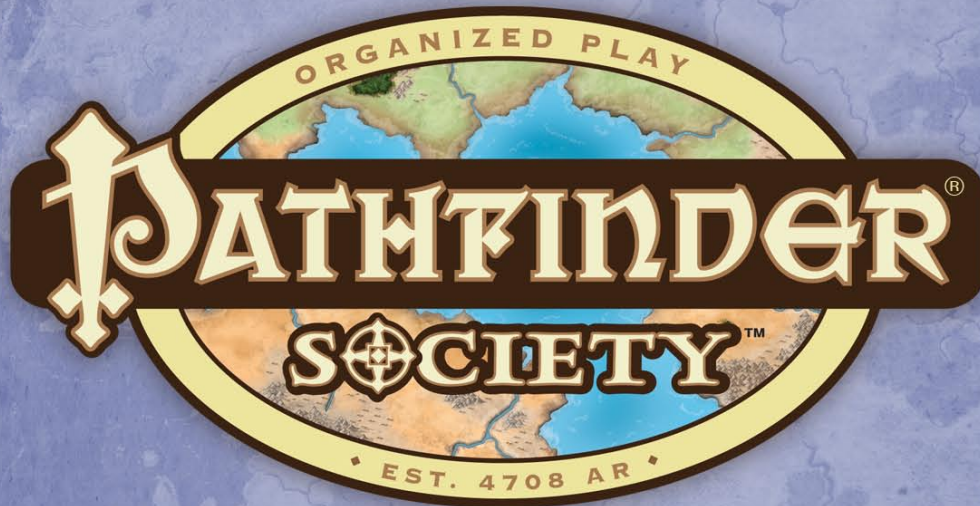


A PATHFINDER SOCIETY SCENARIO



THE SARKORIAN PROPHECY™

By Mark Moreland



THE SARKORIAN PROPHECY

PATHFINDER SOCIETY SCENARIO 2–08

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Pathfinder Society Scenario 2–08: The Sarkorian Prophecy is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). 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 Pathfinder Roleplaying Game.

The OGL can be found on page 24 of this product.

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THE SARKORIAN PROPHECY

BY MARK MORELAND



Prior to Aroden's tragic and mysterious death just over a century ago, the land of Sarkoris stood firm between the Realm of the Mammoth Lords and Mendev along the edge of the icy Crown of the World. The primitive Kellid tribes who called the land home lived in relative peace, and little changed for them from century to century. That is, little changed until that fateful night in 4606 AR, when a rift opened up near the city of Iz in the nation's center and hosts of demons flooded into the realm. In that moment, Sarkoris was gone. Its people—or at least the lucky ones—fled into neighboring Mendev, Numeria, and Ustalav, but countless thousands were lost to the demonic invaders and the harsh environment as their once great land began to quickly resemble the chaotic Abyss. What was left of their home was now known only as the Worldwound.

Not long after Sarkoris was lost, scholars and collectors of esoteric lore began to make several connections between a series of obscure prophecies and the events that had recently transpired. More than a hundred years before, a Sarkorian oracle had been overcome by what was assumed to be a malevolent spirit and wrote relentlessly for weeks on end, creating what soon formed a vast library of tomes. Some called her mad, while others assumed she was possessed, but the end result was undebatable—she had written tens of thousands of pages of cryptic predictions about events which it seemed would occur over the next 500 years. When questioned later, the oracle remembered nothing of her months of continual writing, and she died shortly thereafter from sheer exhaustion. The library itself was housed in a Pathfinder Society safe house a short distance from Storasta and mostly forgotten about. It certainly wasn't on anyone's mind when the world ripped open and the Pathfinders in the safe house fled for their lives with the rest of the city's inhabitants.

Recently, a Pathfinder initiate cataloguing crates of assorted papers as part of his training in the bowels of the Grand Lodge in Absalom came across a passing mention of a vast collection of insane riddles and ramblings. Recognizing the quote's connection to rumors he'd heard among novice chatter about a rising threat to the Pathfinder Society itself, he immediately alerted his

WHERE ON GOLARION?

The *Sarkorian Prophecy* takes place in the demon-tainted wasteland of the Worldwound in northern Avistan. Once a thriving barbarian society known as Sarkoris, the Worldwound is now all but abandoned save for Abyssal denizens and demonic cultists, transformed into an extension of the Abyss on Golarion—a land of manifest chaos. You can learn more about the Worldwound in *Pathfinder Campaign Setting: World Guide*, *The Inner Sea*, and more about Storasta in *Pathfinder Campaign Setting: Lost Cities of Golarion*, both available at your local bookstore, hobby store, or online at paizo.com.



superiors, who in turn passed the message all the way to the Decemvirate. Their decision was swift and their edict clear: the Society must retrieve this prophecy in full—as much as has survived a century of Abyssal destruction.

The Ten are not alone in hoping to find this document and mine it for a hint at what lies in the Society's future. High-ranking members of the organization with loyalties to the Shadow Lodge are also keen to possess this seemingly accurate account of events to come. A Shadow Lodge agent named Caggrigar in Whitethrone has been dispatched with his best Pathfinders to retrieve the Sarkorian Prophecy first. While he is loyal to the Shadow Lodge's cause, Caggrigar is not so loyal as to put his own interests second. A high-ranking member of Deskari's cult outside of the Worldwound, the Sarkorian-descended witch hopes to recover the prophecy for his

GM TIP

While running *The Sarkorian Prophecy*, play up the weird and utterly otherworldly nature of the Abyss-tainted Worldwound—players should know that the environment is incredibly dangerous and unpredictable. Additionally, the Worldwound presents a number of challenges that evoke extraplanar adventures, so be sure to familiarize yourself with the quicksand and sandstorm environmental rules on pages 427 and 431 of the *Pathfinder Roleplaying Game Core Rulebook* before running this adventure.

own use, expecting to find it full of revelations about his lord's pending conquest of the Material Plane. His allies know nothing of this plan, but if Caggrigar gets his way, more than a set of old books will be lost should the PCs fail; all of Golarion may bow before the Lord of the Locust Host.

SUMMARY

Venture-Captain Thurl of Nerosyan sends the PCs to the abandoned city of Storasta in the Worldwound to recover whatever remains of the Sarkorian Prophecies. Unable to teleport past the wardstones that keep the demonic legions somewhat contained, the PCs must travel overland to their destination. As they approach the settlement, the environment shifts from passively hostile to outright deadly, and the PCs must navigate through a field of ashen quicksand amid high winds and exploding abyssal geysers. Finding refuge in a nearby cave dwelling, the Pathfinders discover that it isn't as abandoned as it appears. A night hag has taken up residence here, disguised as a malnourished and insane survivor of the Worldwound's dangers. She tempts them to rest and wait out the storm and asks them to escort her to safety, hoping to siphon their essence from them as they sleep.

The following day, the PCs find the weather much more hospitable, though still far from welcoming, and manage to make it to the outskirts of Storasta without further incident. As they approach their destination, they are attacked by powerful demons drawn to the area by the Shadow Lodge agents' recent arrival. After the PCs defeat the demons, they meet the Shadow Lodge operatives inside the former Pathfinder safe house. Caggrigar's party is suspicious of the PCs, not knowing whether they are allies or foes, all the while claiming to be legitimate Pathfinders themselves. In the end, the Shadow agents attack the PCs and give away their true affiliation.

Caggrigar himself has already escaped the building through a secret tunnel with the Prophecy in tow. As the PCs follow him, they are attacked by a giant scorpion that has made a home of the tunnel's exit.

When the PCs catch up to Caggrigar, he forces the PCs to take them from him by force. Their target acquired and their enemy's plans foiled, the PCs are free to cross back into untainted lands.

GETTING STARTED

Read the following to get the adventure underway.

The heavily fortified capital of Nerosyan, seat of Queen Galfrey of Mendev and last defense against the Abyssal hordes of the Worldwound, rises ominously into the grim, overcast sky. Venture-Captain Thurl, a burly, one-eyed dwarf covered nearly head to toe in jagged red tattoos and silver, spiked piercings, quietly leads the way into his dark research library. Strange demonic idols, flesh-bound tomes, and even a taxidermied vrock loom above the long, candlelit table. Thurl motions to the high-backed leather chairs around the table and then silently passes a scrap of paper.

"A novice doing busywork in one of the archive storerooms in the Grand Lodge came across this two days ago. I'd normally be the first to chastise new recruits for whispering and rumor mongering, but I'm glad the boy had heard of the current situation with the Shadow Lodge. I don't know exactly what he heard, or how much of it was true, but he had heard enough to make a connection. He showed his instructor, who passed it all the way up to the Ten. They have instructed me to pass it to you, and to give you your next assignment."

Allow the PCs to examine **Player Handout 1**. After they read the verses contained therein, continue as follows.

"What you have in your hands is a portion of a journal written by a Pathfinder in Sarkoris years ago. It seems a crazy old woman had been possessed by some power beyond our understanding, wrote a library full of that sort of gibberish, then keeled over dead. At the time, everyone thought it was nonsense, a false prophecy that defied the most trusted claims of history's greatest seers. Had they only foreseen then that her predictions may be among the few viable prophecies of the current age, the world might be a very different place right now. What matters now is that we get our hands on as much of the original document as still exists, but that won't be an easy task." Thurl points to a massive, weathered map hanging on the wall behind him. "The *Sarkorian Prophecy* was last held in a Pathfinder safe house ten miles east of Storasta, in a nameless trading post once under the city's control, in what is now the demon-infested wasteland known as the Worldwound, not many days' travel from here.

"We can't teleport you past the wardstones set around the Worldwound's perimeter to keep the Abyssal hordes contained, so you'll have to walk across the border. Get

to Storasta, get as much of the *Sarkorian Prophecy* as you can, and get the hell out of there. This is perhaps the most dangerous mission you've ever been on. The Decemvirate don't trust you enough to think you're going to survive the Worldwound, so you aren't the only team they're sending, but go in prepared for the worst. In fact, I'd make sure you've got all the food and water you can carry. Unless you'd like to eat what's growing in there."

The PCs may use whatever means they wish to travel from Nerosyan to the Worldwound. Storasta is located near the convergence of the West Sellen and the Sarkora Rivers on the southern edge of the abyssal wasteland. Allow the PCs to determine the most effective way to enter the Worldwound.

As the players discuss their options, remind them that they cannot use teleportation magic to enter the Worldwound, though once they cross over the border, they can teleport within the Worldwound itself. The overland journey from Nerosyan should take several days, while a more direct route from the sparsely inhabited plains of northern Numeria would cut the trek through the Worldwound itself to just over a day. In the end, it doesn't matter how long the PCs take to get into the Worldwound; the events of this scenario are triggered by the PCs' schedule.

ACT I: INTO THE WORLDWOUND

Once inside the Worldwound, there are several environmental conditions to keep in mind as the PCs make their way toward Storasta. First, any normal mounts or pack animals the PCs bring with them are spooked by the shifting landscape, and all Handle Animal and Ride DCs are increased by +10 because of the extremely alien and hostile environment. Special mounts, familiars, and animal companions are not subject to these penalties, nor are magical creatures such as a *phantom steed* or a *figurine of wondrous power*.

A constant strong wind blows over the Worldwound, moving dust and ash in massive circles through the wasteland. Should the PCs wish to fly to Storasta with spells such as *fly*, *overland flight*, or *wind walk*, use Table 13–10 on page 439 of the *Core Rulebook* to implement the effects of a strong wind for Tier 7–8 and a severe wind for Tier 10–11. These effects should only manifest if the PCs leave the ground; characters need not make Strength checks as they walk to avoid being checked or blown away.

8 Pharast, 4581 AR
Stumbled into the Storasta safe house today, on the run from that angry Kellid shaman. Pretty lousy substitute for a real lodge, but decent enough, I guess. Kept that tribe from gutting me, anyhow.

While I was there I had a chance to read a bit of that Prophecy everyone says is so great. No idea why. All gibberish if you ask me. Listen to this bit:

"the Eye opens, drowned lands deserted a chittering host, Sarkor's perverted the gaze to the future shall come to an end

the world will know wounds that no magic can mend"

and also:

"the mighty tower that reaches the Sky shall fall to the Shadow and legions will die

the Ten, unmasked, will meet their demise and in their place a new Lodge shall arise"

If I didn't know better I'd think this "prophecy" below had something to do with the Decemvirate, but who am I to decode these things?

Ah well, tomorrow I head south toward Ustalav to see if I can't find that rusty old mace.

Some PCs may have access to teleportation magic, and while they cannot teleport across the Worldwound's border from Mendev or Numeria, they can teleport anywhere within the Worldwound once they pass the wardstones. The ever-shifting landscape and raw chaotic energy of the Worldwound make such efforts much less reliable than normal. Except for creatures possessing the chaotic subtype (such as demons), all teleportation attempts should assume "false destination" familiarity for determining success, and the PCs arrive among the barrows in area 1.

The Worldwound has no sources of food or potable water, and PCs should make sure they have ample rations and shelter for their journey into and back out of the Worldwound.

1. Chaos Manifest (CR 8 or CR 11)

As the PCs approach Storasta, read the following aloud.

The terrain within the Worldwound shifts both subtly and drastically from moment to moment, resulting in strange, fleeting sights in one's peripheral vision. What remains of an overland road passes through a circle of long-standing burial mounds. Most sport collapsed entrances, though the northernmost barrow remains intact, its door looming ominously. Air vents billow forth putrid steam in all directions, and the ground is soggy with filthy water.

The PCs' path takes them through a circle of Kellid burial mounds through which the remnants of a trade road pass. Like much of the landscape, these low barrows are much changed from a century of Abyssal taint, and fate is not on the PCs' side as they move through them.

Allow PCs to make a DC 20 Perception check to notice that the tops of several of the ancient barrows have been blown off, as though they exploded from the inside. A DC 25 Knowledge (planes) check reveals that these may be the result of abyssal geysers, through which raw chaotic energy explodes from pent up reserves beneath the earth.

Hazards: Several environmental hazards here combine to create a perfect storm. The PCs may encounter them in any order, or may bypass some completely.

Abyssal geysers (CR 2): The raw abyssal energy that builds up beneath the Worldwound occasionally overloads and bursts through particularly weak parts of the surface. The tunnels beneath these ancestral burial grounds make them a prime location for such explosions of chaotic power. Six such geysers, indicated by an "X" on the map, erupt, one per round for 6 rounds. Roll randomly to determine which barrow explodes on a given round. An erupting geyser explodes in a 30-foot radius from its point of origin. All creatures in the area must make DC 15 Reflex saves or take 4d6 points of damage of a randomly determined type (acid, cold, electricity, fire, or sonic). Creatures under cover or capable of covering themselves (for example, with a shield) gain a +2 bonus on this save.

Ashstorm (CR 3): As the howling winds increase in intensity, they lift tons of stray ash from the ground, creating a dust storm of still-hot cinders. Treat this as a greater dust storm with windstorm-magnitude winds (*Pathfinder RPG Core Rulebook* 438). Any PC who takes nonlethal damage from the exposure to the storm also takes 1 point of fire damage from the burning ash.

Quicksand (CR 3): A large patch of quicksand has formed here from ash and unidentifiable liquids, blocking passage on the road and spanning from barrow to barrow as indicated on the map.

A DC 15 Survival check can tell a character in advance that something is not right with a patch of ground containing quicksand, but the character must actively be searching for such dangerous ground. This is especially tricky because ground that initially appears solid may begin to give after a few steps as the vibrations on the surface loosen the structure of the sand, allowing the compacted top layer to lose solidity. Thus, several people in a party may already be on the surface of the sand before it gives, trapping more than just the first individual to step on it. Running or charging characters have no chance to detect quicksand before falling prey to it.

Once a creature has set foot in quicksand, its natural tendency is to struggle to free itself. Any type of struggle will actually have the opposite effect. Moving any portion of the body that has been submerged causes the sand to shift from underneath the moved body part, thus sucking it deeper into the morass. The best way to escape quicksand is to simply lie still. Once a creature stops struggling, it will naturally float just as it would if it were in a pool of still water, albeit rising more slowly because of the weight of sand. Characters in quicksand must make a DC 10 Swim check every round to stay afloat, or a DC 15 Swim check to move 5 feet. Failing these checks by 5 or more results in sinking and the very real possibility of drowning (*Pathfinder RPG Core Rulebook* 445). Note that any object that is submerged in quicksand also becomes saturated with water just as if it had been dropped in a pool of standing water.

It is extremely difficult to pull something directly out of quicksand, as the pressure needed to move upward through the sand is roughly equivalent to the pressure of being buried alive. Page 427 of the *Pathfinder RPG Core Rulebook* contains rules for freeing oneself or rescuing other trapped creatures from quicksand. A trapped character may easily free herself with *levitate*, *fly*, or similar effects (note that only magical flight helps, as quicksand fouls wings).

Creatures with tremorsense can easily locate patches of quicksand because of the difference in vibrations and density of the pits of sand. Creatures with a burrow speed treat quicksand as difficult terrain, but they can still suffer the effects of suffocation if they are submerged in it and do not free themselves. Creatures that can breathe water also suffocate in quicksand, but they take twice as long to do so.

Tornado (CR 10; Tier 10–11 only): As if the brutal ashstorm weren't enough, a tornado (*Pathfinder Core Rulebook* 439) seems to rise from within an abyssal geyser far in the distance, moving quickly toward the PCs and drawing swirling ash, dead and twisted trees, and even head-sized rocks toward it. The funnel forms 2d6 x 250 feet away from the PCs in a random direction, and moves at a speed of 250 feet per round toward the PCs' location.

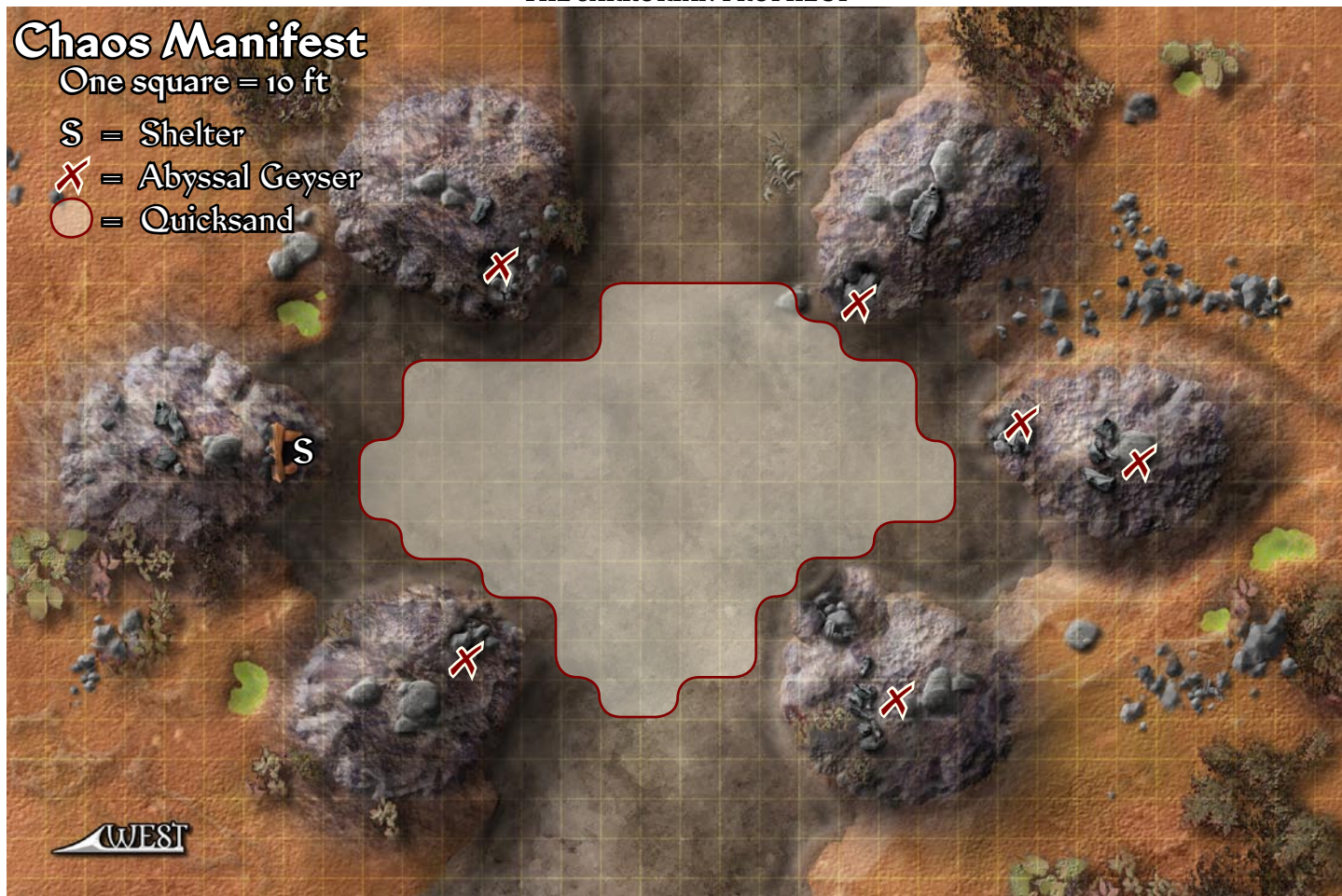
Chaos Manifest

One square = 10 ft

S = Shelter

X = Abyssal Geyser

○ = Quicksand



Development: PCs can take shelter from the lethal environment in the westernmost barrow (marked S on the map). Doing so removes all threat of injury. Most sources of magical shelter (like *rope trick*) will also suffice. If PCs do not take cover, the storm continues for 2d6 hours before dissipating.

Mission notes: Cheliox faction PCs will likely be interested in collecting samples of the tainted environment during the journey. Acceptable specimens may be found with a successful DC 20 Survival check. Such samples should be collected and stored in individual airtight containers, such as waterskins, sealed bottles, or extradimensional spaces, to prevent them from contaminating each other.

2. Shelter from the Storm (CR 9 or CR 12)

When the PCs enter the barrow, read the following.

This long-emptied barrow seems strangely devoid of the Abyssal taint that was so potent beyond the cave's entrance. A dim lamp illuminates a small chamber at the end of the

narrow tunnel, exposing a meager bedroll, scraps of devoured carrion, and a bucket of fetid water.

This is the only burial mound in the area to survive a century of Abyssal destruction, though the passage into the actual burial chambers long since collapsed. The remaining cavern contains a decrepit and disgusting abode that smells almost as awful as it looks.

Creatures: The night hag Mestamorga has claimed this cave as her lair, waiting patiently for just such explorers or crusaders like the PCs to seek its shelter. When the PCs arrive, Mestamorga has assumed the guise of a malnourished and injured woman in battered and tarnished gold and blue armor. She masquerades as Illayna Kradow, an Eagle Knight who answered the call to the Mendevian Crusades and then was lost in the wilds of the Worldwound. In fact, Mestamorga found Illayna wandering the wastes and brought her back to this cave under the pretense of providing sanctuary, draining her each night until the already weakened knight died of her injuries. Mestamorga hopes to use a similar ruse on the PCs; she begs them to stay here with her for the night and escort her back to safety in the morning.

Shelter from the Storm

One square = 5 feet

GameMastery Map Pack: Lairs

PCs Begin Here

Tier 7–8 (CR 9)

MESTAMORGA

CR 9

Night hag (*Pathfinder RPG Bestiary* 215)

hp 92

TACTICS

Before Combat Mestamorga remains disguised as Illayna as long as possible, hoping to avoid combat so she can haunt the PCs' dreams throughout the adventure. She haunts a different PC's dream each night until caught.

During Combat If attacked or if her ruse is uncovered, Mestamorga fights viciously with her physical attacks, relying on her spell-like abilities if outnumbered in melee or faced with a foe she cannot hit. When the night hag resorts to using magic, she begins with *invisibility*, then casts *deep slumber*.

Morale If reduced below 20 hp, Mestamorga attempts to become ethereal and escape.

Tier 10–11 (CR 12)

MESTAMORGA

CR 12

Female advanced half-fiend night hag (*Pathfinder RPG Bestiary* 171, 215)

NE Medium outsider (evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 29, touch 17, flat-footed 22 (+7 Dex, +12 natural)

hp 130 (9d10+81)

Fort +16, **Ref** +12, **Will** +12

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, poison, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10;

SR 24

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +16 (2d6+7 plus disease), 2 claw +16 (1d4+7)

Special Attacks dream haunting

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*deep slumber* (DC 17), *invisibility*, *magic missile*, *ray of enfeeblement* (DC 15)

At will (with heartstone)—*etherealness*, *soul bind*

3/day—*darkness*, *poison* (DC 18)

1/day—*contagion* (DC 17), *deseccate*, *unholy blight* (DC 18)

TACTICS

Before Combat Mestamorga remains disguised as Illayna as long as possible, hoping to avoid combat.

During Combat If attacked or if her ruse is uncovered, Mestamorga fights viciously with her physical attacks, relying on her spell-like abilities if outnumbered in melee or faced with a foe she cannot hit. When the night hag resorts to using magic, she begins with *unholy blight*, followed by *invisibility* and *deep slumber*.

Morale If reduced below 40 hp, Mestamorga attempts to become ethereal and escape.

STATISTICS

Str 25, **Dex** 24, **Con** 26, **Int** 20, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +16; **CMD** 33

Feats Alertness, Combat Casting, Deceitful, Mounted Combat, Toughness

Skills Bluff +18, Diplomacy +13, Disguise +18, Fly +23, Intimidate +16, Knowledge (arcana) +14, Knowledge (planes) +17, Perception +18, Ride +19, Sense Motive +18, Spellcraft +17

Languages Abyssal, Celestial, Common, Infernal

SQ heartstone, change shape (*alter self*)

SPECIAL ABILITIES

Disease (Su) Bite—Injury; *save* Fort DC 22; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves.

Development: Mestamorga hopes to avoid combat completely, knowing that she can haunt the PCs' dreams more effectively over an extended period of time while they "rescue" her. As such, she maintains her ruse as long as possible, using Bluff to convince PCs she truly is the lost Eagle Knight. If PCs fail to discover her true nature and motives, she follows them as a noncombatant

THE SARKORIAN PROPHECY

through the remainder of the adventure, all the while playing the role of a helpless victim in need of rescue. She haunts the dreams of a different chaotic PC each night to lower suspicion of nocturnal attacks, focusing on the victim with the lowest Constitution if she begins to repeat hauntings. Should any PCs remain awake when Mestamorga hopes to siphon a victim's spirit, she casts *deep slumber* in the hope of eliminating any lookouts.

Treasure: Mestamorga's change shape ability allows her to replicate Illayna's gear, so PCs may locate the originals beneath a pile of rags. In Tier 7–8, they find a tattered suit of masterwork half-plate, a heavy steel shield, a masterwork longsword, and one *potion of eagle's splendor*. In Tier 10–11, Illayna's equipment consists of +1 *half-plate*, a masterwork heavy steel shield, a +1 *demonbane longsword*, and a *potion of eagle's splendor*.

Mission Notes: Andoran faction PCs should take an interest in Mestamorga's assumed identity, Eagle Knight Illayna Kradow. Though she pretends to be the woman they seek, Andoran faction PCs must uncover her true identity and find the real Illayna's remains in the burial chamber, a task that requires a DC 15 Heal check to identify the newer corpse amid the much older Sarkorian bodies interred in the collapsing barrow.

Osirion faction PCs may wish to explore the forgotten Sarkorian burial mound for evidence of the lost culture's funerary rites. Though much of the structure has collapsed and only the mapped area may be searched, PCs who spend at least 1 hour sifting through the rubble, making etchings of the fading relief carvings, or otherwise documenting what evidence they can find earn 1 Prestige Award.

Rewards: If the PCs successfully defeat Mestamorga and retrieve Illayna's gear, award each tier thusly:

Tier 7–8:

Give each player 415 gp.

Tier 10–11:

Give each player 1,177 gp.

ACT 2: THE STORASTA SAFE HOUSE

Calling the outskirts of Storasta a “ghost town” would be a generous act, for the broken buildings, ruined streets, and utterly abandoned alleys could benefit from even the presence of the restless undead. Outside of Storasta proper, only a handful of structures remain intact enough to be habitable, most clumped on a single street shielded from the rest of the city by what may have been a publicly tended forest or park before the

Worldwound destroyed it. Among these buildings stands a traders' guildhouse that the Pathfinder Society used as a minor waystation for field agents in southern Sarkoris.

This single-story building was modest in its heyday but is now hardly more than a large hovel. Before it was hurriedly abandoned in early 4606 AR, Pathfinders traveling through this part of the world stopped in this makeshift lodge to share resources and assist one another far from Absalom. It was never a nerve center of Pathfinder operations, but at its peak held a sizable collection of treasures discovered in Sarkoris and neighboring Mendev, Numeria, and the Realm of the Mammoth Lords. All that changed with Sarkoris's fall, however; soon almost the only remaining treasure was the one large enough not to be taken by the evacuating Pathfinders when the



Mestamorga

The Storasta Safe House

One square = 5 feet



GameMastery Map Pack: Lairs

Worldwound opened: the scores of volumes that make up the *Sarkorian Prophecy*.

Even this isn't currently in the building, however, as only hours ago, a rival party of Shadow Lodge agents arrived and their leader Caggrigar immediately collected and made off with the books, leaving his companions upstairs to watch his back while he "worked" in the building's cellar.

Though the PCs may wish to explore the ruined city, impress upon them the dangers of lingering in the Worldwound too long. If they delay, jump directly to the encounter at area S1, using the demons to corral the party back toward the chapter house.

S1. Outside (CR 10 or CR 13)

Among the few surviving structures in this map-speck trade stop in Storasta's shadow, a ramshackle guildhouse stands somberly. Its sign was long ago sandblasted to unreadability, but the silhouette of the Glyph of the Open Road can still be distinguished cut out of a dangling shutter. A split rail fence barely stands around a small yard in the building's front.

Creatures: The Worldwound is rife with demonic inhabitants, and Storasta is no exception. As the PCs approach the chapter house, they draw the attention of just such a creature. In Tier 7–8, two nabasu demons

fly by and notice the Pathfinders, while in Tier 10–11 a glabrezu agent of Lalizarzadeh (a hezrou vying for control of Storasta; see *Pathfinder Campaign Setting: Lost Cities of Golarion* for more information) decides it could gain a soul or two from an unsuspecting Pathfinder buffet.

Tier 7–8 (CR 10)

NABASU (2) **CR 8**

hp 103 (*Pathfinder RPG Bestiary* 64)

TACTICS

Before Combat The nabasus use *greater teleport* to place themselves in flanking positions around an isolated target.

During Combat The nabasus activate their death-stealing gaze attacks on the first round of combat and attempt to sneak attack the same target each round. When they can't make full attacks, the demons instead use life-draining spell-like abilities such as *enervation* and *vampiric touch*.

Morale When reduced to fewer than 25 hp, the nabasus cast *mass hold person* as a last resort, but they teleport away if they fail to affect any PC capable of hurting them sufficiently.

Tier 10–11 (CR 13)

GLABREZU **CR 13**

hp 186 (*Pathfinder RPG Bestiary* 61)

TACTICS

Before Combat The glabrezu uses its *veil* spell-like ability to assume the shape of a person who is unknown but easily identifiable as a Pathfinder, hoping to gain the party's trust before attacking them. Unfortunately, it no longer has access to its monthly *wish*, having used it to tempt an unsuspecting crusader into wishing himself made of money.

During Combat The glabrezu begins combat by casting *power word stun* on whichever PC first attacks it or reveals its ruse, and then moves adjacent to the target. The following round, it uses a full attack action against the stunned character. The demon keeps unstunned foes at a distance with *reverse gravity* and *confusion*, moving on to a new target only when its initial victim is dead.

Morale Though vicious and hungry for souls, the glabrezu knows when it is beaten and teleports to safety if reduced below 40 hp.

Development: The sound of combat outside the building alerts Caggrigar's party to the PCs' presence and allows them time to prepare for the coming encounter. If the PCs avoid the demons altogether or defeat them silently, the rival Pathfinders are caught unaware.

Mission Notes: Cheliox faction PCs should be interested in the remains of any defeated demons. If they do nothing with the corpses now and instead return later, they find the bodies gone, collected by scavenging dretches.

S2. Sitting Room (CR 9 or CR 12)

This modest sitting room was once the lively heart of the Pathfinder waystation, playing host to passing adventurers, ribald jokes, and hours of laughter and song. Now it lies in shambles under a century's worth of dust and decay. Though unused since the city was abandoned, it once again serves as a meeting place for Pathfinders, though they are not the allies they might have been before the rending of Sarkoris.

Creatures: Caggrigar's companions have taken refuge in this room, having found it to be the most hospitable and contain the most intact furniture. If they became aware of the PCs as the group fought the demons outside the building, they feign surprise while pretending to ransack the room for valuables, secret passages, and the like. If they are unaware of the PCs' approach, their surprise is genuine and they are lounging, bored, in the dusty armchairs, waiting for Caggrigar to return.

Each member of the rival adventuring party is dedicated to the future of the Shadow Lodge for his or her own reasons. Embla Clefthelm, a tall Ulfen woman with a long, blonde ponytail pulled through a ring in the top of her helmet, is a former Ulfen Guard of Taldor who turned her back on her duty to join the Pathfinder Society. When she was horribly scarred on a Pathfinder

mission to retrieve an artifact that was immediately locked away in the Grand Lodge's vaults, she again turned her back on her organization. Feeling that her sacrifice was for naught, she has dedicated her training to dismembering the Decemvirate one piece at a time.

The tengu known as Graukur was recruited in distant Tian Xia and made the journey over the Crown of the World to receive training in Absalom. During the course of his time in the Grand Lodge, Graukur continually felt out of place, like an exotic oddity on display. Tired of being more a trophy for the Society's sense of diversity than an equal member of the organization, he hopes to get in on the ground level of the Shadow Lodge, where he'll be known for his talents and not for his beak and feathers.

Rovald Orlovski, an exiled Brevic noble with the power to charm, rounds out the Shadow Lodge Pathfinders assembled by Caggrigar. After using his gods-given gifts of enchantment on one too many serving maids, noble peers, and powerful enemies, Rovald found himself shipped south from Brevoy to Absalom for a "corrective"



stint in the Grand Lodge. Frustrated with the tendency of his fellow Pathfinders to ignore even his most convincing arguments, Rovald hopes that he can gain more personal power by allying with the Shadow Lodge.

Tier 7–8 (CR 9)

EMBLA CLEFTHELM

CR 6

Female human fighter 7
CN Medium humanoid (human)

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

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 70 (7d10+27)

Fort +8, **Ref** +4, **Will** +5; +2 vs. fear,

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk adamantine lucerne hammer* +15/+10 (1d12+9)

Special Attacks weapon training (polearms +1)

TACTICS

Before Combat Embla is wary of the PCs and tries her hardest not to show any signs of aggression until combat begins.

During Combat Embla ferociously attempts to sunder heavily defended PCs' armor, moving from one opponent to the next when she succeeds. If she faces no one in undamaged medium or heavy armor, she moves to a position to flank with Graukur. Using her Furious Focus feat, she Power Attacks every round without the penalty on her first attack roll each round.

Morale What Embla has in sundering prowess she lacks in tactics. She doesn't realize the fight is lost until it's too late.

STATISTICS

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

Base Atk +7; **CMB** +11 (+15 sundering medium or heavy armor); **CMD** 22 (24 vs sunder)

Feats Cleave, Furious Focus*, Greater Sunder, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (lucerne hammer), Weapon Specialization (lucerne hammer)

Skills Acrobatics –3, Climb +10, Intimidate +9, Linguistics +2, Stealth –3, Survival +10, Swim +10

Languages Common, Skald

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** +1 splint mail, masterwork adamantine lucerne hammer*, *cloak of resistance* +1, 35 gp

* See *Pathfinder RPG Advanced Player's Guide*.

GRAUKUR

CR 6

Male tengu rogue 7 (*Pathfinder RPG Bestiary* 263)
N Medium humanoid

Init +7; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 49 (7d8+14)

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

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 greatsword +8 (2d6+2/19–20), kukri +8 (1d4+1/18–20), bite +3 (1d3+1)

Ranged mwk shortbow +9 (1d6/x3)

Special Attacks bleeding attack +4, sneak attack +4d6

TACTICS

Before Combat If Graukur is aware of the PCs, he drinks his *potion of invisibility* and waits in a corner of the room to see what happens. If he is caught unaware, he fiddles anxiously with one of his blades, feeling vulnerable when visible.

During Combat Graukur attempts to make a sneak attack every round, using his secondary bite attack when he can.

Morale Graukur's sense of self-preservation overwhelms his sense of honor, and he flees or surrenders if his hit points drop below 25 or one of his companions is knocked unconscious or killed.

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Improved Initiative, Point-Blank Shot, Weapon Finesse, Weapon Focus (greatsword)

Skills Acrobatics +13, Appraise +11, Diplomacy +5, Disable Device +13, Escape Artist +13, Knowledge (dungeoneering) +11, Knowledge (local) +11, Knowledge (nobility) +4, Linguistics +9, Perception +13, Stealth +15; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Goblin, Skald, Tengu, Tien

SQ gifted linguist, rogue talents (bleeding attack +4, combat trick, fast stealth), swordtrained, trapfinding +3

Combat Gear *potion of cure light wounds*, *potion of invisibility*, alchemist's fire; **Other Gear** +1 studded leather, +1 greatsword, kukri, masterwork shortbow with 20 arrows, *amulet of natural armor* +1, thieves' tools, 37 gp

ROVALD ORLOVSKI

CR 6

Male human sorcerer 7

NE Medium humanoid (human)

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

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 45 (7d6+18)

Fort +3, **Ref** +4, **Will** +7

Defensive Abilities fated (+2); **Resist** acid 5, cold 5

OFFENSE

Speed 30 ft.

Melee mwk darkwood quarterstaff +3 (1d6–1)

Ranged light crossbow +4 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 7th; concentration +11) 7/day—heavenly fire (1d4+3 divine energy)

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Sorcerer Spells Known (CL 7th; concentration +11)

- 3rd (5/day)—*haste*, *magic circle against evil*, *suggestion* (DC 19)
 2nd (7/day)—*hideous laughter* (DC 18), *resist energy*, *scorching ray*, *touch of idiocy* (DC 18)
 1st (7/day, 1 already cast)—*bless*, *burning hands* (DC 15), *charm person* (DC 17), *mage armor*, *magic missile*, *shield*
 o (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

Bloodline Celestial

TACTICS

Before Combat Rovald begins every day by casting *mage armor* and *false life* (both are reflected in his stat block). If he is aware of the PCs, he casts *shield* and, if time permits, *bless*. If he has the opportunity without tipping his hand, he casts *suggestion* or *charm person* on a PC to gain an ally among his possible foes.

During Combat Rovald casts *haste* in the first round of combat, then stays out of melee at all costs. He prefers *hideous laughter* as his primary combat spell, but uses *burning hands*, *scorching ray*, and *touch of idiocy* when prompted by the situation.

Morale Rovald is extremely sure of himself, and despite his frailty and weakness, believes the PCs to be only a minor threat. He fights to the death, refusing to believe the PCs could best one of his social and arcane standing.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 15

Feats Deceitful, Dodge, Eschew Materials, Greater Spell Focus (enchantment), Silent Spell, Skill Focus (Knowledge [arcana]), Spell Focus (enchantment)

Skills Bluff +15, Diplomacy +11, Disguise +6, Intimidate +12, Knowledge (arcana) +15, Knowledge (nobility) +5, Spellcraft +12

Languages Celestial, Common, Skald

SQ bloodline arcana

Combat Gear *potion of cure moderate wounds*, *scroll of disguise self*, *wand of false life* (20 charges); **Other Gear** masterwork darkwood quarterstaff, light crossbow with 20 bolts, *cloak of resistance* +1, *elixir of truth*, *ring of protection* +1, 40 gp

Tier 10–11 (CR 12)

EMBLA CLEFTHELM

CR 9

Female human fighter 10

CN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 22, touch 13, flat-footed 20 (+9 armor, +1 deflection, +2 Dex)

hp 98 (10d10+39)

Fort +10, **Ref** +6, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +1 *adamantine lucerne hammer** +19/+14 (1d12+13)

Special Attacks weapon training (pole arms +2, hammers +1)

TACTICS

Before Combat Embla is wary of the PCs and tries her hardest not to show any signs of aggression until combat begins.

During Combat Embla ferociously attempts to sunder heavily defended PCs' armor, moving from one opponent to the next when she succeeds. If she faces no one in undamaged medium or heavy armor, she moves to a position to flank with Graukur. Using her Furious Focus feat, she Power Attacks every round without the penalty on her first attack roll each round.

Morale What Embla has in sundering prowess she lacks in tactics. She doesn't realize the fight is lost until it's too late.

STATISTICS

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

Base Atk +10; **CMB** +14 (+18 sundering medium or heavy armor); **CMD** 27 (29 vs sunder)

Feats Cleave, Furious Focus*, Greater Sunder, Greater Weapon Focus (lucerne hammer), Greater Weapon Specialization (lucerne hammer), Improved Sunder, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (lucerne hammer), Weapon Specialization (lucerne hammer)

Skills Acrobatics –2, Climb +13, Intimidate +12, Linguistics +2, Stealth –2, Survival +13, Swim +13

Languages Common, Skald

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*; **Other Gear** +2 splint mail, +1 adamantite lucerne hammer*, *ring of protection* +1, *cloak of resistance* +1, 25 gp

* See *Pathfinder RPG Advanced Player's Guide*.

GRAUKUR

CR 9

Male tengu rogue 10 (*Pathfinder RPG Bestiary* 263)

N Medium humanoid

Init +8; **Senses** low-light vision; Perception +16

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +2 natural)

hp 78 (10d8+30)

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

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

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +10/+5 (2d6+2/19–20), mwk cold iron kukri +12/+7 (1d4+1/18–20), bite +6 (1d3+1)

Ranged mwk shortbow +12/+7 (1d6/x3)

Special Attacks bleeding attack +5, sneak attack +5d6

TACTICS

Before Combat If Graukur is aware of the PCs, he drinks his *potion of invisibility* and waits in a corner of the room to see what happens. If he is caught unaware, he fiddles anxiously with one of his blades, feeling vulnerable when visible.

During Combat Graukur attempts to make a sneak attack every round, using his secondary bite attack when he can.

Morale Graukur's sense of self-preservation overwhelms his sense of honor, and he flees or surrenders if his hit points drop below 25 or one of his companions is knocked unconscious or killed.

STATISTICS

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

Base Atk +7; **CMB** +8; **CMD** 23

Feats Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (greatsword)

Skills Acrobatics +16, Appraise +15, Diplomacy +7, Disable Device +16, Escape Artist +16, Knowledge (dungeoneering) +15, Knowledge (local) +15, Knowledge (nobility) +6, Linguistics +10, Perception +16, Sleight of Hand +17, Stealth +18; **Racial**

Modifiers +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Goblin, Skald, Tengu, Tien, Varisian

SQ gifted linguist, rogue talents (bleeding attack +5, combat trick, fast stealth, feat, improved evasion), swordtrained, trapfinding +5

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2), antitoxin; **Other Gear** +1 *chain shirt*, +1 *greatsword*, masterwork cold iron kukri, *amulet of natural armor* +2, masterwork thieves' tools, 14 gp

ROVALD ORLOVSKI

CR 9

Male human sorcerer 10

NE Medium humanoid (human)

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

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 68 (10d6+31)

Fort +5, **Ref** +6, **Will** +10

Defensive Abilities fated (+2); **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft.

Melee mwk darkwood quarterstaff +5 (1d6–1)

Ranged mwk light crossbow +7 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 10th; concentration +14)
7/day—heavenly fire (1d4+5 divine energy)

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

5th (3/day)—*dominate person* (DC 21)

4th (6/day)—*confusion* (DC 20), *mass reduce person* (DC 18),
remove curse

3rd (7/day)—*haste*, *hold person* (DC 19), *magic circle against evil*,
suggestion (DC 19)

2nd (7/day)—*hideous laughter* (DC 18), *mirror image*, *resist*
energy, *scorching ray*, *touch of idiocy* (DC 18)

1st (7/day)—*bless*, *burning hands* (DC 15), *charm person* (DC 17),
mage armor, *magic missile*, *shield*

0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *light*, *mage*
hand, *message*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline Celestial

TACTICS

Before Combat Rovald begins every adventuring day by casting

mage armor and *false life* (both are reflected in his stat block).

If he is aware of the PCs, he casts *shield*, *stoneskin*, and, if time permits, *bless*. If he has the opportunity without tipping his hand, he casts *dominate person* or *suggestion* on a PC to gain an ally among his possible foes.

During Combat Rovald casts *haste* in the first round of combat, then stays out of melee at all costs. He prefers *confusion*, *hold person*, and *hideous laughter* as his primary combat spells, but uses *burning hands*, *scorching ray*, and *touch of idiocy* when prompted by the situation.

Morale Rovald is extremely sure of himself, and despite his frailty and weakness, believes the PCs to be only a minor threat. He fights to the death, refusing to believe the PCs could best one of his social and arcane standing.

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 17

Feats Deceitful, Dodge, Eschew Materials, Greater Spell Focus, Silent Spell, Skill Focus (Knowledge [arcana]), Spell Focus (enchantment), Toughness

Skills Bluff +21, Diplomacy +11, Disguise +6, Intimidate +15, Knowledge (arcana) +21, Knowledge (nobility) +7, Spellcraft +15

Languages Celestial, Common, Skald

SQ bloodline arcana, wings of heaven (10 minutes/day)

Combat Gear *potion of cure serious wounds*, *scroll of alter self*, *scroll of make whole*, *wand of false life* (20 charges), *wand of stoneskin* (6 charges); **Other Gear** masterwork darkwood quarterstaff, masterwork light crossbow with 20 bolts, *cloak of resistance* +2, *elixir of truth*, *ring of protection* +1, noble's outfit, everburning torch, 50 gp

Development: Though the Shadow Pathfinders have no compunction about killing the PCs, they aren't completely sure where their allegiances lie and decide to feel out the situation first. Whether genuinely surprised by the PCs' arrival or merely pretending, Caggrigar's companions aren't completely sure that the PCs haven't also been sent by the Shadow Lodge. Without admitting their own loyalty, the Shadow party tries to get the PCs to admit they come from Absalom or to come out and say they are allied with the Shadow Lodge. If questioned about their mission, the Shadow Pathfinders state honestly that they and one other companion were sent by their venture-captain in Whitethrone to retrieve an ancient prophecy and that Caggrigar is even now in the cellar poring over what they found. If the rivals discover the PCs' affiliation with the true Pathfinder Society, or if the PCs indicate that they're on to the Shadow agents' ploy, they immediately attack.

Mission Notes: Taldor faction PCs may wish to have words with Embla Clefthelm. If they deliver their message, she is considered shaken for the remainder of the encounter.

Rewards: If the PCs defeat the rival party, award each tier thusly:

Tier 7–8:

Give each player 1,538 gp

Tier 10–11:

Give each player 3,227 gp.

S3. Dining Room

The table around which Pathfinders once enjoyed one another's company and the safe house's wine and food now is a crumbling heap of splintering boards, no longer a symbol of friendship and warmth, but rather a pitiable reminder of what the world lost when Storasta fell.

S4. Bedrooms

This pair of long-unused bedrooms once provided a much-needed respite to weary adventurers, but now offers its hospitality only to skittering vermin that call the moldering beds their home. Anything that may have once been valuable in these rooms has long fallen to uselessness.

S5. Pantry

This former larder offers only broken barrels, torn gunny sacks, and a century of dust.

S6. Kitchen

This room was once the safe house's kitchen, though one could only tell today by the rusted hulk of the stove and the crumbling remains of its once fine granite tiling. The food in the cabinets has long since rotted away, leaving no stench or sense of decay.

S7. Storeroom

This room appears as disheveled as the rest of the building, playing host to mounds of broken wood, a nest of rags where an unknown creature once lived, and scraps of burlap now more pulp than cloth. Despite the mess, however, a trapdoor lies open behind a shattered crate, revealing an iron ladder leading down into the darkness.

S8. Cellar

When the PCs enter the cellar, read the following aloud.

The safe house's cellar has withstood the horrors of the Abyssal invasion better than the rest of the building, and so have the few remaining relics and adventuring supplies stored within it. Various crates, shelves, and barrels hold relatively well-preserved adventuring gear, weapons, scrolls, and books. Rows of stone shelves cut into the south wall stand strangely empty, however, though traces in the dust on the shelves indicate that a large number of bound volumes were recently removed.

This hidden basement served as the safe house's vault and was the home of the *Sarkorian Prophecy* until less than an hour ago. Caggrigar made his way down the ladder alone, telling his companions to guard above while he did delicate work collecting the massive volumes. Once he had located them, he placed them in a *bag of holding* he found among the room's treasures and slipped out through a hidden tunnel in the north wall. Now, the shelves on which the books sat for decades stand empty, and gaps in the thick dust are the only hint that something was once there.

Development: Nearly the entire *Sarkorian Prophecy* has been removed from its honored position along the room's south wall. Less than 20 volumes remain, each bearing some damage or wear that renders it nearly illegible. Caggrigar's footprints are clearly visible in the southern half of the room, and a DC 8 Survival check allows a PC to follow them to the north wall, where they end at a strange stone panel behind a stack of barrels. A DC 20 Perception check reveals a pressure plate on the wall next to the stone, which slides to the side when the plate is pressed, opening into a long, dark tunnel.

Treasure: PCs who search the room for valuables locate the following with a DC 15 Perception check: In Tier 7–8, the crates of adventuring gear contain three flasks of acid, two thunderstones, a portable ram, a case of 30 cans of barbarian chew, and 600 gp worth of traditional Kellid woodcarvings. In Tier 10–11, all gear has rusted to worthlessness.

A small, unlocked chest along the west wall contains a series of ledgers detailing the safe house's legitimate business dealings as a traders' guild, journals on the natural resources of southern Sarkoris, and an in-depth anthropological study of gender roles among the native Kellid tribes.

A DC 25 Perception check of the *Sarkorian Prophecy's* former shelves reveals a small crack between a low shelf and the wall in which a narrow chapbook fell years ago. The book contains none of the prophecy itself, but rather a journal kept by the nursemaid who tended the sick and demented oracle whose mad writings once filled the wall. It reveals that the prophet's name was Alathra Binzet and that she was rumored to be over a 150 years old when she began prophesying, transcribing her visions in her native Hallit but in a hand unlike her own.

Beyond providing interesting glimpses at history, none of the documents in the room have any monetary value.

Mission Notes: Osirion faction PCs should be interested in the contents of the nursemaid's diary and may wish to carry it back to Absalom for more attention. Qadira faction PCs will likely find the business ledgers and naturalist's essays intriguing. Should a Taldor faction PC wish to leave any forged pages of the *Prophecy* among

OPTIONAL ENCOUNTER

The Scorpion's Nest encounter is optional and can be omitted if time is running short. Run the encounter if there are more than 2 hours of play time remaining; otherwise move directly to the following scene, Caggrigar Caught.

the remaining volumes, he may attempt to do so with a Sleight of Hand or Stealth check opposed by Perception checks from anyone in sight.

Rewards: If the PCs find the valuables in the room, award each tier thusly:

Tier 7–8:

Give each player 145 gp.

Tier 10–11:

There are no rewards for this tier.

ACT 3: AFTER THE PROPHECY

Following Caggrigar through the secret door in the Storasta safe house's cellar leads PCs through a 5-foot-wide tunnel of packed earth that runs for nearly a mile at a slight incline in a northwestern direction. PCs with the ability to track can easily locate and follow Caggrigar's trail, as he took no effort to disguise it and left it only an hour ago.

1. The Scorpion Nest (CR 8 or CR 11)

The tunnel gets gradually wider until it stretches almost 15 feet across, and finally emerges onto a blasted plain of dust and gravel through a nondescript 10-foot-wide hole in the ground far from sight or earshot of Storasta.

Creatures: Unfortunately for the PCs, this tunnel is the home of a giant scorpion who nests in its wider end when the harsh Worldwound environment becomes too much for even it to bear. Caggrigar's connection to Deskari, demon lord of vermin, allowed him to pass without incident, but the scorpion has not had a meal in a very long time, and the PCs likely lack the same affinity for such beasts that their fleeing quarry possessed.

Tier 7–8 (CR 8)

DEADFALL SCORPION

CR 8

N Huge vermin (*Pathfinder Bestiary* 242)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +2, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +14 (1d8+9 plus grab), sting +14 (1d8+9 plus poison)

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

Special Attacks constrict (1d8+8)

TACTICS

Before Combat The scorpion waits just outside the hole, anticipating the PCs' approach with tremorsense.

During Combat The scorpion ambushes the first creature to emerge from the hole, attacking a single target each round. It changes targets only when the one falls unconscious or it takes damage from another foe, in which case it attacks the nearest target that injured it during the previous round.

Morale The scorpion fights to the death.

STATISTICS

Str 28, **Dex** 8, **Con** 20, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +18 (+22 grapple); **CMD** 27 (39 vs. trip)

Skills Climb +13, Perception +4, Stealth +3

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Tier 10–11 (CR 11)

GIANT EMPEROR SCORPION

CR 11

N Gargantuan vermin (*Pathfinder Bestiary* 242)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 19, touch 5, flat-footed 19 (–1 Dex, +14 natural, –4 size)

hp 184 (16d8+112)

Fort +17, **Ref** +4, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claw +21 (2d6+13 plus grab), sting +21 (2d6+13 plus poison)

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

Special Attacks constrict (2d6+13)

TACTICS

Before Combat The scorpion waits just outside the hole, anticipating the PCs' approach with tremorsense.

During Combat The scorpion ambushes the first creature to emerge from the hole, attacking a single target each round. It changes targets only when the one falls unconscious or it takes damage from another foe, in which case it attacks the nearest target that injured it during the previous round.

Morale The scorpion fights to the death.

STATISTICS

Str 37, **Dex** 8, **Con** 25, **Int** —, **Wis** 10, **Cha** 2

Base Atk +12; **CMB** +29 (+33 grapple); **CMD** 38 (50 vs. trip)

Skills Climb +17, Perception +4, Stealth +3

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 27; *frequency* 1/round for 6

THE SARKORIAN PROPHECY

rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Development: Once the PCs have dealt with the scorpion, following Caggrigar's tracks takes only a successful DC 15 Survival check.

2. Caggrigar Caught (CR 10 or CR 13)

Read the following when the PCs emerge from the tunnel.

The landscape here is beyond desolate—former farmland blasted into oblivion by the horrors of the Abyss. Nothing grows here now, and the area is a flat wasteland that stretches to the horizon. Now the thirsty ground is cracked, with molten rivulets flowing deep beneath the surface and casting a haunting glow upon the terrain. A persistent chittering rises and falls from no particular direction.

This land was once fertile farmland that provided food for much of Sarkoris. Now the waters of the nearby Sarkora River are cut off by a sea of molten lava flowing just far enough under the surface to maintain stable ground. The resulting cracks in the arid ground emit light and heat, but are not large enough for the PCs to fall through, nor do the PCs risk burning themselves on the lava beneath.

Creatures: Regardless of their method of travel or means of tracking Caggrigar, the PCs finally catch up with their quarry less than 2 miles north of the tunnel's mouth. There is no cover granted for either PCs or Caggrigar, and both parties are likely aware of each other from the moment the PCs first come within range of him, though GMs should be prepared to adapt the encounter to clever solutions by the players. Caggrigar has gone to no trouble to hide his path, figuring his companions would eventually come after him, angered that he abandoned them with the very treasure they came for. If the PCs are visible and not disguised as his companions, the Shadow Lodge agent immediately recognizes that the PCs are not his fellow adventurers, and he begins preparing for a confrontation as indicated in the tactics section of his stat block.

Tier 7–8 (CR 10)

CAGGRIGAR

CR 10

Male human witch 7/demoniac** of Deskari 4

CE Medium humanoid (human)

Init +4; **Senses** Perception +0

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 106 (7d6+4d8+51)

Fort +9, **Ref** +7, **Will** +10; +4 vs disease and vermin

Defensive Abilities obedience

OFFENSE

Speed 30 ft.

Melee +1 scythe +6/+1 (2d4/x4)

Special Attacks hexes (charm [1 step, 5 rounds], evil eye [–2, 8 rounds], flight [feather fall at will, levitate 1/day, fly 7 minutes/day], misfortune [1 round])

Spell-Like Abilities (CL 11th; concentration +16)

2/day—*summon swarm*

1/day—*summon monster VI* (1 succubus, 1d3 babaus, or 1d4+1 brimoraks**)

Witch Spells Prepared (CL 10th; concentration +15)

5th—*cloudkill*, *suffocation* (DC 20)*, *teleport*

4th—*black tentacles*, *phantasmal killer* (DC 19), *spite** (already cast), *threefold aspect** (already cast)

3rd—*bestow curse* (DC 18), *contagion* (DC 18), *screech* (DC 18)*, *vampiric touch* (DC 18)

2nd—*blindness/deafness* (DC 17), *burning gaze**, *false life*, *vomit swarm**, *web*

1st—*burning hands* (DC 16), *cause fear* (DC 16), *charm person* (DC 16), *mage armor* (already cast), *obscuring mist*, *ray of enfeeblement* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *putrefy food and drink**, *resistance*

Patron Plague

TACTICS

Before Combat Caggrigar cast *threefold aspect* on himself this morning and now appears as a young adult. Before leaving the safe house, he also cast *spite* with the *vampiric touch* effect.

Once Caggrigar becomes aware of the PCs, he summons 1d3 babaus to aid him in battle, and *false life* should time permit.

During Combat Caggrigar sends his demonic servants to fight melee and ranged combatants, using *black tentacles*, *cloudkill*, and *suffocation* against casters.

Morale Caggrigar fears death, knowing that he will suffer eternal torment at Deskari's hands. If reduced to fewer than 20 hp, he uses his energumen ability as a free action to boost his Constitution by +2 for 4 rounds, thus increasing his hit points by 22, and attempts to flee or parlay.

Base Statistics Dex 12, Con 14, Wis 13

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 21, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +5; **CMD** 18

Feats Augment Summoning, Demonic Obedience**, Extend Spell, Iron Will, Magical Aptitude, Spell Focus (conjunction), Toughness

Skills Fly +16, Intimidate +14, Knowledge (arcana) +17, Knowledge (planes) +19, Knowledge (religion) +19, Linguistics +7, Sense Motive +14, Spellcraft +23, Stealth +16, Use Magic Device +2

Languages Abyssal, Celestial, Common, Draconic, Hallit, Ignan, Infernal, Skald

SQ damned, demonic boon, demonic mark, energumen, summon demon, swarming susurrus, witch's familiar (scorpion named Asdorax)

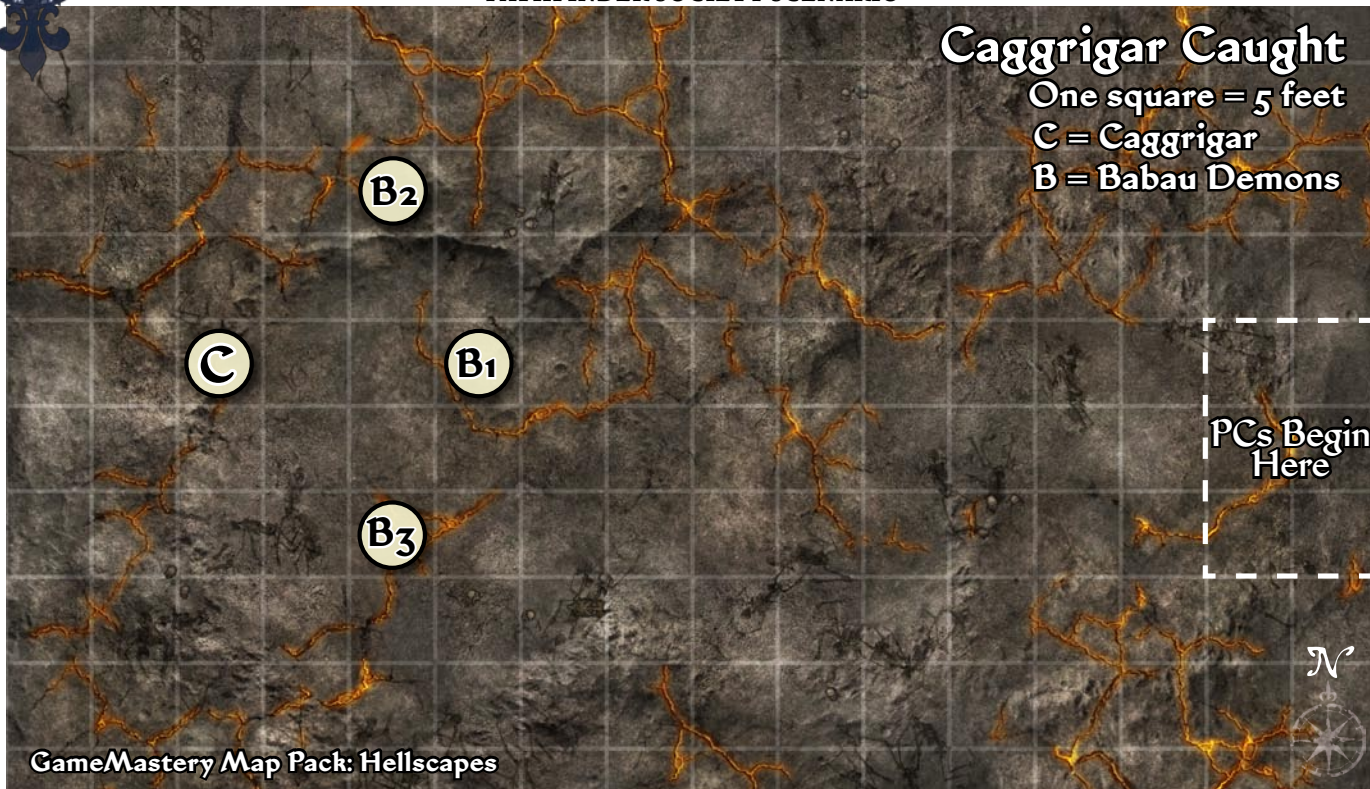
Gear +1 scythe, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of intellect* +2, *ring of protection* +1, 432 gp

Caggrigar Caught

One square = 5 feet

C = Caggrigar

B = Babau Demons



PCs Begin Here

N

GameMastery Map Pack: Hellsapes

SPECIAL ABILITIES

Damned (Ex) When Caggrigar dies, his soul is instantly claimed by the Abyss, where it transforms into a demon. Any character attempting to resurrect him must succeed at a caster level check equal to 21 or the spell fails. That character cannot attempt to resurrect Caggrigar again until the following day, though other characters can attempt to do so if they please.

Demonic Mark (Ex) Caggrigar bears the sign of Deskari as a tattoo-like brand on the back of his left hand. Once per day, he can call upon the profane power of this mark to power a spell as he casts it. Doing so causes the spell to gain the chaotic and evil descriptors, and causes the spell not be expended as it is cast, allowing Caggrigar to cast the spell again at a later point in the day.

Energumen (Su) Once per day, Caggrigar can open his soul to a demonic spirit as a free action. This spirit possesses him for 4 rounds, granting a +2 profane bonus to one ability score of the demoniac's choice. When the energumen ends, Caggrigar becomes confused for 4 rounds as the demonic spirit has its way with his mind. At the start of each round of confusion, he can make a DC 25 Will save to end the confusion effect immediately. Energumen is a possession effect, and is negated by protection from evil or protection from chaos. Caggrigar can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) the energumen ends, but being affected by such a spell before the energumen has run its course also causes the benefits granted to end prematurely.

Obedience (Ex) Each day, as part of preparing his spells, Caggrigar must meditate while allowing insects or worms of any type to crawl upon his body—he generally uses his scorpion familiar. In return, he gains a +4 profane bonus on

all saving throws against disease and against effects caused by vermin. If he should ever fail to perform this ritual, Caggrigar loses all abilities granted through his demoniac prestige class until he next performs the obedience.

* See *Pathfinder RPG Advanced Player's Guide*. ** See *Pathfinder Campaign Setting: Lords of Chaos: Book of the Damned, Vol. 2*.

Tier 10–11 (CR 13)

CAGGRIGAR

CR 13

Male human witch 7/demoniac** of Deskari 7

CE Medium humanoid (human)

Init +4 (+8 in a swarm); Senses Perception +0

DEFENSE

AC 19, touch 14, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 natural)

hp 132 (7d6+7d8+63)

Fort +12, Ref +9, Will +12; +4 vs. disease or vermin, +4 to all if in a swarm

Defensive Abilities obedience

OFFENSE

Speed 30 ft.

Melee +1 scythe +8/+3 (2d4/x4)

Special Attacks hexes (charm [1 step, 6 rounds], evil eye [–2, 9 rounds], flight [feather fall at will, levitate 1/day, fly 7 minutes/day], misfortune [1 round])

Spell-Like Abilities (CL 14th; concentration +20)

2/day—*summon swarm*

1/day—*summon monster VI* (1 succubus, 1d3 babaus, or 1d4+1 brimoraks**)

Witch Spells Prepared (CL 13th; concentration +19)

- 7th—*chain lightning* (DC 23)
- 6th—*mass fester** (DC 22), *slay living* (DC 22), *swarm skin**
- 5th—*cloudkill*, *feeblemind* (DC 21), *suffocation* (DC 21), *teleport*
- 4th—*black tentacles*, *crushing despair* (DC 20), *phantasmal killer* (DC 20), *spite* (already cast), *threefold aspect* (already cast)
- 3rd—*bestow curse* (DC 19), *contagion* (DC 19), *dispel magic*, *screech* (DC 19), *vampiric touch*
- 2nd—*blindness/deafness* (DC 18), *burning gaze* (DC 18), *false life*, *pox pustules** (DC 18), *vomit swarm*, *web*
- 1st—*burning hands* (DC 17), *cause fear* (DC 17), *harm person* (DC 17), *mage armor* (already cast), *obscuring mist*, *ray of enfeeblement* (DC 17)
- o (at will)—*bleed* (DC 16), *detect magic*, *putrefy food and drink*, *resistance*

Patron Plague

TACTICS

Before Combat Caggrigar cast *threefold aspect* on himself this morning and now appears as a young adult. Before leaving the safe house, he also cast *spite* with the *vampiric touch* effect.

Once Caggrigar becomes aware of the PCs, he summons 1d3 babaus to aid him in battle, and *false life* should time permit. If he has further time, he summons a swarm of spiders that covers him, granting him bonuses to initiative and all saves.

During Combat Caggrigar sends his demonic servants to fight melee and ranged combatants, using his offensive spells against casters, beginning with his highest-level spells. If attacked directly, Caggrigar casts *swarm skin* on his next turn, taking the form of an army ant swarm (*Pathfinder RPG Bestiary* 16).

Morale Caggrigar fears death, knowing that he will suffer eternal torment at Deskari's hands. If reduced to fewer than 40 hp, he uses his energumen ability as a free action to boost his Constitution by +6 for 7 rounds, thus increasing his hit points by 42, and attempts to flee or parlay.

Base Statistics Dex 12, Con 14, Wis 13

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 22, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 21

Feats Augment Summoning, Combat Casting, Demonic Obedience**, Extend Spell, Iron Will, Magical Aptitude, Spell Focus (conjuraton), Toughness

Skills Bluff +15, Fly +19, Intimidate +17, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +8, Sense Motive +17, Spellcraft +27, Stealth +19, Swim +3, Use Magic Device +2

Languages Abyssal, Celestial, Common, Draconic, Hallit, Ignan, Infernal, Skald, Varisian

SQ damned, demonic boon, demonic mark, energumen, summon demon, swarm walker, swarming susurrus, witch's familiar (scorpion named Asdorax)

Combat Gear *potion of cure serious wounds*, *scroll of baleful polymorph*; **Other Gear** +1 *scythe*, *amulet of natural armor* +1, *cloak of resistance* +3, *headband of vast intelligence* +2, *ring of protection* +2, 55 pp, 57 gp

SPECIAL RULES: DEMONIC

Caggrigar is a demoniac, a new prestige class detailed in *Pathfinder Campaign Setting: Lords of Chaos: Book of the Damned*, Vol. 2. All the game rules needed to run him without access to this book are included in his stats. Brimoraks (as referenced in his summon ability) are fire demons, detailed on page 56 of *Lords of Chaos*; since Caggrigar summons babaus instead, their stats are not needed for this encounter. Caggrigar's Demonic Obedience feat grants him saving throw bonuses against disease and vermin special attacks and his *swarm* spell-like ability. In Tier 10–11, it also grants his swarmwalker special ability.

SPECIAL ABILITIES

Damned (Ex) When Caggrigar dies, his soul is instantly claimed by the Abyss, where it transforms into a demon. Any character attempting to resurrect him must succeed at a caster level check equal to 24 or the spell fails. That character cannot attempt to resurrect Caggrigar again until the following day, though other characters can attempt to do so if they please.

Demonic Mark (Ex) Caggrigar bears the sign of Deskari as a tattoo-like brand on the back of his left hand. Once per day, he can call upon the profane power of this mark to power a spell as he casts it. Doing so causes the spell to gain the chaotic and evil descriptors, and causes the spell not be expended as it is cast, allowing Caggrigar to cast the spell again at a later point in the day.

Energumen (Su) Once per day, Caggrigar can open his soul to a demonic spirit as a free action. This spirit possesses him for 7 rounds, granting a +6 profane bonus to one ability score of the demoniac's choice and immunity to electricity and poison. When the energumen ends, Caggrigar becomes confused for 4 rounds as the demonic spirit has its way with his mind. At the start of each round of confusion, he can make a DC 25 Will save to end the confusion effect immediately. Energumen is a possession effect, and is negated by *protection from evil* or *protection from chaos*. Caggrigar can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) the energumen ends, but being affected by such a spell before the energumen has run its course also causes the benefits granted to end prematurely.

Obedience (Ex) Each day, as part of preparing his spells, Caggrigar must meditate while allowing insects or worms of any type to crawl upon his body—he generally uses his scorpion familiar. In return, he gains a +4 profane bonus on all saving throws against disease and against effects caused by vermin. If he should ever fail to perform this ritual, Caggrigar loses all abilities granted through his demoniac prestige class until he next performs the obedience.

Swarm Walker (Su) Caggrigar can walk through any swarm without fear of taking damage or suffering any ill effects—swarms recognize him as one of their own. As long as he stands within a swarm, he gain a +4 profane bonus on Initiative checks and on all saving throws.

* See *Pathfinder RPG Advanced Player's Guide*.

** See *Pathfinder Campaign Setting: Lords of Chaos: Book of the Damned*, Vol. 2.

Development: If the PCs capture or subdue Caggrigar, he can be persuaded to reveal his entire plan as outlined in the adventure background, either in exchange for his freedom or with sufficient Diplomacy or Intimidate checks. If PCs fail to earn his cooperation, he spouts vitriol at them and the Society they represent, as well as utter madness about the coming of Deskari—claiming that is the “true Age of Glory” prophesied about Aroden. If the PCs release him, he immediately casts *teleport* to put distance between himself and the Pathfinders, trusting his own abilities to find his way out of the Worldwound.

Treasure: In addition to the treasure indicated in Caggrigar’s stat block, he carries with him an ornately embroidered *bag of holding* of Keleshite origins that contains the entirety of the *Sarkorian Prophecy* volumes taken from the Storasta safe house’s cellar. The tomes themselves are priceless, but the bag that holds them is a normal *bag of holding* of its type (Type III for Tier 7–8 and Type IV for Tier 10–11). Additionally, he has a small chest of precious gems worth 2,500 gp altogether which he planned to use to fund the spread of Deskari’s word throughout northern Avistan.

In addition to physical treasure, if Caggrigar’s scorpion familiar Asdorax survives the encounter, he may be coerced into teaching up to 24 levels’ worth of spells to another witch’s familiar (*Pathfinder RPG Advanced Player’s Guide* 68) with a DC 25 Intimidate check. In addition to the spells Caggrigar prepared, Asdorax also stores *slay living* in Tier 7–8. In Tier 10–11, Caggrigar’s unprepared spells are all 7th level, and beyond the scope of Pathfinder Society Organized Play’s level range. Players must track new spells on their scenario chronicle as scrolls costing 0 gp.

Mission Notes: Andoran faction PCs may wish to read the prophecy. If they succeed at a DC 15 Linguistics check or a DC 18 Intelligence check, they locate the portions they are looking for. Qadira faction PCs most likely take interest in the *bag of holding* and express a desire to return it to Qadira upon returning to Absalom with the *Sarkorian Prophecy*. The Society makes no claim on the relic and permits its return to Pasha Muhlia al-Jakri. Taldor faction PCs have an additional chance to leave their false prophecy among the ancient pages of the genuine article. Doing so requires an opposed Sleight of Hand or Stealth check against a Perception check from all present parties.

Rewards: If the PCs defeat Caggrigar and retrieve the *Sarkorian Prophecy*, award each tier thusly:

Tier 7–8:

Give each player 2,298 gp.

Tier 10–11:

Give each player 3,617 gp.

CONCLUSION

The PCs make the return journey through the wastes of the Worldwound without further incident, avoiding roaming demons and avoiding the harshest of the environment’s elements. Upon their return to the safety of Nerosyan, they are welcomed back by Venture-Captain Thurl, who congratulates them on being the only party sent by the Decemvirate to survive the Worldwound, much less reach Storasta. He quickly ensures the *Sarkorian Prophecy* is well preserved and prepares it for transport back to Absalom. During this time, he asks many questions about both the PCs’ encounter with the Shadow Lodge and Caggrigar specifically, focusing on his cultish fervor. If PCs so wish, they may spend this time looking through the prophecy themselves, or they may take Thurl up on his offer of transportation back to Absalom ahead of the document.

Over the course of several months, the Pathfinder Society’s most accomplished diviners, archivists, and researchers pore over the recovered *Sarkorian Prophecy* for information. While they discover an astonishing number of correct predictions up to 4606 AR—the year of Aroden’s death—no events after that year have come to pass, and many contradict the actual flow of history entirely. Despite the inability for the Decemvirate to trust the accuracy of the document for future events, its retrieval nevertheless provides the Society with an incredible boon, sure to shed light on any number of historical happenings.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who discover the fate of Illayna Kradow in Act 1 earn 1 Prestige Award. Andoran faction PCs who spend at least 30 minutes reading the *Sarkorian Prophecy* for any information pertaining to Andoran’s fate in Act 3 earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who collect samples of the Worldwound’s environment in Act 1 earn 1 Prestige Award. Cheliox faction PCs who leave Asmodeus’s holy symbol on the corpse of a demon in Act 2 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who make note of Sarkorian burial rituals in Act 1 earn 1 Prestige Award. Osirion faction PCs who also retrieve the nurse’s journal in Act 2 earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who discover the ledger and naturalist’s guide in Act 2 earn 1 Prestige Award. Qadira faction PCs who also return the *bag of holding* from Act 3 to their faction leader earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who deliver their message to Embla Clefthelm in Act 2 earn 1 Prestige Award. Taldor faction PCs who also plant the false prophecy among the real document without being seen in Act 3 earn 1 bonus Prestige Award.

Andoran Faction Handout

Defender of Liberty,

As you surely know, your path leads you soon into the heart of the vicious Worldwound, where demons threaten the very fabric of all we have worked for in the relative peace of the Inner Sea. While I do not envy the challenges that await you, your mission does present us with several unique opportunities.

A young paladin named Illayna Kradow left the Eagle Knights' ranks a few years ago to fight the Abyssal hordes as part of the Mendevian Crusade. We maintained contact with her as an agent in the north, but all contact with her ceased several weeks ago after she was sent on a reconnaissance mission near the ruined city of Storasta. Uncover her fate if you can, and if possible, bring her back to Andoran safely.

I am also aware of the prophecies you seek and am intrigued by their rumored contents. Our learned loremasters have informed me that the volumes may contain information on the possible fate of our organization and Andoran's influence on the rest of the world. I would like nothing more than to find encouragement for our cause to spark an even greater spread of democracy. Though the prophecies are massive, try to find me anything you can regarding our land.



May the spirit of freedom protect you.

Capt. Colson Maldris

Captain Colson Maldris

Chelixa Faction Handout

My Delectable Little Pawn,

Of all the places you've been sent by the Ten, none rankles me like the Worldwound. The very thought of it disgusts me to such a degree that the normal pleasures of my position now elude me.

Such unfettered chaos as plagues the Worldwound should be squelched as efficiently and unequivocally as possible, and I need your help to do so. Bring me a sample of the air, earth, and water of the Worldwound—specimens that accentuate the unpredictable and devastating nature of the region. With these we can study and combat such phenomena both there and closer to home.

I shouldn't need to warn you that you will surely encounter the denizens of the Abyss in the barren and ravaged wasteland of former Sarkoris. When you do, brand an upturned pentacle into the flesh of the most powerful demon you encounter. Send those fiends a message that the Hellknights and Asmodeus himself will render the chaos they spread into order soon.

Make your trip worth it and warm my heart; perhaps I can warm yours in return.

Don't disappoint,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

History's Protector,

Your journeys take you now to a land whose secrets may be even less accessible than our own, not due to the continual march of time, but rather by the extreme threat the environment and its invaders present. I speak, of course, of the dreaded Worldwound. I am sure you will not fall victim to the dangers that have claimed so many, but nevertheless I want you to make your trip of value to the Ruby Prince—we can't know when we'll have another chance.

Much of the culture of the barbaric Sarkorian tribes who once lived in the region has been lost to the Abyss, but surely some remnants survive. Find what you can and create as detailed a report as possible. Our Pharastmin clerics are especially interested in their funerary rites, so be on the lookout for their characteristic burial mounds.

While your companions and the Society may be primarily interested in the content of the so-called Sarkorian Prophecy, I am more intrigued by the document's author. Such a conduit of foresight has not been seen on Golarion for over a century, and I would love more information about her. If you encounter anything giving her name, lineage, or story, please ensure it finds its way back to me.



For the greatness of Osirion,
Honeraphim
 Ottoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Entrepreneurial Servant of the Satrap,

We are ever searching for new ways to exploit the vast wealth of the Inner Sea and further cement ourselves as the mercantile power in the region. That means we must be willing to go where no one else will to procure the rarest goods and reach the most starved markets. How better to fill our coffers than the with the abandoned wealth of a now-empty nation—or at least what's left of it? Use your time in the Worldwound to scout out any natural resources that have been untainted by the Abyss and collect for me anything you can find to shed light on trade in the now-lost land of Sarkoris.

Additionally, a member of the illustrious house of al-Maraba was among the Pathfinders believed to be at the Storasta safe house on that fateful day the very earth broke open beneath them. He was never seen or heard from again, and it has now been over a hundred years so I do not expect you to find him or even his remains. He did, however, possess an heirloom bag of holding he used to smuggle goods in and out of lands he explored which his family would very much like to have back. If you come across such a relic, be sure it finds its way back to Katheer.


Go always in wealth,
 Pasha Muhlia Al-Jakri *Muhlia Al-Jakri*

Taldor Faction Handout

Loyal Servant of the Emperor,

It seems these so-called Sarkorian Prophecies are making quite a stir among both the Pathfinders and our rivals. I believe we can use the current fervor to our advantage, if you play your cards right. When you locate the documents, place the following false pages in among the rest. They are some “predictions” I put together to suggest to our Andoren and Chelish friends that their abandonment of the Empire might have dire consequences in their futures. Whatever you do, though, don’t let anyone else know you’ve tampered with the Prophecies—the power of these words comes from believing them true.

While you’re in the Worldwound, keep your eyes peeled for an Ulfen Guard deserter named Embla Clefthelm who was recently seen travelling east through the Realm of the Mammoth Lords. If Storasta is her destination as it is yours, inform her that “The lion hungers at the scent of the linnorm’s blood.” She’ll know what that means.

In Taldor’s glory,

Baron Jacquo Dalsine

**SCENARIO 2-08:
THE SARKORIAN PROPHECY**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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SCENARIO 2-08: THE SARKORIAN PROPHECY

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER		
7-8	▶	4,334
TIER		
10-11	▶	7,667
TIER		

MAX GOLD

EXPERIENCE

Starting XP _____

+1 XP _____

Final XP Total _____

PRESTIGE AWARD

Starting PA _____

PA Gained (GM ONLY) _____

Final PA Total _____

GOLD

Start GP _____

+ GP Gained (GM ONLY) _____

+ Items Sold _____

= Subtotal _____

- Items Bought _____

= Subtotal _____

- Gold Spent _____

= Subtotal _____

Items Found During This Scenario

TIER
all

A Glimpse of the Future: You retrieved the *Sarkorian Prophecy* and returned it to Nerosyan, where you spent many hours poring over its pages. At any time in the future, you may gain the benefit of this research into the possible course of events, as the spell *augury* (with a 60% success rate). When you have used this ability, check the box to the left.

TIER
7-8

- Amulet of natural armor +1 (2,000 gp)
- Bag of holding type III (7,400 gp)
- Cloak of resistance +1 (1,000 gp)
- Elixir of truth (500 gp)
- Headband of vast intelligence +2 (4,000 gp)
- Potion of bull's strength (300 gp)
- Potion of cure moderate wounds (300 gp)
- Potion of eagle's splendor (300 gp)
- Potion of invisibility (300 gp)
- Ring of protection +1 (2,000 gp)
- Wand of false life (20 charges; 1,800 gp)

TIER
10-11

- +1 demonbane longsword (8,315 gp)
- +2 splint mail (4,350 gp)
- Amulet of natural armor +2 (8,000 gp)
- Bag of holding type IV (10,000 gp)
- Cloak of resistance +2 (4,000 gp)
- Cloak of resistance +3 (9,000 gp)
- Potion of cure serious wounds (750 gp)
- Ring of protection +2 (8,000 gp)
- Scroll of alter self (150 gp)
- Scroll of baleful polymorph (1,125 gp)
- Scroll of make whole (150 gp)
- Wand of stoneskin (5 charges; 2,520 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

For GM Only

EVENT _____

EVENT CODE _____

DATE _____

Game Master's Signature _____

GM Pathfinder Society # _____