

A PATHFINDER SOCIETY SCENARIO



EYES OF THE TEN, PART VI: RED REVOLUTION™

By Joshua J. Frost



EYES OF THE TEN, PART III: RED REVOLUTION

PATHFINDER SOCIETY SCENARIO 2–05

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Pathfinder Society Scenario 2–05: Eyes of the Ten, Part III: Red Revolution is a Pathfinder Society Scenario designed for 12th-level characters (Tier 12). 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 23 of this product.

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EYES OF THE TEN, PART III: RED REVOLUTION

BY JOSHUA J. FROST



Venture-Captain Adril Hestram had a plan. In order to make absolutely sure his plan worked, though, he had to actually die in the presence of Pathfinder witnesses—the player characters. And die he did. After tricking the Red Raven into murdering him on the second floor balcony of the Woodsedge Lodge during the Talespinning Ceremony, Adril’s demise was complete and he disappeared into the darkness of Pharasma’s embrace, confident the next phase of his plan was already in motion.

While the PCs followed Adril’s clues into the Maze of the Open Road and eventually into the Red Raven’s Roost, Eliza Petulengro tended to her injured servants and set about putting her lodge back in order. While she did so, a hidden and unknown intruder made her way into the lodge, secreted Adril’s body away from his rest, and took her co-conspirator into the magic hedge maze and through a portal to the planet Akiton, the fourth planet from the sun, a cold, red desert world where Adril would put his final plan in motion.

Adril’s rescuer was none other than Natalya Yagevna, an ice witch of Irrisen and the wife of one of Adril’s oldest and most loyal friends: the mighty Ulfen jarl known as Skelg the Ripper (see Pathfinder Society Scenario #4: *The Frozen Fingers of Midnight*). When she stepped through the portal with Adril’s lifeless corpse, she emerged atop a towering stepped pyramid in the heart of a dusty-red city called Arl high atop a cold mountain plateau on Akiton. The city’s thin, dry, cold air fit Natalya’s and Skelg’s constitutions perfectly. In short order, Natalya had Adril raised from the dead and he donned his gear, gathered his loyal army of Arlian rebels, and led them in battle against the ruler of Arl: a man known by most on Golarion as a venture-captain in the Pathfinder Society, known to himself as a member of the masked Decemvirate who preside over the organization, but known on Akiton as Prince Odrian, Thurok of Arl and ruler of the Free Peoples of the High Plateau Thurokdom.

Adril’s battle against Odrian was short—he took the prince’s estate in the dark of night, his well-armed and highly trained rebels punching straight to the heart of Odrian’s household in one quick assault while Skelg

EYES OF THE TEN



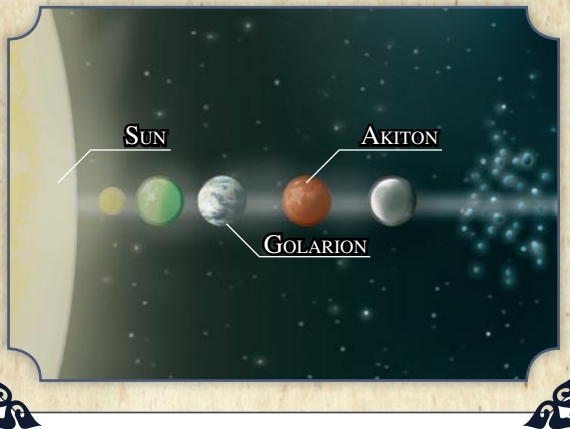
This scenario is the third in the four-part Tier 12 story arc “Eyes of the Ten.” All scenarios in this series must be played in order, so all PCs should have previously played Pathfinder Society Scenario #46: *Requiem for the Red Raven* by Erik Mona and #54: *The Maze of the Open Road* by Mark Moreland.

In *Requiem*, the PCs discover a traitor among the Pathfinder Society’s most powerful ranks and a plot to assassinate a number of prominent venture-captains. Using an ancient hedge maze containing portals to world-spanning locations, the PCs follow the traitor’s trail to save the very fabric of the Pathfinder Society. In *Maze*, the PCs dive once more into the hedge maze, this time headed to Chelifax where they find a dead venture-captain, his imposter and assassin, and clues leading the PCs through another portal to the jungles of Mwangi. In Mwangi, the PCs find another missing venture-captain, though this time not dead. Instead, hideous followers of the demon lord Angazhan have turned her into a human-ape hybrid far more beast than human, and though the PCs save her, they return to Woodsedge Lodge with news of two more victims of Adril Hestram’s rampage.

the Ripper and his Ulfen warriors slew any guards left behind and covered Adril’s advance. Adril himself kicked down the door into Odrian’s chambers just in time to see the tall, lanky Decemvirate venture-captain drawing his weapon, the legendary *Starsword*, forged of red-tinted Akitonian steel. Odrian held his own for a time, but under the punishing blows of the monster Adril, the fury of Skelg the Ripper, and the wicked, icy spells of his bride Natalya, Odrian eventually fell. His entire household, save his wife Princess Verrish, was put to the sword, and the city’s council and Odrian’s cabinet were burned alive in the city’s Crimson Forum, its dormant past as a bloodsport arena violently reawakened. The city fell in short order and the citizens of Arl fell to their knees before their new ruler—Adril Hestram, King of Arl

WHERE ON GOLARION?

Red Revolution isn't on Golarion at all—instead, it's on the fourth planet from the sun in Golarion's star system: the cold, dry, desert planet of Akiton. Red in color, Akiton is both colder and harder than Golarion, its sunward neighbor. Akiton is home to creatures not seen on Golarion, but is primarily populated by red-skinned humans, their basic features and physiology no different than the humans on Golarion. The city of Arl, where the PCs spend the majority of this scenario, is dominated by its native human population, but the PCs will also see four-armed, 12-foot-tall Shobhad-neh, the crafty Ysoki rat-men, and red-skinned lizardfolk hunters from the vast dry sea beds at the base of Arl's plateau.



and the Beast from the Third World, new husband to the native princess Verrish, now a captive in her own city.

Games were held for days in the Crimson Forum to celebrate Adril's ascension, but he left the day-to-day ruling of Arl to his most loyal rebels and instead turned to the next phase of his plan: murdering Venture-Captain Shemis in her Decemvirate chambers on the top floors of the Grand Lodge of Absalom, thus paving the way for his and his Shadow Lodge conspirators ascensions to the Decemvirate themselves. To keep up appearances, Natalya created a series of simulacrum to make it appear as though Adril himself sat at the Crimson Forum's blood-sport games day in and day out, watching the creatures of Akiton slay any who dared to stand against Adril and his Arlian rebels. Once Adril's plan was finalized, he returned to Golarion and to Absalom, thoughts of his ascension to the Decemvirate and the rise of the Shadow Lodge bubbling over in his mind.

Those citizens of Arl not engaged in the Crimson Forum's games prostrated themselves on every step of the city's central pyramid, the place where Prince Odrian first came to Arl and brought peace to its citizens—a peace now seemingly crushed by King Adril and his beastly rebels. Topmost among those prostrated is Kol Voss, brother of the Princess Verrish and an outspoken critic of Prince

Odrian, but no friend to the so-called King Adril. While those around him weep and wail for a new prince, Kol plans his revolution to finally, truly free the people of Arl. No more rulers from the meddlesome third planet, no more games, no more barbarism—it is time for the Free Peoples of the High Plateau of Arl to shrug off the mantle of Golarion-born thuroks and attain true freedom.

Little does Kol Voss know, as he kneels atop the central pyramid, that a group of adventurers is about to step through the portal, destined to play a vital role in his great plan of revolution.

SUMMARY

The PCs are sent to the red planet of Akiton by Venture-Captain Eliza Petulengro in order to discover the whereabouts of Adril Hestram's next target: Venture-Captain Odrian. Upon their arrival, the PCs discover that Odrian is dead, that he was, prior to his death, the ruler (or "thurok") of the city of Arl on Akiton, and that Adril slew "Prince Odrian" and assumed his throne.

Kol Voss, the brother of Odrian's widow, the Princess Verrish, herself now Adril's captive, relays this information to the PCs upon their arrival on Akiton. He encourages the PCs to help him and aids them in fleeing the mob of citizens of Arl who believe the PCs to be ancient Azlanti gods come from Azlant (which is what they call Golarion) either to join their new god-king Adril or to defeat him and take his place. Kol Voss knows the PCs aren't gods, and quickly leads them through underground tunnels, telling them of the events that recently came to pass.

Eventually, Kol leads the PCs into a chamber that turns out to be a lift that raises the PCs up into the Crimson Forum, Arl's arena and (under Adril) its execution chamber. Kol challenges Adril for the *Starsword* that he took from Odrian, the ceremonial weapon of the barbarian tribe from which the citizens of Arl emerged and the weapon of the Thurok, but Adril instead throws his monsters and champions (including Skelg the Ripper) at the PCs and flees the arena when the PCs emerge victorious.

Adril escapes on a damaged airship, but the PCs follow close behind in their own airship piloted by Kol and his rebels. Just as the PCs are about to catch Adril's ship, something goes wrong and their ship starts to plummet. The PCs investigate and find Kol and most of his rebels dead in the engine room, and there they must face Natalya, Skelg's ice witch wife. Once she has been defeated, the PCs must repower and pilot the ship successfully in order to catch up to Adril and force him to land, at which time they face him in a final battle in the icy deserts of Akiton.

GETTING STARTED

Read the following to get the adventure underway:

You've had a few days' rest in the Woodsedge Lodge before Venture-Captain Eliza Petulengro welcomes you to the lodge's meeting room, largely repaired since the Red Raven's assault nearly a week ago. She is joined this time by a dark-haired man, slender and silent, clothed in a simple traveler's cloak, heavy shirt, and wool pants. The dark-haired man stands behind Eliza as she gestures for you each to sit, a heavy chest set on a table beside him, a thick iron lock sealing its contents. Once you're settled, Eliza makes a few gestures, muttering a few incantations before sighing heavily and directing her attention to you once again.

Eliza speaks: "The man beside me is one of my agents in the Grand Lodge in Absalom. He is not a Pathfinder, is not employed by our illustrious organization, and is my little secret. Therefore, you need not and will not know his name. He has spent the better part of this week gathering a host of information on Adril Hestram—his motivations, his reasons, anyone he spoke to in the Grand Lodge, and most importantly, the contents of his personal quarters." Eliza reaches back and thumps her hand on the heavy chest. "All of that is in here. You can look through it if you like—I have—but it hasn't told me anything I didn't already know save one piece of information: I know where Odrian is."

Eliza waits a moment to see your reactions and then continues. "If you recall, Odrian was on Adril's target list, but it seemed as though Hestram didn't know where Odrian was. At some point just prior to joining you in the journey here, he found what he was looking for. It seems Odrian leads a double-life—apart from being a venture-captain and, let's face it, likely a member of our Decemvirate, Odrian is also Prince Odrian, the Thurok of Arl, a city high in the cold mountains of the northern region of—" Eliza pauses for a moment. "Well," she continues, "a city on the planet Akiton."

At this point, Eliza pauses again and waits to answer any questions. If one or more of the PCs are unfamiliar with Golarion's star system, Eliza reminds them that Golarion is the third planet and Akiton is the fourth planet. Red in color, it can be seen in Golarion's night sky as a red star and is a cold, red-colored desert planet of strange creatures and even stranger cultures. Once the PCs are clear on Odrian's location, she continues.

"It seems likely to me," Eliza goes on, "that whoever took Adril's body from this lodge likely took it to Akiton, as neither Adril nor any of his co-conspirators have shown their faces at the Grand Lodge, and since it was the only other location he was seeking and hadn't found when he set his plan in motion here in my lodge.

"I want you to travel back into the Maze of the Open Road, find Condria—the medusa guardian—and see if she can't guide you

GM TIP

Most of the battles in this scenario are fought against humanoids with class levels and complicated class abilities. Read and reread each of these fights to be certain you're aware of how the NPCs function in battle and be sure to follow their tactics to the letter. As level 12 characters, the PCs expect a challenge, and the foes they face in this scenario are grizzled veteran warriors, experts on the bloody field of battle and master tacticians.

to the portal that leads to Akiton. As far as I know, Akiton is cold and dry but you can breathe the air, even if it's a bit thin. Go there, find out where Odrian is, and find Adril or any of his conspirators should they still be there. I shouldn't have to say it, but I will: I want Adril alive, should you find him. He has many questions to answer and many deaths to answer for. Any questions?"

Eliza patiently answers any of the PCs questions at this point, though she's pretty much told them everything they need to know. Should any of the PCs wish to purchase anything, allow them the chance to do so. Eliza has a large cache of basic supplies and the PCs had a few days to teleport to a nearby city to buy anything else they might want. Remember: the remaining members of the Decemvirate in Absalom have ordered the PCs to remain at the Woodsedge Lodge and solve the mystery of Adril's plan first—primarily as proof that they themselves weren't involved in his hostile takeover attempt.

Once the PCs are ready, it's a simple walk to the Maze of the Open Road. Inside, as before, they find Condria, the medusa guardian who is now, hopefully, an ally of the PCs. Neither her body nor her soul can leave the garden, and should the PCs fight her, she does not fight back, allows herself to be killed, and reappears in 1d6 rounds, offering her help once more. The PCs cannot find the portal to Akiton without her help. As she hopes the Pathfinders might find some way to free her of the Maze, she gladly escorts them along the hour walk to the Akiton portal. The portal itself is made of red-tinged steel, twisted at impossible angles and framing a shimmering swirl of reddish-orange light that sometimes seems to manifest an impossibly tall pyramid atop which rest thousands of red-skinned humanoids either kneeling or prostrate.

As the PCs have stepped through a portal before that could not return them to the Maze, they might be suspicious of this one as well. Allow them to make a DC 40 Knowledge (arcana) check to determine that the portal seems to be functioning in both directions. Once the PCs are ready to enter the portal, proceed to Act 1.

Mission Notes: Taldor faction PCs will want to steal Beaky III from the Woodsedge Lodge and smuggle him through the portal. They must do so in a way that doesn't alert Eliza or the Woodsedge household servants.

ACT I: THROUGH THE RED PORTAL

The very light twists and bends as you step through the red portal, time seems to stretch and pull at you, your skin tingles and then burns, and then, just when it begins to hurt, the world solidifies once more, only it's not your world any longer. You find yourself standing atop a vast stepped pyramid made of enormous blocks of red stone. The pyramid has to be at least 500 feet tall and its base occupies nearly half the dusty city that surrounds it. All around you, down every side of the pyramid, red-skinned humans, their heads shaved clean and dressed only in loincloths and thin shirts, prostrate themselves on every step and chant quietly in unison: "Odrian, Odrian, Odrian."

Just then a sudden, icy blast of wind tears across the pyramid, disturbing clothes, whipping at red flags, and causing the canvas roof above the portal to groan with age. Though in every

direction beyond the city you can clearly see red desert, the air is as cold as a glacier and as thin as the highest mountains on Golarion. None of the red-skinned humans prostrated before you seem to even notice the cold.

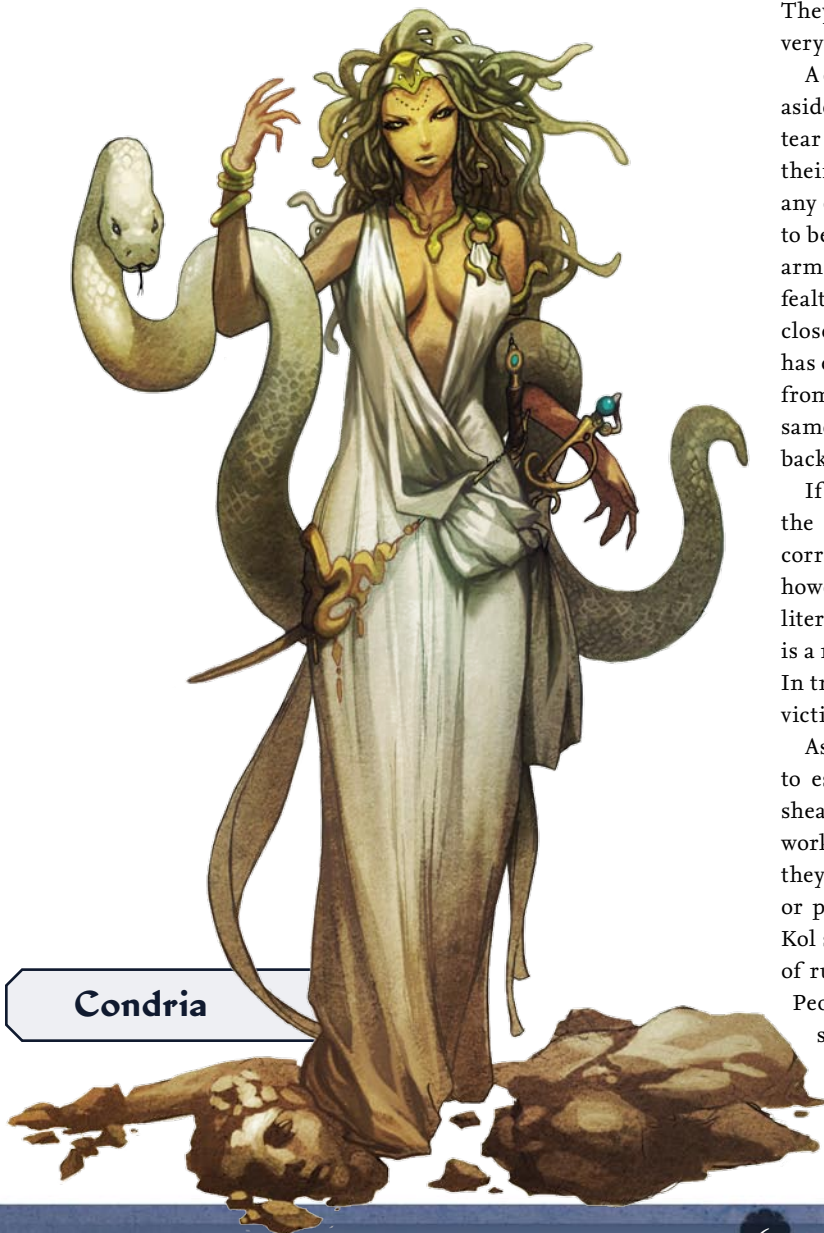
But someone has noticed you: suddenly one of the mourners stands and stares at you from under a thick brow with large, dark eyes. Though he wears the same clothing as the rest, he carries a thick sword on his hip, a shield on his back, and a quiver with a few javelins in it on one shoulder. He regards you silently for a moment and then says, in perfectly unaccented Taldane, "if King Adril is yours, you can have him back."

The man introduces himself as Kol Voss, brother of the Princess Verrish, widow of Prince Odrian, Arl's thurok (their word for "leader"), who was slain in his quarters, in Kol's words, "by that cowardly beast Adril Hestram." As Kol explains who he is to the PCs, the people around him on the pyramid begin to stir from their funereal trance. They stare in rapture at the PCs, as though beholding the very gods themselves.

A crowd starts to form, pushing at Kol Voss to move him aside—a dangerous move on such a tall platform. They tear at the PCs' clothes, grab for their hands, and shout in their native tongue (which happens to be Azlanti, should any of the PCs know it) in what can easily be determined to be desperation. Women try to push babes into the PC's arms, the men offer their blades and kneel in a sign of fealty, and all the while the crowd pushes in closer and closer, crushing each other and the PCs. Finally, Kol Voss has enough. He brandishes his sword, removes the shield from his back, and yells in a mighty, booming voice in the same language as the pyramid people. They immediately back down the pyramid away from the PCs.

If the PCs choose to, they can easily walk back through the portal and into the garden—the portal functions correctly in both directions. No one follows them, however, as the people of Arl believe the portal is the literal gateway to the heavens and that beyond that portal is a realm of gods from which no one has every returned. In truth, those who have stepped through in the past fell victim to the dangers of the Maze.

Assuming the PCs haven't fled back through the portal to escape the crush, Kol Voss turns back to them and sheathes his sword. "We musn't stay here. That won't work for long and they won't leave you alone so long as they can see you." Should the PCs express any confusion or perhaps ask why the people won't leave them alone, Kol stares for a long moment, then says, "The long years of rule by Odrian, the wretch, have convinced the Free Peoples of Arl that you Azlanti are gods. If you wish to see your arms torn off as these people 'worship you,' you may stay. If you wish to avoid that, O saviors of Arl, then you'll follow me." With that, Kol makes



Condria

his way down the pyramid, clearly giving the PCs the choice to stay or go.

Should the PCs choose to stay, they find themselves almost immediately swarmed by the mourners, and should they not then immediately make their way down the pyramid after Kol (or flee back through the portal), they must fight thousands of desperate, devout, and sudden worshipers.

Traveling down the pyramid is a dangerous proposition and must not be undertaken lightly. Naturally, someone with magical travel abilities can accomplish it in short order, but those forced to walk may only move at normal speed and must take care to descend the impossibly tall steps one at a time. Anyone who moves faster than normal speed down the pyramid must make a successful DC 20 Acrobatics check or risk falling. Anyone who falls can make a DC 20 Reflex save to catch themselves—failure means the PC falls 1d6x10 feet down the face of the pyramid and takes 1d6 points of damage for every 10 feet of the fall. Anyone who falls is immediately helped up by a crush of red-skinned citizens of Arl who also grab for loose weapons, items, or bits of clothing so that they might remember the time they helped a “god” to his feet.

Once the PCs catch up to Kol, he can answer a few questions. He’s willing to tell the PCs that he knows Golarion isn’t called Azlant (he’s been there with Odrian), but that the common people of Arl think that Golarion is called Azlant and that Azlant is where the gods come from. They believed Prince Odrian to be a god, they believe King Adril to be a god, and they believe that the man and woman who came through the portal with Adril are also gods, though lesser gods in service to Adril Hestram. If asked about the other two, Kol has no idea who they are, but describes the man as loud, big, and hairy, and the woman as thin, tall, and pale-skinned. Kol also reveals in the walk down the pyramid that he knows Prince Odrian is really Venture-Captain Odrian of the Pathfinder Society and that he was a member of the Decemvirate. “Since Odrian married my sister, he took it upon himself to educate me about his world. Little did he know it only made me hate him more.” Should the PCs ask additional questions beyond this or ask Kol to stop, he says, “I am your friend and I will protect you here, but it is not safe on these streets. You are not like the horrors the Beast Adril Hestram brought with him, so I can only guess that you are either here to stop him or to kill him and take his throne. Either way, Hestram will be gone and I’ll deal with a new Azlanti king later.” Kol Voss then tells the PCs he has a secret chamber beneath the streets of Arl and it is to there the PCs must go if they intend to find Adril before the citizens finds the PCs.

ARL, CAPITAL OF THE HIGH PLATEAU THUROKDOM

LN metropolis
Corruption +0, Crime +2, Economy +5, Law +7, Lore +5, Society +1
Qualities academic, insular, magically attuned, pious, prosperous, strategic location
Danger +20; Disadvantages revolution
DEMOGRAPHICS
Government Thurokdom (Prince or princess plus city council and cabinet of advisors)
Population 44,000 (28,000 Akitonian humans; 5,000 Akitonian lizardfolk; 5,000 Ysoki rat men; 2,000 Shobhad- neh; 2,000 Golarion humanoids; 2,000 other)
Notable NPCs
Kol Voss (CN male human savage barbarian 10)
Prince Odrian, Thurok of Arl (LN male human fighter 3/ rogue 3/Pathfinder delver 7)
Princess Verrish (LN female human aristocrat 8/barbarian 2)
MARKETPLACE
Base Value 25,600 gp; Purchase Limit 180,000 gp;
Spellcasting 9th

Development: The ordinary citizens of Arl revered Prince Odrian as a deity and most of the city mourns his death at the hands of the Beast, King Adril, though there are enough citizens of Arl loyal to the new king that, should the PCs remain in the streets, it takes less than an hour before the new Arlian city guard, made up of Adril’s rebels, arrives and challenges the PCs (use the stats for the Phalanx Guardians on page 18—there are six of them in each patrol). Should the PCs find themselves captured, skip Act 2 and instead have Kol Voss and the PCs thrown into the Crimson Forum (Act 3) with only their weapons and armor to fight for the King’s amusement.

Though it won’t have much of an effect on the PCs until a little later in the adventure, the air is quite thin this high up on Akiton and it is quite cold. A pale white patina of frost covers nearly every dusty surface in the city, and when the wind whips up and sprints through Arl, it brings with it biting, frigid cold. After each 6-hour period the PCs are in or around Arl, have them each make a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores due to high altitude sickness (see page 430 of the *Pathfinder RPG Core Rulebook*). In addition to the thin air, the average daytime temperature in Arl during this time of the year (it’s actually summer) is 40° F and the average nighttime temperature is –20° F. See page 442 of the *Core Rulebook* for rules on how to handle such temperatures. The citizens of Arl are adapted to the cold and thin air and seem unaffected by either during the day. At night, they tend to stay inside or wrap themselves in the thick furs of giant local insects if they travel between the

buildings. It snows nearly every night in Arl, but the snow is light and melts as soon as the sun rises.

Mission Notes: Andoran faction PCs may immediately wish to tell the people of Arl that they are not gods and that the others from Golarion who have come before are also not gods. The only way the crowd will understand this message, however, is if it can be communicated in the Azlanti language or if Kol Voss can be convinced to translate the message using Diplomacy (he begins as indifferent to the idea).

At some point during Act 1 or between Acts 1 and 2, Cheliox faction PCs will want to smuggle their “manservant” Beliac into the city, ideally without Beliac’s departure being seen. This requires successful opposing Stealth and Perception checks between Beliac and the other PCs, though the Cheliox faction PCs can use the aid another action to assist Beliac. Use the basic stats for an ice devil (*Pathfinder RPG Bestiary* 77) for Beliac’s skill modifiers.

ACT 2: THE UNDERCITY OF ARL

Kol Voss moves quickly ahead, the city’s pyramid rising tall above the city behind you. He gestures for you to make haste, then ducks down a side street. Once you catch up, Kol is standing over an opened grate. “Down the stairs—hurry.” In the background, rising from somewhere over the city, you can hear a large crowd of people—a large crowd of people headed this way.

Once the PCs descend the stairs, they find themselves in a dusty passage carved from dark, red-stained rocks. Beneath the dust at their feet is an ornately tiled floor, and Kol Voss explains that these tunnels were once the only permissible way for the slaves of Arl to travel the city, though Arl hasn’t had slaves in over a hundred years. Kol Voss leads the PCs quickly through the passages, answering questions and talking about the recent events in Arl. He starts by explaining what came to pass when Adril and his friends came through the portal.

“Adril was dead,” Kol Voss says, “when he first came through; the pale woman carried his lifeless body in her arms. The next we saw him was the night he and some of my misguided rebel compatriots invaded Odrian’s estate, killed his household, and murdered Odrian. Adril took my sister, the Princess Verrish, as his new bride and has ruled the city as a tyrant since then. He’s run endless games in the Crimson Forum, slaughtering anyone who dared to speak out against him. His first victims were Odrian’s cabinet and city council and he’s since moved on to petty criminals and anyone who displeases him. Today he has several of my most trusted lieutenants in there and I plan to get them back.”

Below are possible questions the PCs may have and their answers:

Prince Odrian was your brother-in-law, yet you call him a wretch—why? “I admit it: I was no friend of Odrian’s. Though he brought a kind of peace to Arl, he was still an Azlanti imposter who failed to correct the Free People on their assumptions of his godhood. Odrian wasted our resources fighting idealistic wars against our enemies and neighbors, subjugated the sometimes troublesome lizardfolk of the nearby deserts, and fought two wars against the barbarian tribes who still refuse to settle in the city. I long tried to oust Odrian in ways both fair and foul—I even used my sister to that end, and when she fell in love with Odrian and married him, I had to find a new way to remove him from the throne. But now that Adril and his friends are here, Odrian seems like an angel when compared to their devilry.”

Where are we going? “We’re on our way to meet my few remaining loyal friends in our secret sanctum beneath the Crimson Forum. With your help, we may very well face Adril Hestram today, save my compatriots, and rid Arl of the Beast.”

The Beast? “Those of us who dare to openly oppose King Adril know him as the Beast—once you see what he’s done to the Forum, you’ll know him as that too.”

How did you know we were coming? “I didn’t. I was there to pray, just like the rest of the city, though I pray to our gods and not the Azlanti gods of the third planet. You were a destined arrival, to be sure, but not because of the Free People’s false prayers.”

Do you want to know how Adril Hestram wronged us? “Honestly, I do not. I wish to kill him and rid the city of him, and so long as you agree, we are allies.”

We need him alive. “Well, that’s going to be a problem. Let’s deal with that when we get to it.”

Development: After the PCs tire of asking questions, they reach their destination. What at first seems to be just another wall in the slave passage is a secret door, one that Kol Voss expertly opens. Inside are a series of linked chambers that may have once held animals of some sort. In the center of the main chamber is an open double door of reddish steel revealing a 20-foot-by-20-foot room inside. Outside this room await a dozen men and women dressed like Kol Voss, but wielding a variety of weapons—some familiar and some quite alien. Kol Voss introduces them as his friends but reveals they do not speak Golarion’s common tongue—only Azlanti.

After the introductions, Kol Voss enters the 20-foot-by-20-foot room and gestures for the PCs to do the same. “We’ll speak in here, in private,” he says. Kol’s friends smile and gesture for the PCs to enter as well. Once they do, the doors are hurriedly shut and locked, the room falling dark but for a thin sliver of light from somewhere

far above. In the distance can be heard a sound like tens of thousands of people cheering in unison. Kol Voss faces the PCs at this moment and says, “This problem we have with Adril Hestram must be solved at once and I know only one way to make sure it happens.” Suddenly the room lurches upward and vibrates with the sound of grinding chains. “Above us in the Crimson Forum, King Adril himself is about to watch as several of my closest friends are torn apart by monsters. He likely has my sister at his side in chains. Together we will free my friends and then challenge Adril to combat in the arena. He must possess Odrian’s symbol of power—the mighty *Starsword*—so I will swear the oaths of my ancient tribe and challenge him for the weapon. Should he refuse, the entire city will turn against him. Together we will slay him in combat, take the blade, and free the city and my sister from his tyranny. Prepare yourselves—we rise to face things you have only dreamed of.”

With that last, dire warning, Kol Voss pulls his shield from his back, draws his bastard sword, and looks up. The light above grows brighter, the crowd grows louder, and suddenly the ceiling crashes open and the cacophony of the crowd washes over you.

Mission Notes: Cheliox faction PCs will want to smuggle Beliac into the city before descending into the Undercity, as there won’t be another chance to do so throughout the remainder of the scenario.

ACT 3: THE CRIMSON FORUM

The Crimson Forum is a large arena constructed primarily from the same reddish stone seen everywhere in the city of Arl. It seats up to 10,000 souls, most of whom are currently human. Throughout the stands, though, perceptive PCs can spot rat men, lizardfolk, 12-foot-tall, four-armed humanoids, and a few incredibly strange floating and pulsating brain-like creatures. Adril Hestram (actually his simulacrum, see page 18) sits in the luxury box on the north side of the arena, the *Starsword* on his hip and the Princess Verrish chained by the feat to the floor and seated in a short chair beside the hulking former venture-captain.

When the PCs rise to the arena’s floor, the crowd goes silent. Several monsters are free and moving to the west

of the PCs, headed toward three large poles. Five men are chained to each pole by the wrists and they huddle together behind their meager prison, shying away from the monsters. All are injured, weak, and sick, and none are ready to fight. Once the PCs have a moment to take this in, read the following.



Adril Hestram

Adril leaps from his throne, knocking it over in his rush to stand. His face bulges in surprise, his cheeks red and angry. “My friends!” he shouts unnaturally loud, “I’m sorry to see you alive.” He crams two fingers into his mouth and performs what can only be a magically enhanced, ear-splitting whistle. The monsters stop menacing the prisoners and turn to face Adril. “King Adril, your god, wishes you to destroy these fools! Kill them all!” The crowd roars with approval.

Adril (as well as the rest of the crowd) is protected from the monsters and the PCs by a Pactmaster force field. Nothing

the PCs can do penetrates it and the PCs are unable to teleport or otherwise travel through it. The force field is 30 feet tall, invisible, and follows the inner circle of the arena, effectively sealing the PCs off from the rest of the arena. Should they suggest to Kol Voss to go back down the lift or even try to go down themselves, the lift doesn’t budge and Kol says, “We’re here to fight—not run away.”

Adril sends two waves of creatures at the PCs before he flees. At first the crowd cheers for the monsters, but once enough of them realize that one of the fighters is none other than Kol Voss himself, the opinion shifts and the cheers come quickly and loudly for the PCs and Kol.

3A. Akiton Bloodsport (CR 15)

Creatures: There are five monsters present: four rust girallons and a red giant. The rust girallons appear much as their Golarion cousins, though a thin cloud of dust constantly surrounds them (unless they use their exude dust ability as described in their stat block) and they are much more brutal and intelligent than any girallon the PCs are likely to have encountered before. The fifth creature is a red giant of the nearby mountains. He stands 15 feet tall with red-hued skin (similar in color to that of the native humans) and wears primitive clothes, seemingly made from some colossal, hairy insect. He wields a broadsword larger than a horse and a simple DC 10 Perception check reveals that the blade is absolutely slick with blood and gore. The moment Adril shouts for the five to attack, they charge the PCs.

RUST GIRALLONS (4) **CR 9**

Advanced dust girallon (*Advanced Bestiary* 109, *Pathfinder RPG Bestiary* 154)

N Huge augmented magical beast (air, earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 112 each (9d10+63)

Fort +12, **Ref** +8, **Will** +6

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 claws +15 (1d8+8 plus rend), bite +15 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks exude dust (DC 20), rend (4 claws, 1d8 + 12), sand blast (9d4, DC 20)

TACTICS

During Combat The rust girallons split into two groups of two. One group uses its airborne ability and walks up over the heads of the PCs, using exude dust to blind them. The other two

girallons then fire off their sand blast breath weapon, hitting as many PCs as possible. Then they attack in melee and ruthlessly tear at the closest PC.

Morale The girallons know Adril will slay them should they disobey him—so they fight to the death.

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 4, **Wis** 12, **Cha** 7

Base Atk +9; **CMB** +19; **CMD** 31

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness

Skills Climb +16, Perception +16, Stealth -2; **Racial Modifiers** +4 Stealth

SQ air mastery, airborne

SPECIAL ABILITIES

Air Mastery (Ex) Any airborne creature takes a -1 penalty on attack and damage rolls against a dust creature.

Airborne (Su) A rust girallon can walk on air as with the *air walk* spell. In addition, it always falls as if affected by a *feather fall* spell.

Exude Dust (Su) As a free action, a rust girallon can exude a cloud of dust that functions like an *obscuring mist* spell, except that all rust girallons can see through it normally. Any other creature caught within the cloud must succeed on a DC 20 Reflex save or be blinded by the stinging dust. A creature that enters the dust cloud with its eyes closed or covered need not make a save against blindness unless it opens its eyes while within the dust cloud. A creature blinded by a rust girallon's cloud of dust regains its sight 1d4 rounds after its last exposure to a dust cloud with its eyes open. The save DC is Constitution-based.

Sand Blast (Su) As a standard action, a rust girallon can emit an abrasive jet of dust-filled wind that damages objects and other creatures. This wind takes the form of a 5-foot-wide, 20-foot-long line that causes 9d4 points of slashing damage. Any creature caught within the line of effect may attempt a DC 20 Reflex save for half damage. The save DC is Constitution-based.

RED GIANT **CR 14**

Sand giant (*Tome of Horrors Revised* 214)

NE Huge humanoid (earth, giant)

Init +7; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 29, touch 11, flat-footed 26 (+6 armor, +3 Dex, +12 natural, -2 size)

hp 210 (20d8+120)

Fort +18, **Ref** +9, **Will** +9

OFFENSE

Speed 30 ft.

Melee greatsword +26/+21/+16 (3d6+19/19-20) or 2 slams +26 (1d8+13)

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

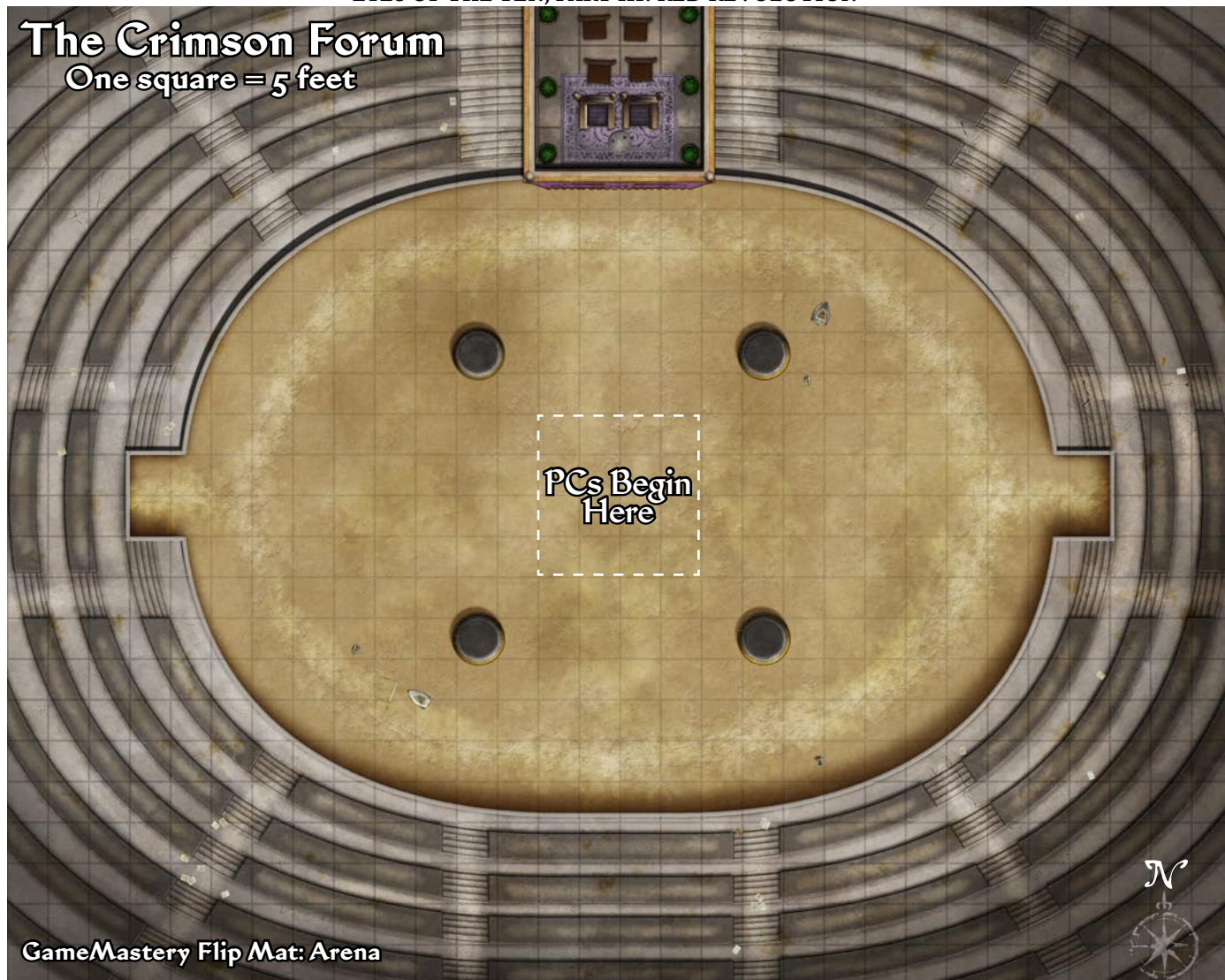
Special Attacks shape earth (1/day)

Spell-Like Abilities (CL 20th; concentration +22) 2/day—*soften earth and stone*, *move earth*



The Crimson Forum

One square = 5 feet



GameMastery Flip Mat: Arena

1/day—*earthquake*

TACTICS

During Combat The red giant bides his time. He first uses his shape earth ability and drops the sand arm in the midst of the rust girallons' exude dust clouds. Then he waits for the PCs to exit the cloud and attacks anyone who does. The red giant is not immune to the exude dust ability like the rust girallons are.

Morale The red giant knows Adril will slay him should he disobey him—so he fights to the death.

STATISTICS

Str 37, **Dex** 17, **Con** 23, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +15; **CMB** +30; **CMD** 43

Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +19, Perception +24, Survival +24

Languages Common, Giant

SQ rock catching

Gear Huge breastplate, Huge greatsword

SPECIAL ABILITIES

Shape Earth (Su) Once per day, a red giant can form a volume of sand within 40 feet into the shape of a 20-foot-long arm that ends in a clenched fist. The arm has a space of 10 feet and a reach of 20 feet. The arm and fist cannot move from the location where it was created.

The arm and fist have **AC** 20 and **hp** 65. It can attack once per round and has an attack bonus equal to the giant's base attack bonus (+15), +10 for the arm's Strength score (30), and -1 for being large; thus the typical red giant can create an arm/fist with an attack bonus of +24. The fist deals 1d8+10 points of damage on each attack, and any creature struck must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based. The arm remains for a number of rounds equal to the red giant's Hit Dice (17 rounds for a typical red giant). A red giant does not need to concentrate to maintain the arm and can direct it to attack a new target as a free action.

The arm loses shape if it is reduced to 0 or fewer hit points, the duration expires, or the red giant dies.

KOL VOSS

CR 9

Male human barbarian (savage barbarian) 10 (*Advanced Player's Guide* 79)

CN Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 Dex, +3 dodge, +2 natural, -2 rage, +4 shield)

hp 129 (10d12+59)

Fort +12, **Ref** +5, **Will** +6; +2 vs. fear

Defensive Abilities improved uncanny dodge, naked courage* (+2/+2), natural toughness* +2

OFFENSE

Speed 40 ft.

Melee +2 *bastard sword* +18/+13 (1d10+7/19-20)

Ranged mwk javelin +13/+8 (1d6+5)

Special Attacks rage (31 rounds/day), rage powers (flesh wound*, guarded stance [+2 dodge vs. melee], no escape, rolling dodge [+2 dodge vs. ranged], superstition +4)

TACTICS

During Combat When combat begins, Kol Voss rages and charges the nearest rust girallon. He fights alone, a savage sight to behold as he snarls and swings his bastard sword around in deadly arcs.

Morale Kol Voss will not stop until he has rescued his sister and killed Adril Hestram—he fights to the death.

Base Statistics When not raging, the barbarian's statistics are: **AC** 21, touch 15, flat-footed 16; **hp** 110; **Fort** +10, **Will** +4; +2 *bastard sword* +16/+11 (1d10+5/19-20); **Str** 16, **Con** 16; **CMB** 13, **CMD** 26; **Climb** +15

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +15; **CMD** 26

Feats Dodge, Exotic Weapon Proficiency (bastard sword), Extra Rage, Mobility, Power Attack, Weapon Focus (bastard sword)

Skills Acrobatics +14, Climb +17, Intimidate +12, Knowledge (nature) +8, Linguistics +1, Perception +9, Survival +14

Languages Azlanti, Common

SQ fast movement

Gear +2 *heavy steel shield*, +2 *bastard sword*, masterwork javelins (2)

*See *Advanced Player's Guide*.

3B. Skelg the Champion (CR 15)

Once the PCs slay the rust girallons and the red giant, read the following:

Adril's thrilled laughter echoes throughout the arena. "Well done, my little apprentices. You've bested my pets. Now face my CHAMPION!"

At that moment, doors open on the north side of the arena, just below the luxury box. A human male, dressed in the regalia of an Ulfen jarl, and two multi-legged beasts step from the darkness. Any PC who played Pathfinder

Society Scenario #4: *The Frozen Fingers of Midnight* instantly recognizes the Ulfen as none other than Skelg the Ripper, Adril's sparing partner and, apparently, now his champion in Arl.

Creatures: Skelg is accompanied by two empyrean behirs, this region of Akiton's version of a behir. These behirs are a little different than their Golarion cousins, however, and possess some elemental-type traits related to air elementals.

When Skelg sees the PCs, if he recognizes any of them from their Pathfinder Society mission to save his life, he smiles and laughs. "If you could have foreseen this, I bet I would have frozen to death! I can't wait to share the story of your demise with Natalya."

EMPYREAN BEHIRS (2)

CR 9

Air-infused behir (*Advanced Bestiary* 111, *Pathfinder RPG*

Bestiary 34)

N Huge magical beast (air)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +12, **Will** +6

Defensive Abilities elemental body; **Immune** electricity

OFFENSE

Speed 40 ft., climb 20 ft.; fly 40 ft. (perfect)

Melee bite +14 (2d6+6 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks air-infused breath weapon (special, see below), behir breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 19 for half, usable every 1d4 rounds), constrict (2d6+6), rake (6 claws +14, 1d4+4), swallow whole (2d8+6 bludgeoning damage, AC 16, 10 hp)

Spell-Like Abilities (CL 10th; concentration +12)

1/day—*gaseous form*

TACTICS

During Combat The behirs immediately take to the air, hitting the PCs with their breath weapons whenever possible and swooping in to attack the weakest PCs who attack Skelg from range.

Morale If reduced to less than 10 hit points, the behirs throw themselves at the locked door from which they entered the arena, screeching and thrashing in pain and terror.

STATISTICS

Str 19, **Dex** 16, **Con** 19, **Int** 5, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Lightning Reflexes⁸, Power Attack, Weapon Focus (bite)

Skills Climb +11, Fly +18, Perception +9, Stealth +7; **Racial**

Modifiers Fly +8

Languages Common

SQ airborne

SPECIAL ABILITIES

Airborne (Ex) When in flight, an empyrean behir gains a +1 morale bonus on attack and damage rolls with ranged attacks.

Air-Infused Breath Weapon (Su) Once every 1d4 rounds, an empyrean behir can breathe a 60-foot-long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on a DC 17 Acrobatics or Strength check or fall prone. A flying creature that fails a DC 17 Fly check is blown away from the empyrean behir, moving a distance equal to 5 feet per point by which it failed the check. If the blown creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.

Elemental Body (Ex) Empyrean behirs possess some of the qualities of air elementals. Each time an empyrean behir is exposed to a poison, paralysis, sleep, or stun effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Grab (Ex) An empyrean behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the empyrean behir can choose to rake the grappled target or swallow it whole.

SKELG THE RIPPER**CR 14**

Male human barbarian (invulnerable rager) 15 (*Advanced Player's Guide* 79)

NE Medium humanoid (human)

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

DEFENSE

AC 20, touch 11, flat-footed 18 (+9 armor, +1 deflection, +2 Dex, -2 rage)

hp 238 (15d12+135)

Fort +16, **Ref** +8, **Will** +10; +4 vs. enchantment (when raging)

Defensive Abilities extreme endurance* (cold), indomitable will, invulnerability*, trap sense +5; **DR** 8/—; **Immune** frightened, shaken, and unconscious conditions; **Resist** cold 4

OFFENSE

Speed 40 ft.

Melee +2 *vicious greataxe* +26/+21/+16 (1d12+14/x3 plus 2d6)

Special Attacks greater rage (34 rounds/day), rage powers (come and get me*, fearless rage, guarded life* [15 hp], inspire ferocity* [1 round, +4/-4], reckless abandon* [+4/-4], renewed vigor [3d8+7 hp])

TACTICS

Before Combat Skelg taunts the PCs for as long as he can, but once any of the PCs make a move to attack him, he rages and throws himself at the nearest PC.

During Combat Once Skelg is adjacent to a PC or two, he uses his come and get me rage power every round as a move action, risking more damage from the PCs but dealing massive damage back with his attacks of opportunity. Should adjacent PCs try to step away from Skelg, he uses Following Step, Step Up, or Step Up and Strike to immediately follow and strike again. Note that Skelg's

greataxe has the vicious property on it, but that his damage reduction prevents any of the return damage the +2 *vicious greataxe* would deal back to him.

Morale Ulfen jarls live to die in battle—Skelg fights to the death.

Base Statistics When not raging, Skelg's statistics are: **AC** 22, touch 13, flat-footed 20; **hp** 185; **Fort** +13, **Will** +7; **Immune** none; +2 *vicious greataxe* +22/+17/+12 (1d12+9/x3 plus 2d6); **Special Attacks** renewed vigor (3d8+3); **Str** 20, **Con** 17; **CMB** 20, **CMD** 33; **Climb** +14, **Swim** +14

STATISTICS

Str 26, **Dex** 14, **Con** 25, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +22; **CMD** 33

Feats Following Step*, Improved Vital Strike, Power Attack, Raging Vitality*, Step Up, Step Up and Strike*, Toughness, Vital Strike, Weapon Focus (greataxe)

Skills Acrobatics +18, Climb +19, Intimidate +17, Knowledge (nature) +8, Linguistics +1, Perception +13, Survival +14, Swim +19

Languages Common, Skald

SQ fast movement

Gear +3 *elven chainmail*, +2 *vicious greataxe*, *belt of physical might* (+2 Str/Con), *cloak of resistance* +1, *ring of protection* +1

*See *Advanced Player's Guide*.



Development: At some time during the battle, Kol Voss shouts his challenge to Adril, declaring that they must fight the Right of Ascension for control of the *Starsword*. At this challenge, the crowd slowly quiets as those who didn't hear the challenge begin asking what's happening. Adril ignores this, but the crowd begins to shout at him in Azlanti, demanding to know when he will oblige Kol Voss and fight for control of the "tribe" (really, now, the city).

Once the PCs defeat Skelg and his minions, Kol Voss immediately shouts the challenge again. Adril shouts his refusal, and the crowd that so recently supported the new King Adril immediately turns violent and begins shouting in Azlanti for the death of the Beast. Even the princess, chained to the floor beside him, shouts that he's a coward. Adril is initially angry, but when the crowd begins to climb into his luxury box, he quickly unchains the princess and flees, shouting defiance over his shoulder at Kol Voss and the PCs.

Should Kol Voss die during the battle in the arena, the crowd shouts that the PCs must fulfill Kol's challenge. Adril still refuses, which angers the crowd, and the result is the same.

Once Adril flees, the crowd manages to destroy the device powering the Pactmaster force field and Kol and the PCs are free to pursue the rogue venture-captain. Adril has quite a lead on the PCs though, so as they chase after him through the maze of hallways beneath the arena's stands, they hear a huge, booming roar. Once they reach the outside, they see an airship—essentially a large sailing vessel similar to those on Golarion, but with leathery wings and stabilizers—sailing quickly up away from a nearby skydock trailing a cloud of thick black smoke. Dozens of citizens of Arl lay dead across the skydock and several other airships are burning. One ship, however, seems intact, and Kol Voss (or, if he's dead, one of his men who has now joined the PCs) suggests everyone board the ship immediately and pursue Adril. Should the PCs express doubt, Kol shouts, "The Beast has my sister! If you are cowards, you can stay. I am not. I shall fight him in the clouds if I have to!" and with that he races across the skydock, a handful of his men following him.

Mission Notes: At some point during the encounters in the Crimson Forum, Andoran faction PCs will want to free Kol Voss's captured companions and tend to their wounds.

Osirion faction PCs need to make a DC 15 Perception check to spot the not-so-hidden location of the Immortality Stone on the front facade of the luxury box. Osirion faction PCs, ideally, want to recover the stone without alerting Kol Voss or Princess Verrish that they have done so.

Rewards: If the PCs defeat the red giant, dust girallons, Skelg the Ripper, and his empyrean behirs, give each player 3,873 gp.

ACT 4: CHASE ACROSS RUBY SKIES

Kol Voss and his people know how to steer the ship, so they instruct the PCs to stay out of the way. Kol himself and all but two of his men head down to the engine room to activate the artifact that powers the ship while his two loyal soldiers stay on the bridge to captain and steer. Once the vessel is airborne and quickly pursuing Adril, it becomes clear that the rogue venture-captain's vessel took some damage in its escape as it moves a bit slower than Kol's ship and leads a trail of black smoke that seems to pour from several cracks near the airship's rear stabilizing wing.

Adril's solution to escape Kol Voss is to pilot his ship higher and higher. As the PCs ascend, the air grows thinner and much colder, bottoming out at 10° F once the ships reach what seems to be their maximum altitude. Kol's men manage to push their vessel just a bit higher than Adril's airship, and at the moment it seems as though the PCs will soon leap across to Adril's ship, Kol's airship leans hard to starboard and begins to rapidly descend. Kol's men scream in alarm, shouting in Azlanti that someone has sabotaged the engines. If the PCs don't speak their language, the two men pantomime not being able to steer and the ship crashing—give the PCs a DC 10 Sense Motive check to get the gist of their message. Once the PCs make their way down to the engine room, head to encounter 4A.

4A. Sabotage! (CR 14)

The engine room is a gory mess, Kol Voss and all of his men having been murdered by the ship's intruders. Anyone entering the engine room can make a DC 25 Perception check to realize that the ship is likely powered by a large, diamond-shaped crystal in the center of the room. A bright red glow dims and winks out just as the PCs arrive.

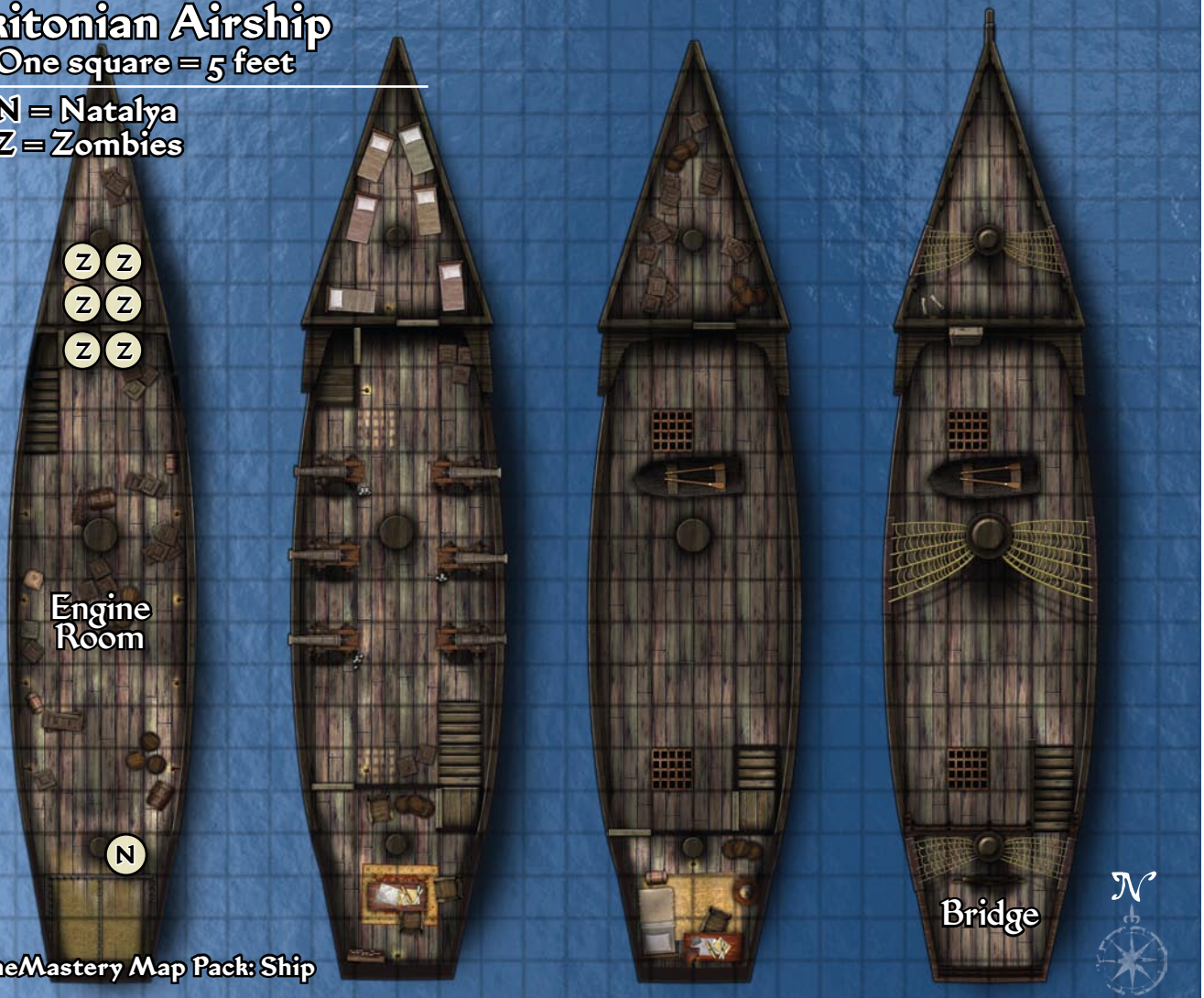
At this point, check if any of the PCs completed Pathfinder Society Scenario #4: *The Frozen Fingers of Midnight* and see if they gained the boon on that chronicle sheet by successfully rescuing Natalya. Those who have that boon gain a +4 bonus on their initiative check during this encounter as Natalya hesitates, for a brief moment, in slaying the Pathfinders who rescued her and united her with Skelg. PCs without the boon are of no thought to Natalya at all, and they take a –2 penalty to their initiative check by being caught unaware by her power, skills, and tactics.

Creatures: The ship was sabotaged by none other than Skelg the Ripper's wife, an ice witch of Irrisen known as Natalya Yagevna. Natalya and her rime zombie minions (created from frost giant children) followed Adril's simulacrum from the arena, and when it told her the PCs slew her husband in combat, Natalya allowed the simulacrum to

Akitonian Airship

One square = 5 feet

N = Natalya
Z = Zombies



GameMastery Map Pack: Ship

flee but cast *invisibility* on herself and her rime zombies and entered the only undamaged ship, slipping down into the engine room to wait for the perfect moment to draw the PCs and Kol Voss down to her. When Kol Voss and most of his men walked in, she took the opportunity, surprised them, and used her *wand of command undead* to force the zombies to tear Kol and his rebels to pieces. When the PCs arrive, the room appears empty once more, but for the dismembered corpses of the same rebels who boarded the ship with them. Natalya is on the far side of the engine room opposite the stairs, while her zombies wait just behind and to the side of the stairs—all are invisible and they wait for the PCs to crowd into the engine room before they attack.

NATALYA YAGEVNA

CR 13

Female human witch 14
NE Medium humanoid (human)
Init +7; Senses Perception +15

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex,

+1 dodge, +1 natural)

hp 93 (14d6+42)

Fort +8, Ref +8, Will +13

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7/+2 (1d6–1)

Ranged mwk blowgun +11/+6 (1d2)

Special Attacks cackle, disguise [14 hours], evil eye [–4, 7 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 14 minutes/day], hexes (agony [14 rounds], retribution [4 rounds], slumber [14 rounds], weather control)

Witch Spells Prepared (CL 14th; concentration +18)

7th—*chain lightning* (DC 23), *simulacrum*

6th—*cone of cold* (DC 23), *slay living* (DC 22), *true seeing*

5th—*baleful polymorph* (DC 21), *cure critical wounds*, *mass pain strike* (DC 21)

4th—*black tentacles* (DC 20), *confusion* (DC 20), *dimension door*, *ice storm*, *screaming* (DC 20)

3rd—*blink*, *pain strike** (DC 19), *screech** (DC 19), *sleet storm*, *water walk*

2nd—*fester** (DC 18), *glitterdust* (DC 18), *invisibility* (2, already cast), see *invisibility*
 1st—*ill omen**, *mage armor* (already cast), *obscuring mist*, *reduce person* (DC 17), *unseen servant*
 o (at will)—*bleed* (DC 16), *detect magic*, *light*, *read magic*

Patron Deception

TACTICS

Before Combat Natalya casts *mage armor* and *invisibility* on herself, and *invisibility* on her zombies.

During Combat Natalya lets her zombies get the drop on the PCs first, preferring to stay invisible and positioning herself in such a way that she can keep the zombies between her and the PCs. While positioning herself thus, she applies poison to one blowgun dart. Once positioned, she lets loose with her most powerful spells and shouts curses at the PCs, damning them to the Abyss for slaying her husband.

Morale Enraged, Natalya fights to the death.

Base Statistics AC 16

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 22, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +6; **CMD** 22

Feats Combat Casting, Dodge, Elemental Focus* (cold), Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Disguise), Toughness

Skills Craft (alchemy) +21, Disguise +20, Fly +20, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (nature) +12, Perception +15, Spellcraft +21, Swim +3, Use Magic Device +17

Languages Common, Elven, Giant, Goblin, Skald

SQ witch's familiar (owl named Eule)

Combat Gear 1 dose wyvern poison (*Core Rulebook* 560), *wand of command undead* (23 charges), *wand of mage armor* (10 charges); **Other Gear** masterwork blowgun with 10 darts, masterwork quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +4, *ring of protection* +1

*See *Advanced Player's Guide*.

RIME ZOMBIES (6) CR 6

Young frost giant cold zombie (*Pathfinder RPG Bestiary* 149, 288, 295; page 20)

NE Medium undead (cold, giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 82 (15d8+15)

Fort +5, **Ref** +5, **Will** +11

DR 5/bludgeoning; **Immune** cold, undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 slams +18 (1d6+7 plus 1d6 cold)

TACTICS

Before Combat The rime zombies are invisible and have been

ordered to wait for all of the PCs to enter the engine room before attacking.

During Combat The rime zombies are dumb brutes and always simply attack the closest target. The engine room is frigid, around 20° F, so the rime zombies are not staggered as combat begins (see below).

Morale The rime zombies fight until destroyed.

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** —, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +18; **CMD** 28

Feats Toughness^b

SQ staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action. A cold zombie loses the staggered special quality when in cold environments. Additionally, even in a cold environment, a cold zombie is staggered for 1 round if it takes any fire damage. This effect does not stack with the zombie's normal staggered special quality; for example, if a cold zombie is in a warm environment and takes fire damage, it is still only staggered.

Development: If the PCs capture or spare Natalya, she weeps for Skelg the Ripper and declares him the greatest of the Ulfen jarls. Knowing she is beaten and assured that her fate is grim, Natalya can divulge a great deal of this campaign arc's backstory. She knows that Adril plans to kill enough of the Decemvirate to install himself and several Shadow Lodge compatriots into the dead members' positions and thus achieve a majority in the hallowed body to control the Society from within. She is sure that all of the Decemvirate members Adril targeted are dead or incapacitated save one: Shemis. Natalya does not know where Shemis is, but the PCs should know that she's in Absalom.

Regardless of whether or not the PCs capture Natalya alive, they have a very pressing concern: the airship is rapidly losing altitude and will crash in 10 minutes if the PCs are unable to restart the engines. Any PC with Knowledge (engineering), Knowledge (arcana), or Use Magic Device can make a DC 40 check to figure out how to reactivate the artifact that powers the airship. If Natalya is alive, the PCs gain a +10 insight bonus from her imperfect knowledge of how she shut it down. Once the engines are restarted, the ship continues to plummet, as though no one on the bridge is steering the airship. If the PCs check the bridge, they find it vacant; the two men left behind there simply vanished. Adril's ship can be seen pulling ahead, sailing high in the sky above the PCs and their falling airship. The path should be clear: the PCs can only catch Adril by airship if they pilot their doomed ship in pursuit of the rogue venture-captain.

There are, of course, other courses of action the PCs might choose to take. Should they teleport onto Adril's ship, skip **4B** and have Adril and his men intentionally crash their ship in the cold desert, effectively moving right to **4C**. If the PCs try to use a *fly* spell to pursue Adril's ship, it is moving much too fast for flight to catch it, though there are several additional magical methods of travel the PCs can use to catch and overtake the ship. Regardless of what the PCs do, let them be creative and ensure that **4C** happens on the ground and not in the air.

Mission Notes: Qadira faction PCs will likely rush Natalya once she is captured or killed in order to secretly take her ledger stuffed with notes on the finances of the Shadow Lodge. If they can manage successful opposed Sleight of Hand/Perception checks against non-Qadira faction PCs, they'll achieve both halves of their mission.

Rewards: If the PCs defeat Natalya and collect Kol Voss's equipment, award each player 2,285 gp

4B. Learning to Fly

This encounter is meant to simulate the experience of both learning how to fly a magical alien airship and the pursuit of Adril Hestram by air. Once the PCs make the decision to pilot their own, faster airship after the rogue venture-captain, they'll need to make a series of skill checks to ensure they catch him and that they don't crash.

Have the PCs roll initiative. Each round on each PC's turn, have her declare what she intends to do in order to pilot the ship. Assuming the PCs have reactivated the diamond-shaped artifact in the bridge in **4A** and the ship is once again powered and flying, piloting the vessel is a simple skill check: a DC 30 Knowledge (engineering) or Use Magic Device check immediately allows that PC the knowledge to fly the vessel. Once one of the PCs has this knowledge, she may grant a +20 bonus to any other PC's check to also figure out how to pilot the craft. Once a PC knows how to fly the airship, she can use the same two skills above or the Fly skill to steer the ship, increase power, or slow down.

Adril's vessel begins 1,000 feet ahead of and 500 feet above the PCs. Each time a PC makes a successful check to pilot the vessel, the airship gains on Adril's ship by 100 feet, either vertically or horizontally. Note that the party may attempt more than one pilot check in a round as the PCs discover new ways to fly the ship more efficiently and as they develop a system of working together as a team.

Additionally, the PCs' airship isn't defenseless. PCs who cannot fly the ship can use the ship's forward harpoons to attempt to slow Adril's vessel. The harpoons have a range of 500 feet, deal 5d10+20 points of damage on each successful hit (with a $\times 3$ critical multiplier), and each harpoon slows Adril's vessel, effectively giving the PCs another 100 feet of closing distance on the target vessel. The harpoons are bulky and unwieldy to load, however, and it takes at least two PCs a

full-round action to load a fresh harpoon (the weapons begin unloaded and each PC simply declares that he's assisting with the harpoon) and one PC a full round action to fire. The firing PC must roll a normal ranged attack, and the PC is assumed to be proficient with the harpoon.

Adril's vessel can and will fire back. It has two rear harpoons with the same details as those on the PCs' ship, which are manned by Adril's phalanx guardians (see page 18). A successful hit on the PCs' ship slows their vessel as well, giving Adril's airship a 100-foot boost ahead of the PCs.

Both airships have roughly the same stats: they both have AC 28 and hardness 10, but the PCs' ship has 1,000 hit points and Adril's has only 800 due to existing damage. Adril's vessel always fires on initiative 10.

Lastly, there is a 25% chance each round, at initiative 0, that the PCs' vessel encounters an obstacle or problem that affects the next round. Should the PCs encounter a problem, consult the chart below to determine what happens.

d100 Effect Roll

- 01–29 Alien lifeforms!** A flock of bizarre, two-headed, white-and-red-colored birds looms in front of the airship. The pilot needs to make a successful DC 30 Knowledge (engineering), Use Magic Device, or Fly check to pilot the ship or the PCs' airship loses 100 feet of distance from Adril's airship as it crashes into the flock.
- 30–49 Updraft!** A sudden, frigid gust of wind slams into the airship from below. The pilot needs to make a successful DC 30 pilot check (see the skills above); otherwise the harpoons roll off their mounts and scatter about the deck. Should this happen, it takes twice as long to load and fire a harpoon for the remainder of this encounter.
- 50–69 Fancy Maneuver!** Adril's airship suddenly dives, whipping between thin mountaintops to throw off the PCs. The pilot needs to make a successful DC 40 pilot check (see the skills above) or he will lose 200 feet of distance between the PCs' airship and Adril's.
- 70–89 Evasive Action!** Adril's airship whips violently side-to-side in an attempt to throw off the PCs' aim with their harpoons. The PCs gain 100 feet on the opposing airship, but cannot fire the harpoons during the next round.
- 90–00 Crash!** Adril's airship suddenly loses power and descends rapidly, crashing into the icy desert below.

Finally, should the PCs catch Adril's ship or reduce it to 0 hit points (or should they roll the **Crash!** effect), the simulacrum pilots the ship into the ground, killing some of his crew, but leaving himself and enough survivors to face the PCs. At that point, the PCs will need to land their vessel and proceed to **4C**.

4C. Death to the Pretender (CR 15)

With his ship downed (either by the PCs or by his own actions), Adril's simulacrum has no choice but to face the PCs in a final showdown. He still has the princess with him in chains, though she seems to have been badly injured in the crash. His remaining four phalanx guardians also look banged up, but none of them are injured. Adril's guardians form a shield wall in front of the man they think is their master and Adril shouts insults at the PCs for the entire battle. The simulacrum should remain alive as long as possible, getting the PCs riled up with accusations of treachery, mayhem, and desertion, all the while espousing the greatness of the Shadow Lodge and the coming era of glory for the Society—once Adril is in charge, of course.

PHALANX GUARDIANS (4) CR 11

Male or female human fighter (phalanx soldier) 12 (*Advanced Player's Guide* 105)

NE Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 27, touch 10, flat-footed 27 (+10 armor, +7 shield)

hp 118 each (12d10+48)

Fort +11, **Ref** +7, **Will** +8; +3 vs. trample

Defensive Abilities stand firm* +3, shield ally* (+2/+1)

OFFENSE

Speed 20 ft.; step up

Melee +2 *glaive-guisarme** +21/+16/+11 (1d10+11/x3)

Space 5 ft.; **Reach** 10 ft.

Special Attacks ready pike* (+2 attack/damage, 2/day)

TACTICS

Before Combat The guardians form a protective shield wall in front of Adril.

During Combat The guardians use their Shield Wall* feat to gain +2 AC and then use move actions for their shield ally whenever possible (keeping in mind that cover bonuses don't stack).

When it's the most advantageous for them to do so, they use ready pike for extra damage. They fight as one unit, standing side by side and always trying to stay between the PCs and the thing they think is Adril Hestram.

Morale The men fight ferociously to the death so long as Adril is "alive," but the moment he's reduced to a puddle of icy water, their devotion wanes and they surrender if more than two of their number are killed.

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +17; **CMD** 27 (30 vs bull rush, overrun, pull, push, trip)

Feats Greater Shield Focus, Greater Weapon Focus (*glaive-guisarme*), Greater Weapon Specialization (*glaive-guisarme*), Improved Initiative, Iron Will, Lightning Reflexes, Penetrating Strike, Shield Focus, Shield Wall*, Step Up, Toughness, Weapon Focus (*glaive-*

guisarme), Weapon Specialization (*glaive-guisarme*)

Skills Intimidate +14, Perception +13, Profession (soldier) +16, Survival +16

Languages Common, Giant

SQ deft shield*, phalanx fighting*

Other Gear cloak of resistance +1, +1 full plate, +2 *glaive-guisarme**, +1 tower shield

*See *Advanced Player's Guide*.

ADRIL'S SIMULACRUM CR 7

Male human simulacrum fighter 7

NE Medium humanoid (human)

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

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)

hp 71 (7d10+28)

Fort +7, **Ref** +2, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *mighty cleaving shock longsword* +14/+9 (1d8+8/19–20 plus 1d6 electricity and cleave)

Ranged mwk composite longbow +8/+3 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat Allow the PCs a DC 40 Perception check or DC 20 Sense Motive check to determine this isn't the real Adril Hestram. Success means the PCs notice that while this person looks and acts exactly like Adril, something isn't right.

During Combat Adril shouts insults from the back and fires his longbow at the PCs. He avoids melee if possible, but draws his longsword should a PC get too close.

Morale Adril's simulacrum fights until melted.

STATISTICS

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

Base Atk +7; **CMB** +11; **CMD** 21

Feats Intimidating Prowess, Iron Will, Persuasive, Shield Focus, Skill Focus (Intimidate), Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Diplomacy +1, Handle Animal +5, Intimidate +18, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Ride +2, Survival +7, Swim +6

Languages Azlanti, Common

SQ armor training 2

Gear masterwork composite longbow, full plate, heavy steel shield, *Starsword* (+1 *mighty cleaving shock longsword*)

Development: The moment Adril's simulacrum melts, the PCs should know they've been duped. Not only is this not the real Adril Hestram, but the PCs now only have a vague notion of where the real venture-captain might be. Should any of the guardians be captured alive, they only know that Adril and Skelg

Crash Site

One square = 5 feet

A = Adril

G = Phalanx Guardians

PCs Begin Here

GameMastery Flip Mat: Desert

paid them a lot of money to join their revolution in Arl and they had no idea the thing they were taking orders from wasn't a real person. In fact, what the guardians have effectively witnessed is their new god melting away into ice and snow, and any surviving guardians look upon the PC who dealt the killing blow with awe, asking for that PC's name and then kneeling and worshipping that PC on the spot (much to the injured Princess Verrish's chagrin).

Rewards: If the PCs defeat Adril's simulacrum and his phalanx guardians, award each player 5,734 gp.

CONCLUSION

Assuming the PCs still have an airship to pilot, it's a simple journey back to Arl with the princess (otherwise, it's several days of open, frigid desert to return). Either way, once they're back in the city with the rescued princess, Arl turns out to welcome the PCs back as

heroes. Princess Verrish fulfills her brother's longtime goal of uniting Arl beneath an Akitonian ruler when she assumes the throne as Thurok and puts a new council and cabinet in place. She relinquishes the *Starsword* to the PCs and declares to the people of Arl that the time has come for them to shrug off the coarse mantle of their superstitious barbarian ways and become a civilized people. Many in Arl grumble about this change and things are neither perfect nor peaceful as the PCs leave, though they are better than the city's short time under the Beast.

While the PCs enjoy the celebration of their victory over King Adril's tyranny, Venture-Captain Eliza Petulengro herself comes through the portal, finds the PCs, and gives them dire tidings: Adril Hestram is in the Grand Lodge of Absalom and his assault is underway. If the PCs don't come with her immediately, the future of the Society may very well be no future at all.

Campaign Points

The Eyes of the Ten campaign arc offers a unique reward in the form of Campaign Points, an abstract measurement of how well each player character does at the business of the Pathfinder Society. Specifically, these points measure the confidence of the Society's leadership in the abilities of the player characters. Use the guidelines below to award each player a number of Campaign Points for this scenario, marking that total on the character's chronicle sheet as noted. In the final scenario, player characters who accumulate a certain number of Campaign Points will be eligible for a special reward from the Decemvirate.

Campaign Points come in two forms, group awards and individual awards. If any PC completes an action listed as a group award, all members of the group receive a Campaign Point for that action. Personal awards apply only to the characters who qualify for them, as appropriate.

Characters may gain 1 Campaign Point for this scenario from each of the following actions:

- The PCs rescue Kol Voss's companions from the Crimson Forum (group award).
- The PCs capture Natalya Yagevna instead of killing her (group award).
- The PCs impress the Pathfinder Society's goodwill upon Princess Verrish in order to establish relations with the new Thurok on Akiton (group award).

APPENDIX I: NEW ZOMBIE TEMPLATE

The typical zombie is a slow-moving abomination that is tough to destroy, yet such undead are not the only type of zombie to plague crypts or stalk graveyards. Below is a variant zombie that modifies the base zombie (*Pathfinder RPG Bestiary* 288) in a few simple ways.

Cold Zombie

Cold zombies were originally created in regions of such intense cold that they had to be modified to even function. Over the years since, the methods of their creation have been perfected so that, in a cold environment, the cold zombie is a challenging foe.

Defensive Abilities: A cold zombie does not gain DR 5/slashing and instead gains DR 5/bludgeoning. A cold zombie is immune to cold damage but vulnerable to fire damage.

Special Attacks: A cold zombie deals an additional 1d6 cold damage on all natural attacks.

Abilities: As a standard zombie, except the cold zombie does not gain the +2 bonus to Strength.

Special Qualities: A cold zombie loses the staggered special quality when in cold environments. Additionally, even in a cold environment, a cold zombie is staggered for 1 round if it takes any fire damage. This effect does not stack with the zombie's normal staggered special quality; for example, if a cold zombie is in a warm environment and takes fire damage it is still only staggered.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who free and tend to the wounds of Kol Voss's captured companions earn 1 Prestige Award. PCs from the Andoran faction who inform the mob in Arl that the PCs (and therefore Skelg, Natalya, and Adril) are neither Azlanti nor gods earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who escort Beliac (in human form) to Arl earn 1 Prestige Award. PCs from the Cheliox faction who also help Beliac escape into the city without being seen by Kol Voss or the non-Cheliox faction PCs earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who recover the Immortality Stone from the Crimson Forum earn 1 Prestige Award. PCs from the Osirion faction who do this without alerting Kol Voss or Princess Verrish earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who recover Natalya's notes on the Shadow Lodge's funding earn 1 Prestige Award. PCs from the Qadira faction who manage to do so without alerting non-Qadira faction PCs earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who steal Beaky III from the Woodsedge Lodge and deliver it to Princess Verrish on behalf of Emperor Stavian III earn 1 Prestige Award. PCs from the Taldor faction who manage to do so without alerting Eliza Petulengro or the Woodsedge Lodge staff earn 1 bonus Prestige Award.



Andoran Faction Handout

Champion of Freedom,

You likely received this missive from a man Eliza Petulengro identifies as her man inside the Grand Lodge. Little does she know that he's an Eagle Knight spy. He has another mission for you in the Grand Lodge itself, but he's been instructed to give that to you personally at a later date. For now, though, he tells me that Eliza is likely to send you to Ahiton, the fourth planet from the sun, to chase down that vile miscreant Adril Hestram. I know little of that world, but what I know frightens me. It is a bastion of slavery and corruption, where people are treated little better than furniture. Do your best to free these slaves—break the chains you see and tend to the people's wounds. They deserve better.

Also, Eliza's man tells me its likely Venture-Captain Odrian was worshiped as a god on Ahiton—specifically an Azlanti god. Do not allow any Ahiton creatures you come across to believe you're a deity. Not only is it blasphemy, it's the worst sort of despicable treachery. Tell them the truth, Hero of Andoran, and the truth will set them free.

Capt. Colson Maldris

For Andoran,

Captain Colson Maldris



Cheliox Faction Handout

Delicate Vassal,

Beliac informs me that you've not paid him the attention due to him (and will likely tell you so himself when he hands you this letter). We'll deal with this transgression upon your return, but in the meantime I wish for you to escort the mighty devil through the portal to wherever it is you are headed next. He's on a mission for me. Beliac shall assume his exquisitely handsome human male form and you will tell everyone that he is your manservant—I don't care what name you give him, make one up. Once he's on the other side of the portal, you must then take care to ensure that he leaves quietly, slipping away from your party without any of the locals or your companions knowing about it. Succeed on these missions, my sweet, and I may spare you the rod when it comes time for your punishment.

My Whip Awaits,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Seeker of Lore,

It's a curious series of coincidences that leads me to write to you. Previously, on your arrival at the Woodsedge Lodge, I asked you to acquire a rubbing of the famed Kathari Fragment, the last piece of a puzzle the Ruby Prince needed to solve the mystery of the location of the lost Immortality Stone. As it turns out, my man in the Grand Lodge (who pretends to both serve the Andoren fools and the Qadiran greeclings), the same man who gave you this letter, found evidence in Adril Hestram's office in Absalom that the Immortality Stone is on the planet Akiton in a city called Arl. Further evidence revealed that Hestram knows the location of the stone in an arena in the city and that the Stone is used as a bit of facade on the luxury box where the prince sits during the events in the arena. How a famous Osirian artifact made it to Akiton is a mystery—one we'd like to solve. Retrieve the stone but be careful not to alert the prince, princess, or any of their relatives. We'd hate to start a feud between worlds over a simple misunderstanding.



For Our Ancestors,

Amenopheus

Amenopheus, The Sapphire Sage

Qadira Faction Handout

Servant of the Satrap,

The man who carries the large wooden chest for Eliza works for me and has passed along a number of important tidbits of information. You are headed to Akiton and there you will find Natalya, an ice witch and wife of Absalom's famous Ulfen jarl, Skelg the Ripper. My man in Eliza's household tells me that Natalya keeps well-documented journals detailing the funding of the Shadow Lodge. We could divulge a great deal of information about their inner workings and about the Society with such documents. If you find Natalya on Akiton, take these documents from her—if you can do so without alerting your companions, even better.



Sincerely,

Pasha Muhlia Al-Jakri

Muhlia Al-Jakri

Taldor Faction Handout

Hero of the Empire!

Grand Prince Stavian III, our noble emperor, defender of the Primogeniture Crown, wished you to know that he knows your name. This is a great honor, one that even I have never achieved. I am, of course, enormously jealous and shall work to strip you of this honor, but that's for another letter.



As usual, I spared no expense getting this letter smuggled to you across the Galt countryside. I am residing in Cassomir these days, a few unfortunate issues in Absalom keeping me from the City at the Center of the World. But even though I am not in Absalom, I still have ears, and my ears tell me that you're stepping through another portal. On the other side is a great land, far from your home—I know what it is and where it is, but I think I should let you find out on your own.

Grand Prince Stavian III wishes you to take Beaky III, his stuffed owlbear in the Woodsedge Lodge, through that portal and offer it as a gift to that nation's ruler. It's of course important that Beaky III goes missing without that nosy Petulengro or her staff knowing about it—Pathfinders are so attached to dead, dusty things and she might throw a tantrum should she see you steal it.

I shall see you soon.

For Taldor!

BARON JACQUO
Baron Jacquo Dalsine

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SCENARIO 2-05: EYES OF THE TEN, PART III: RED REVOLUTION

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER	
12	11,892
TIER	
TIER	

MAX GOLD

EXPERIENCE

Starting XP _____

+o 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 12

- Amulet of natural armor +1 (2,000 gp)
- +2 bastard sword (8,335 gp)
- Belt of physical might +2 (10,000 gp)
- Cloak of resistance +1 (1,000 gp)
- Dose of wyvern poison (Limit 1; 3,000 gp)
- +3 elven chainmail (14,150 gp)
- +2 glaive-guisarme (Advanced Player's Guide 177, 8,312 gp)
- Headband of vast intelligence +4 (16,000 gp)
- +2 heavy steel shield (4,170 gp)
- Ring of protection +1 (2,000 gp)
- Starsword, +1 mighty cleaving shock longsword (18,315 gp)
- +2 vicious greataxe (18,320 gp)
- Wand of command undead (23 charges) (Limit 1; 2,070 gp)
- Wand of mage armor (10 charges) (Limit 1; 150 gp)

Campaign Points

Game Master's Signature _____

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 # _____