intimidate +5, Jump +5, Move Silently -2

Languages Common

Combat Gear *potion of bull's strength*, *potion of cure light wounds*

Gear chain shirt armor, heavy steel shield, masterwork heavy pick, shortbow with 20 arrows

ZYPHUS CULT WARRIOR (2)

CR 1/2

Male human warrior 1

NE Medium humanoid

Init +0; **Senses** Listen +0, Spot +0

DEFENSE

AC 16, touch 10, flat-footed 16
(+6 armor)

hp 11 (1d8+3)

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

OFFENSE

Spd 30 ft. (6 squares)

Melee mwk heavy pick +2 (1d6/x4)

Ranged shortbow +1 (1d6/x3)

TACTICS

During Combat See Quint's entry above.

Morale Fierce and devoted loyalists, the warriors fight to the death.

STATISTICS

Str 11, **Dex** 11, **Con** 11, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **Grp** +1

Feats Toughness

Skills Climb +4, Intimidate +4, Jump +4, Move Silently -2

Languages Common

Gear chain shirt armor, heavy steel shield, masterwork heavy pick, shortbow with 20 arrows

TIER 3–4 (EL 4)

DEANARIS QUINT, ZYPHUS CULT LIEUTENANT

CR 2

Female human fighter 2

NE Medium humanoid

Init +5; **Senses** Listen +1, Spot +1

DEFENSE

AC 19, touch 11, flat-footed 19
(+9 armor)

hp 23 (2d10+7)

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

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +8 (1d6+4/x4)

Ranged mwk shortbow +4 (1d6/x3)

TACTICS

Before Combat Make a secret Move Silently check for the PCs and a Listen check for Quint against the party's lowest check result; if she succeeds, she immediately drinks her *potion of bull's strength* and is ready to fight the next round. The potion

is figured into her stats and lasts for 10 rounds. If she fails, she drinks the potion on her first round of combat.

During Combat Quint and her band work well together and focus on one target at a time, if possible.

Morale A fierce and devoted loyalist, Quint fights to the death.

Base Statistics

Melee mwk heavy pick +6 (1d6+2/x4)

Str 15

STATISTICS

Str 19, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +2; Grp +4

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (heavy pick)

Skills Climb +7, Intimidate +4, Jump +7

Languages Common

Combat Gear *potion of bull's strength*, *potion of cure serious wounds*, *potion of cure light wounds*

Gear half plate armor, heavy steel shield, masterwork heavy pick, masterwork shortbow with 20 arrows

ZYPHUS CULT WARRIORS (2)

CR 1

Male human warrior 2

hp 16 (Use the stats and gear—but not combat gear—for Deanaris Quint in Tier 1–2.)

TIER 6–7 (EL 7)

DEANARIS QUINT, ZYPHUS CULT LIEUTENANT

CR 6

Female human fighter 6

NE Medium humanoid

Init +5; **Senses** Listen +3, Spot +3

DEFENSE

AC 22, touch 11, flat-footed 21

(+1 Dex, +11 armor)

hp 45 (6d10+15)

Fort +7, **Ref** +5, **Will** +3

OFFENSE

Spd 20 ft. (4 squares)

Melee +1 heavy pick +10/+5 (1d6+5/x4)

Ranged mwk shortbow +8/+3 (1d6/x3)

TACTICS

During Combat Quint and her band work well together and focus on one target at a time, if possible.

Morale A fierce and devoted loyalist, Quint fights to the death.

STATISTICS

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +6/+1; Grp +9

Feats Alertness, Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Climb +12, Intimidate +8, Jump +12

Languages Common

Combat Gear *potion of cure serious wounds*

Gear +1 full plate armor, +1 heavy pick, heavy steel shield, masterwork shortbow with 20 arrows

ZYPHUS CULT FIGHTERS (2)

CR 2

Male human fighter 2

hp 23 (Use the stats and gear—but not combat gear—for the Deanaris Quint in Tier 3–4.)

Development: All of the cultists carry a copy of the letter found on the cleric in Act 2. (See **Handout #1**). If captured and interrogated, Quint's boys know nothing more than the location of Fel Bustrani (Area 13). If Quint is captured and interrogated, she refuses to say anything at all, though she can be magically persuaded to reveal everything she knows. Quint knows how Wuthers died, she knows about Bustrani's trick on the famous Pathfinder, she knows about the *Zyphus Stone* and its powers, and she knows that the plan is to turn everyone in the House of the Immortal Son into zombies before unleashing them on Oppara and the world beyond. If given the opportunity after capture, any of the cultists will escape and run straight to Fel, explaining to the cult leader that there's strong resistance from one group of Pathfinders in the opera house.

Mission Notes: If any of the PCs are members of the Osirion faction and this act took place in Area 3, it should be easy enough during the aftermath of the battle for members of that faction to hide the Sapphire Sage's stone. A DC 15 Spot or Knowledge (engineering) check reveals several large cracks forming in the last column on the right closest to the doors to Area 1a. The stone easily slips between the cracks and disappears inside the column. The stone is completely mundane, though, and the Sapphire Sage only asks the Osirion faction members to do this in order to gauge their loyalty to the Ruby Prince. A week after the events of this scenario, a member of the opera house's new staff checks Area 3 for the stone and knows if it wasn't hidden there.

Rewards: If the PCs defeat Deanaris Quint and her boys, reward each tier thusly:

Tier 1–2

Give each player 144 gp.

Tier 3–4

Give each player 248 gp.

Tier 6–7

Give each player 715 gp.

ACT 4: 1, ZOMBIE (2, 3, OR 6)

Act 4 can happen any where on the main floor. Read the following to start:

Various parts of a dozen corpses lie strewn about the floor. Blood and gore stain everything, making the floor slick and filling the room with a metallic aroma. Bodies lie askew, mouths hanging open in silent screams, faces contorted in fear.

Immediately upon finding the scene detailed above, have the PCs roll a DC 15 Spot check and initiative. Success means they see the human “commoner” zombies among the carnage before they rise and can act in the surprise round as the zombies struggle to stand up. Failure means the PCs cannot act in the surprise round. For Tier 1–2, all of the non-Zyphus zombies are freshly risen members of Taldor’s nobility. The Zyphus zombie was ordered by a passing cleric to lie down and blend with the carnage and attack anyone who came near. For Tier 3–4, as Tier 1–2 except that the bugbear Zyphus zombie is not mixed into the carnage, but instead wanders in from another area during the first round of combat. For Tier 6–7, as Tier 1–2, except that the bugbear Zyphus zombie is concealed beneath a corpse, and the hideous megaraptor zombie, pride of Fel Bustrani, crashes in from another room during the first round of combat.

TIER 1–2 (EL 2)

HUMAN COMMONER ZOMBIE (3) CR 1/2
hp 16 (MM 266)

HUMAN COMMONER ZYPHUS ZOMBIE CR 1/2
hp 16 (MM 266)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

TIER 3–4 (EL 3)

BUGBEAR ZYPHUS ZOMBIE CR 2
hp 42 (MM 267)

SPECIAL QUALITIES

Zyphus Rot (Su): See Tier Act 1.

HUMAN COMMONER ZOMBIE (2) CR 1/2
hp 16 (MM 266)

TIER 6–7 (EL 6)

MEGARAPTOR ZOMBIE CR 5
NE Large Undead

Init +1; **Senses** darkvision 60ft.

DEFENSE

AC 19, touch 11, flat-footed 15

(+1 Dex, +9 natural, –1 size)

hp 107 (16d12+3)

Fort +5, **Ref** +7, **Will** +10

Defensive Abilities DR 5/slashing; **Immune** undead immunities

OFFENSE

Spd 60 ft. (12 squares; can’t run)

Melee talons +13 (2d6+6) and 2 foreclaws +8 (1d4+3) and bite +8 (2d6+3)

Space/Reach 10 ft. / 5 ft.

TACTICS

During Combat The megaraptor zombie mindlessly attacks the nearest target.

Morale The megaraptor zombie fights to the death.

STATISTICS

Str 23, **Dex** 13, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Base Atk +8; **Grp** +18

Feats Toughness

SQ single actions only

BUGBEAR ZYPHUS ZOMBIE CR 2

hp 42 (MM 267)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

HUMAN COMMONER ZOMBIE (2) CR 1/2

hp 16 (MM 266)

Mission Notes: The corpses and zombies here are a mix of merchants and wealthy nobles. Both the Qadira faction mission and the Cheliox faction mission can be accomplished after this encounter.

Development: This encounter is pretty straightforward—defeat the zombies and move on.

Rewards: There are no rewards for Act 4.

ACT 5: THE CHAMBER OF THE STONE (EL 3, 6, OR 9)

When the PCs enter Area 12, read the following:

Glistening with water, the slick walls and floor of these tunnels were recently carved from the thick bedrock beneath Oppara. Well lit by standing lamps, the tunnels stretch into an adjacent chamber, seemingly carved from the bedrock as well. However, the adjacent chamber is made of smooth walls, covered in strange glyphs, and also lit by the same standing lamps. At the center of that chamber stands a tall stone dais. In the middle of the dais is a huge boulder which, by all appearances, fell a great distance before crashing here. The boulder glows with an eerie green light.

The Chamber of the Stone, now the headquarters of Fel Bustrani’s Zyphus cult, is the source of both the lockdown and the *mass dimensional anchor*. Once Bustrani sees the PCs, he immediately orders his minion (or minions) to attack them and positions himself on the dais next to the

stone. As he speaks directly to Zyphus through the stone (or so he thinks), he'll fight to the death to protect it. Killing Fel Bustrani will sever his link to the *Zyphus Stone's* magic and immediately kills any Zyphus zombies still alive in the building, including any in this room. The *Zyphus Stone* is unworked stone with hardness 8 and 900 hp. Due to its magical nature, it also has DR 5/magic for Tier 3–4, and DR/10 magic for Tier 6–7. Though it is unlikely that he'd be alive when the PCs destroy the stone, if he is, he focuses all of his attacks on the PC who dealt the destructive blow.

TIER 1–2 (EL 3)

FEL BUSTRANI, ZYPHUS CULT LEADER

CR 2

Male human cleric of Zyphus 2

NE Medium humanoid

Init –1; **Senses** Listen +2, Spot +2

DEFENSE

AC 18, touch 9, flat-footed 18

(–1 Dex, +9 armor)

hp 16 (2d8+4)

Fort +5, **Ref** –1, **Will** +5

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +3 (1d6+1/x4) or

inflict light wounds (DC 14) +2 touch (1d8+2)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 2nd)

1st—*cause fear*^D (2) (DC 14), *cure light wounds*, *doom* (DC 14)

o—*cure minor wounds* (2), *guidance* (2)

D Domain spells **Domains** Death, War

TACTICS

Before Combat If he knows the PCs are coming, Bustrani drinks his *potion of bull's strength* (which is not figured into his stats).

During Combat Bustrani stays near the *Zyphus Stone* and uses *cause fear* wherever it benefits his cultist warrior and Zyphus zombie the most. If one of the two cultists is downed, he'll wade into combat and use his death touch ability on the first PC he encounters. After that, he'll do his best to keep himself and his remaining ally alive, through spells or potions.

Morale Fel Bustrani fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +1; **Grp** +2

Feats Combat Casting, Martial Weapon Proficiency (heavy pick),

Spell Focus (necromancy), Weapon Focus (heavy pick)

Skills Bluff +3, Concentration +7, Knowledge (religion) +5

Languages Common

SQ Spontaneous casting (inflict spells)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*

Gear half-plate armor, heavy steel shield, masterwork heavy pick, 100 gp

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

ZYPHUS CULT WARRIOR

CR 1/2

Male human warrior 1

hp 11 (Use the stats for the Zyphus Cult Warrior in Act 3, Tier 1–2)

HUMAN COMMONER ZYPHUS ZOMBIE

CR 1/2

hp 16 (MM 266)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

TIER 3–4 (EL 3)

FEL BUSTRANI, ZYPHUS CULT LEADER

CR 5

Male human cleric of Zyphus 5

NE Medium humanoid

Init –1; **Senses** Listen +3, Spot +3

DEFENSE

AC 19, touch 9, flat-footed 19

(–1 Dex, +10 armor)

hp 36 (5d8+10)

Fort +6, **Ref** +2, **Will** +7

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +5 (1d6+1/x4) or

inflict light wounds (DC 15) +4 touch (1d8+5) or

inflict moderate wounds (DC 16) +4 touch (2d8+5) or

inflict serious wounds (DC 17) +4 touch (3d8+5)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 5th)

3rd—*animate dead*^D, *cure serious wounds*, *dispel magic*

2nd—*cure moderate wounds* (2), *desecrate*, *spiritual weapon*^D

1st—*cause fear*^D (DC 15), *cure light wounds* (2), *divine favor*, *doom* (DC 15)

o—*cure minor wounds* (3), *guidance* (2)

D Domain spells **Domains** Death, War

TACTICS

Before Combat If Bustrani knows the PCs are coming, he'll cast *desecrate* to strengthen the ogre Zyphus zombie, drink his *potion of invisibility*, and cast *divine favor* on himself (which is not figured into his stats).

During Combat Bustrani casts *cause fear* spell on the largest PC and then wades into combat, breaking away and drinking potions as needed. If one or more of the PCs should die in a single round, he'll back off and cast *animate dead* to bring them back as zombies. Keep in mind that *desecrate* doubles the number of HD Bustrani can animate. Throughout combat, Bustrani is mindful of how hurt either himself or his ogre are and will use the appropriate spells to heal himself or the zombie.

Morale Fel Bustrani fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +3; **Grp** +4

Feats Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (heavy pick), Spell Focus (necromancy), Weapon Focus (heavy pick)

Skills Bluff +5, Concentration +10, Knowledge (religion) +8

Languages Common

SQ Spontaneous casting (inflict spells)

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potion of fly*, *potion of haste*, *potion of invisibility*

Gear full-plate armor, heavy steel shield, masterwork heavy pick, 1,700 gp in a wooden chest

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

OGRE ZYPHUS ZOMBIE

CR 3

hp 55 (MM 267)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

TIER 6–7 (EL 9)

FEL BUSTRANI, ZYPHUS CULT LEADER

CR 8

Male human cleric of Zyphus 8

NE Medium humanoid

Init +3; **Senses** Listen +4, Spot +4

DEFENSE

AC 21, touch 9, flat-footed 21

(–1 Dex, +12 armor)

hp 55 (8d8+16)

Fort +8, **Ref** +3, **Will** +9

OFFENSE

Spd 20 ft. (4 squares)

Melee mwk heavy pick +8/+3 (1d6+1/x4) or
inflict light wounds (DC 16) +7 touch (1d8+5) or
inflict moderate wounds (DC 17) +7 touch (2d8+8) or
inflict serious wounds (DC 18) +7 touch (3d8+8) or
inflict critical wounds (DC 19) +7 touch (4d8+8)

Special Attacks death touch 1/day (PH 186), rebuke undead

Spells Prepared (CL 8th)

4th—*cure critical wounds*, *divine power*^D, *freedom of movement*

3rd—*animate dead*^D, *cure serious wounds*, *dispel magic* (2),
protection from energy

2nd—*cure moderate wounds* (3), *desecrate*, *spiritual weapon*^D

1st—*cause fear*^D (2) (DC 16), *cure light wounds* (2), *divine favor*,
doom (DC 16)

0—*cure minor wounds* (3), *guidance* (2), *resistance*

D Domain spells Domains Death, War

TACTICS

Before Combat If Bustrani knows the PCs are coming, he'll cast

desecrate to strengthen the gray render Zyphus zombie, drink his *potion of invisibility*, and cast *divine power* on himself (which is not figured into his stats).

During Combat Bustrani casts *cause fear* on the largest PC and then wades into combat, breaking away and drinking potions as needed. If one or more of the PCs should die in a single round, he'll back off and cast *animate dead* to bring them back as zombies. Keep in mind that *desecrate* doubles the number of HD Bustrani can animate. Throughout combat, Bustrani is mindful of how hurt either himself or his gray render are and will use the appropriate spells to heal himself or the zombie.

Morale Fel Bustrani fights to the death.

Base Statistics

Wis 17

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 19, **Cha** 12

Base Atk +6/+1; **Grp** +7

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (heavy pick), Spell Focus (necromancy), Weapon Focus (heavy pick)

Skills Bluff +6, Concentration +13, Knowledge (religion) +11

Languages Common

SQ Spontaneous casting (inflict spells)

Combat Gear *potion of blur*, *potion of fly*, *potion of haste*, *potion of invisibility*

Gear +1 full plate armor, +1 heavy steel shield, masterwork heavy pick, *peripat of wisdom* +2, 100 gp

SPECIAL ABILITIES

War Domain This domain grants Zyphus clerics a bonus Martial Weapon Proficiency (heavy pick) feat and a bonus Weapon Focus (heavy pick) feat.

GREY RENDER ZYPHUS ZOMBIE

CR 6

hp 133 (MM 267)

SPECIAL QUALITIES

Zyphus Rot (Su): See Act 1.

Rewards: If the PCs defeat Fel Bustrani and his minion(s), reward each Tier thusly:

Tier 1–2

Give each player 207 gp.

Tier 3–4

Give each player 636 gp.

Tier 6–7

Give each player 869 gp.

CONCLUSION

If Bustrani dies, only a *speak with dead* spell will reveal his entire plan as detailed in the introduction. If Bustrani ends the scenario alive, it's entirely up to the PCs what to do with him, though the Opparan nobles trapped in the theater with the PCs (especially Hustavan) and

their friends in the Taldan legal system would be very interested in seeing the Zyphus cleric disappear forever.

The *Zyphus Stone* is a terrible artifact and the PCs, as Pathfinders, should immediately know that its acquisition could be both a boon and a terrible burden for the Society. There are two likely paths the PCs might choose: taking the time and effort necessary to destroy the stone, thus ridding the world of its potent necromantic magic, or returning the stone either to the Grand Lodge in Absalom or to the Pathfinder Lodge in Oppara for safe-keeping.

If the PCs extensively search the House of the Immortal Son for Wuthers, they'll find his zombie corpse among the dead in Area 1a. In his belt pouch is a draft of the final letter he wrote to Venture-Captain Eliza Petulengro, wherein he details the final stages of the dig and the strange character of his companion—noted as “cleric of Irori” but clearly Bustani. His pouch also contains a personal journal, a shorthand record of his many adventures as a Pathfinder.

Surprisingly, more than half of the theatergoers survived the zombie onslaught by gathering together and fighting off the undead menace. Because the PCs dealt with Quint's roving band bent on stamping out resistance as well as defeating Bustrani himself, the wealthy socialites and nobility of Oppara now have several dinner parties' worth of sordid zombie stories with which to frighten and awe their friends.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who use the gold trade bars to successfully bribe Hustavan earn 1 Prestige Award.

Cheliox Faction: Leaving the Paracountess's letter on the body of a noble (or slipping the letter into Hustavan's pocket) earns PCs of the Cheliox faction 1 Prestige Award.

Osirion Faction: Hiding the Sapphire Sage's stone in Area 3 earns PCs of the Osirion faction 1 Prestige Award.

Qadira Faction: Acquiring the livery of two different Taldan merchant houses earns PCs of the Qadira faction 1 Prestige Award.

Taldor Faction: Taldor faction PCs who take Hustavan aside and deliver the Baron's message without being heard by non-Taldor faction Pathfinders earn 1 Prestige Award.

Cheliox Faction Handout

Sweet One,

I've missed you terribly these past months and even today spent hours longing for your company. Alas, I've been told you're being sent to dreary Oppara, the so-called gilded capital of loathsome Taldor. If only you could see the frown upon my face, you would know the sadness I feel at seeing you sent away again.

Since you're headed that way, I've enclosed a letter I'd like you to deliver for me. It bears the seal of a Qadiran merchant prince we bought ages ago, and I'd like you to make certain it ends up in the hands of Taldan nobility. I care not how they receive it—in their pocket, slipped onto an official's desk, dropped on a well-dressed corpse... how you choose to serve Cheliox is entirely up to you.

One last thing: open the letter and I'll personally see to it that you burn in the fires of hell.

All my love,

Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

The faintest of whispered rumor has reached my ears and they say to me that you are to be sent across the Inner Sea to decadent Taldor's capital to attend an opera. I won't spend a moment of this letter wondering why the Pathfinder Society, in its wisdom, has determined that your time is better spent in fine clothing, on soft cushions, and sipping fine wines when you could be dressed in armor, slogging through jungles, and finding the rarest of the world's objects and bringing news of their discoveries to me.

It occurs to me that your vacation in the gilded city could be of some use to the Ruby Prince. Emperor Stavian III of Taldor himself is said to sometimes attend the opera at the House of the Immortal Son, and it would benefit Osirion greatly if we could listen in on his inane conversations while he relaxes and watches his subjects perform for him. I've enclosed a small stone, a trifle no larger than your thumb that I wish for you to leave behind after the opera is over. Specifically, there is an entrance to the House of the Immortal Son that is bedecked with a violet carpet—this is the Emperor's exclusive entrance. Leave the stone there—in a crack of granite, under the rug, inside a lamp, the choice is up to you. Be sure where you leave it, though, is somewhere not easily discovered by the opera house's cleaning crew.

One last thing: it is forbidden for anyone not of the royal court to enter the hallway in question, so you'll need your finest subterfuge to gain access. I'm sure you will succeed.

In All Sincerity,

Amenopheus, The Sapphire Sage

Taldor Faction Handout

Agent of the Glorious Empire,

My jealousy knows no bounds. It has been a decade since I saw our glorious capital, the gilded city of Golarion. And to return to see an opera at the famed House of the Immortal Son, no less—you will be the envy of all your brethren.

I have it on good authority that our Emperor's consul for the fourth district of Oppara Prefecture, Magistros Sebastus Hustavan, will be attendance for the opera called *Among the Living* at the Immortal Son the night you arrive. Be sure you attend that opera specifically and give Hustavan a message for me—tell him Baron Dalsine is aware of the secret account, that we know who funds it, and that he'd best be ready to tell me everything when he travels to Absalom next month as part of a diplomatic mission. Do it quietly, out of earshot of your companions, and you'll have my thanks.

With Sincerest Gratitude,

Baron Jacquo Dalsine

Andoran Faction Handout

Fellow Patriot,

Word has reached my ears that you are to be sent to Oppara to attend an opera. Try not to let the decadence of Taldan society sway you from our cause—Taldor is our mortal enemy and to that end, I ask you to spy on them. Many members of the Taldan elitist nobility will be present at that opera. Befriend one and convince him that ours is the greater cause—for his money pouch. Enclosed you'll find a satchel of gold trade bars—be certain that he knows this is just a taste, and receive assurances from him that he'll give us what we ask for when the time is right.

It's probably too much to hope for, but if he's a civil servant, an underpaid member of low nobility slogging away in service to his retched bureaucratic Empire—why, that would serve Andoran the best.

Sincerely,
Captain Colson Maldris

Qadira Faction Handout

Servant of the Satrap,

How I envy you! To attend an opera in the heart of our enemy's capital must truly fill you with a mixture of excitement and disgust. When the merchant princes gather and wonder aloud within my hearing whether the sizeable investment we've placed in those, like you, who serve the Satrap from within the Pathfinder Society is worth it, I can finally tell them that Pathfinders, the great heroes of Taldan nobility, can move freely in Oppara without attracting the sort of attention a full-blown merchant caravan of Sedeq might garner as it prances into the so-called gilded city. Of course, I can only dare challenge them on this subject with a success to report—your success.

There will be many wealthy merchants of Taldor in attendance at the House of the Immortal Son. They are a celebratory, rude, and drunken lot whose idea of social grace is to willingly destroy or give away expensive personal possessions for all to see, hoping it'll raise their status as super wealthy so that the petulant Emperor, the man-boy Stavian III, might take notice of them and raise them to his royal court.

To this end, I wish for you to acquire the livery of at least two merchant houses. Once the opera is over, they'll surely be drinking excessively in the house's bar, and with some manipulation and clever bargaining, I've no doubt you'll be able to get what we require.

Kind Regards,
Pasha Muhlia Al-Jakri

Pathfinder Society Scenario

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SCENARIO 07: AMONG THE LIVING

This Chronicle Certifies That

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

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Potion of cure moderate wounds (Cost: 300 gp)

Potion of bull's strength (Cost: 300 gp)

Potion of invisibility (Cost: 300 gp)

TIER

3-4

+2 Full plate armor (Cost: 5,650 gp)

TIER

6-7

Elixir of fire breath (Cost: 1,100 gp)

Cloak of resistance +1 (Cost: 1,000 gp)

Potion of blur (Cost: 300 gp)

Periapt of wisdom +2 (Cost: 4,000 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	MAX GOLD
1-2	420
3-4	1,036
6-7	2,132

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Sub Total

Items Bought

Sub Total

Gold Spent

Sub Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #