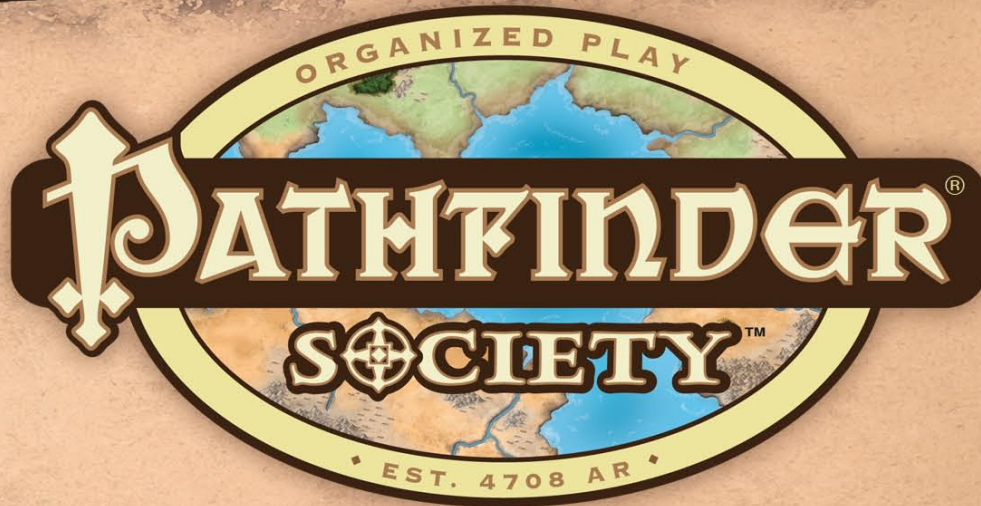


A PATHFINDER SOCIETY SCENARIO



EYES OF THE TEN, PART I:
REQUIEM FOR THE RED RAVEN™

By Erik Mona



EYES OF THE TEN, PART I: REQUIEM FOR THE RED RAVEN

PATHFINDER SOCIETY SCENARIO 46

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The OGL can be found on page 49 of this product.

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EYES OF THE TEN, PART I: REQUIEM FOR THE RED RAVEN

BY ERIK MONA

In the course of their adventures the heroes of the Pathfinder Society brave the dangerous waters of the Inner Sea, explore the gilded halls and darkened alleys of the city of Absalom, solve puzzling mysteries, and unearth lost treasures. Their deeds bring information, wealth, and influence to the Society, granting the organization power over Absalom and thus the whole of the Inner Sea. For this reason, five factions have recently squabbled to jostle and connive the Society to serve their own nationalist agendas. Andoran, spirit of liberty. Infernal Chelias, empire of devils. Qadira, gateway to the east. Osirion, land of pharaohs. Taldor, empire in decline. And now, a new faction enters the fray—a darkness from within the Pathfinder Society itself.

The Shadow Lodge.

Long impatient with the Society's plodding ways, all-too-careful hesitancy to exploit what they have earned, and deliberative politicking, some members of the Pathfinder Society have secretly banded together in a bid to corrupt the organization from within. Their goal: destroy the order's ruling body and replace it, naturally, with themselves.

Whispers of the Shadow Lodge have passed throughout the Society in recent months. Agents of the Decemvirate—the order's masked inner circle—spread suspicion over field agents and venture-captains alike. A tense mood of caution permeates the Society. At this stage, many in the Society believe the Shadow Lodge does not exist. It's merely another of the Decemvirate's secret tests of loyalty, an apprentice legend dismissed by credible agents, or some similarly meaningless bit of gossip.

But the Shadow Lodge is real, and word of its existence has not gone unheeded by the most jaded, frustrated, or simply impatient Pathfinders. They have heard the call and answered it, and so the ranks of the Shadow Lodge swell.

It is not a matter of good and evil. It is rather a question of methods and goals, limits and horizons. You cannot tell a member of the Shadow Lodge simply by appearance. Even personality and past deeds are unreliable measures, as the Lodge counts among its ranks some of the most storied and trusted agents in the Society. Anyone could be a member.

THE EYES OF THE TEN CAMPAIGN ARC



"Requiem for the Red Raven" is the first installment of the Eyes of the Ten campaign arc, a four-adventure Pathfinder Society mini-campaign specially designed for 12th-level characters. The scenario is designed for two standard 4-to-5-hour slots, for a total play experience of 8 to 10 hours. Game Masters running this scenario at conventions or in

similar environments in which time is strictly regulated need to keep things moving at a good clip to ensure that the entire adventure is achievable so long as the players stay focused and play intelligently. GMs running the scenario at home can afford to be more leisurely with their play, getting the most out of the adventure's roleplaying encounters. Some elements from this adventure, such as NPCs like Adril Hestram and Eliza Petulengro and locations like the Woodsedge Lodge and Maze of the Open Road, will appear again later in the Eyes of the Ten campaign arc.

Keep in mind the rules of Tier 12 arcs before running this scenario: One, only 12th-level Pathfinder Society Organized Play characters may play this adventure (and the rest of the series) for credit. Two, no pregenerated characters are allowed to make a legal table for Tier 12 scenarios. The Tier 12 arcs are a reward for players who have enjoyed the campaign for the past few years and have achieved the highest level possible—we don't want to cheapen that experience by allowing anyone to play at this level.

Among the Shadow Lodge's most influential converts is Venture-Captain Adril Hestram, a brash veteran of the Absalom chapter and a frequent director of field agent teams. Hestram joined the Society a decade ago, distinguishing himself in explorations throughout the Inner Sea region. Many of these exploits were published in the *Pathfinder Chronicles*, leading to Adril's early (some say premature) promotion to the rank of venture-captain. In this role he set many field agents on the path of important discoveries for the Society, which gained

him further acclaim. But despite his growing influence, nothing was ever enough for Adril Hestram. Each report from his field agents left him more intrigued by the mysteries of the world, more determined than ever before to pry the secrets of Golarion from their moorings no matter the costs. As Hestram's ambition grew larger and larger, it became obvious to him that he would need the focus of the entire Society to truly achieve his goals. To do this, he needed to gain a seat on the Decemvirate. And when patience failed to net him his coveted position, Adril Hestram turned to murder.

The Woodsedge Lodge, in the Revolution-wracked, ruined kingdom of Galt, is the key—both to Adril Hestram's plot against the Decemvirate and to his own undoing. For his machinations there have entwined fellow venture-captains, local bandit heroes, the Revolutionary government, ancient spirits, and more. They've also attracted the attention of Hestram's worst possible enemies—his old friends and most trusted field agents, the player characters.

SUMMARY

Having achieved significant victories in service to the Pathfinder Society, the PCs at last receive a personal directive from the Decemvirate itself. The sealed order demands that they escort the Pale Maiden, a famous longsword of a lost Pathfinder hero, to Venture-Captain Eliza Petulengro as a show of support for her recent efforts to reestablish the Woodsedge Lodge in the fallen kingdom of Galt, hundreds of miles north of Absalom. Revolution has embroiled that land for decades, and the Ten believe the blade will require significant protection to ensure its safe delivery.

The trip up the Sellen River to Galt passes with no incident, however, and the Pathfinder agents soon find themselves on the doorstep of the Woodsedge Lodge. There they are surprised to be greeted by Adril Hestram, their old mentor and venture-captain from back in Absalom. Hestram chummily confides that he too has been invited to the Lodge, and that he suspects the true reason all of them have been brought here is a secret ceremony to promote him into the ranks of the Decemvirate. As his most trusted field agents, they must have been called to vouch for his character.

Inside the Galtan mansion, Hestram and the PCs meet with the Lady of the Lodge, Eliza Petulengro and her long-term guest, the mysterious Pathfinder operative known as Osprey, a shadowy figure thought to have a direct line to the Decemvirate. His presence and details about a storytelling ceremony that evening seem to confirm Hestram's suspicions, but everything goes mad when the Lodge comes under attack by the forces of the Red

Raven, a bandit hero of the Galtan people and a symbol of the nation's bloody Red Revolution. The Raven plunges a poison dagger into Adril's heart before vanishing in a puff of smoke. Allies of the Raven also attempt to steal the Pale Maiden before fleeing into a mysterious magical hedge maze on the lodge's manicured rear gardens.

On orders from Osprey and Petulengro, the PCs follow the trail of the Red Raven into the interdimensional Maze of the Open Road, a Golarion-spanning portal network granted to the Lodge centuries ago by a powerful druid king. After dealing with an imprisoned medusa and her animated associates, the Pathfinders follow the trail to a portal leading to a cave below another Galtan city—the Raven's Roost. There they face the bulk of the Red Raven's forces in an epic battle that brings down the Raven Spirit itself in the form of an imprisoned phoenix.

Tunnels from the Raven's Roost lead to the surface world above, where the Red Raven has been captured by a citizen court, his neck exposed to the guillotine's blade. Will the PCs rescue the murderer of their employer? Just what is going on? The Red Raven knows all, and whether they learn from the rescued hero or read his findings over his dead body, the PCs soon discover a cancer at the heart of the Pathfinder Society. And of Adril Hestram's role in the affair.

The Pathfinders return to the Woodsedge Lodge to share what they have learned with Eliza and Osprey only to discover that during their absence, the body of Adril Hestram has disappeared!

BEFORE PLAY BEGINS

As the first high-level scenario ever released for Pathfinder Society Organized Play, this adventure contains a number of difficult challenges and complex tactical encounters specifically designed to engage skilled players of the game. By the time a character qualifies to play this scenario, he has most likely been played more than 30 times, for hundreds of hours of game experience. That means the players who come to your table will have a great deal of expertise playing their characters. They will most likely have maximized their equipment choices, know complicated spell combinations with near-miraculous results, and know their combat tactics. If they are playing with friends, they will probably also work well together, giving them a number of advantages in both combat and problem solving.

In short, the players will come to the game very well prepared.

In order to keep things moving as smoothly as possible, you should be well prepared, too. To improve visual interest and to keep the game moving while spending as little time as possible on set-up, this scenario uses maps

from Paizo Publishing's GameMastery Flip-Mat and GameMastery Map Pack accessory lines. If you lack these resources, simply draw out encounter sites on a standard battle mat before play begins to keep things moving swiftly once the dice start rolling.

This scenario uses the following GameMastery accessories:

- **Flip-Mat: Pathfinder Lodge**
- **Flip-Mat: Darklands**
- **Flip-Mat: Keep**
- **Map Pack: Ruins**

As a special feature, this high-level scenario includes several full-color handouts. To provide a memorable tactile experience for your players, you might print these in color on nice thick cardstock. The players will likely pass these clues hand-to-hand in order to get to the heart of the mystery, and they'll appreciate you going the extra mile.

Finally, the high-level nature of the encounters in this scenario requires special consideration. After reading through the adventure the first time, take a second (and maybe even a third) look at each of the encounters and think about how they will play out at the table once the actions of the players become involved. Pay close attention to spells or monsters you're not familiar with, and take a few minutes to review any special rules associated with them. Doing this before you begin the game will make the scenario move more smoothly and your players will appreciate your effort to facilitate a good time for all.

GETTING STARTED

When everyone is ready to begin, give the players the Orders from the Decemvirate and Pale Maiden handouts and explain that, for the first time ever, each of the player characters has received a personal missive from the Decemvirate, the shadowy, masked rulers of the Pathfinder Society. The letter asks them to band together to escort a famous magical sword, the Pale Maiden, to the newly reestablished Woodsedge Lodge, in the Revolution-wracked nation of Galt. The Decemvirate wishes to entrust this legendary sword to the mistress of the lodge and the mastermind of its rescue from abandonment, Venture-Captain Eliza Petulengro (whom the PCs probably know from prior Pathfinder Society missions).

Distribute faction mission handouts as appropriate, encouraging members of the same faction to share their assignments, but to keep them from players of rival factions.

Once the players have had a chance to read the Orders from the Decemvirate and Pale Maiden handouts and have a good understanding of their Faction Missions, go around the table and ask each player to provide a brief physical description of his character, highlighting

elements about him the other characters might be expected to know after traveling together for about a week. Now is also a good time for each player to reveal the miniature they have chosen to represent their characters, so that everyone knows who is who once a battle begins.

This accomplished, read or paraphrase the following to get the adventure underway.

Despite the worries of the Decemvirate, your voyage across the Inner Sea and up the Sellen River to the Galtan town of Woodsedge sees few dangers, and you reach your destination without ever having to draw your weapons. The whole nation of Galt remains in the thrall of a bloody revolution, and while signs of desperation, poverty, and even violence abound, none of it has prevented you from your mission. The Pale Maiden remains safe, and you have successfully completed your first direct task for the secretive inner circle of the Pathfinder Society. Sooner than you had expected, you find yourselves standing on the outer stair of the Woodsedge Lodge.

Situated on immense grounds just outside the town proper, the luxurious manor house is marred by cracked plaster, missing windows, and rotting shingles, but a well-groomed topiary hints at a building coming back from a near-death encounter with Revolution and abandonment.

Arrange the PCs' miniatures on the Outer Stair (area L1) and once they approach the door (or a few minutes after they fail to do so), continue with the following.

The huge doors of the Woodsedge Lodge open with a slow creak. A tall, bulky figure takes form in the gloom within, emerging into the sunlight with a gap-toothed smile and a bushy blond beard. It's your old venture-captain from Absalom, Adril Hestram!

The huge man chuckles with a belly laugh at the sight of you. "I was wondering who they would send! The Ten choose wisely, of course! You did receive your orders to come here from the Decemvirate themselves, didn't you? The servants are clucking that you bear the Pale Maiden. Is it true? May I wield the blade?"

Adril Hestram is legitimately excited to see the PCs. At this stage in the game he is certain they know nothing of his illicit activities, and he arrogantly believes he has kept the worst of his transgressions from the likes of Eliza Petulengro and the other venture-captains. He's right about that, but their suspicions are responsible for him being invited here, and the PCs too. Hestram thinks he is going to be promoted into the ranks of the Decemvirate at a special ceremony here at the lodge, and suspects the PCs have been summoned to speak for his character. He's been busy creating vacancies in the Ten, after all, so it's only natural his time has come.

As he admires the Pale Maiden, Hestram explains that he has only just arrived, also summoned by a direct order bearing the sign of the Decemvirate. Fellow venture-captains Eliza Petulengro and a peculiar man named Osprey—thought to be a direct associate of the Ten—are already awaiting them all inside the lodge.

“They won’t say why we’ve all been called here,” Adril says, “but it’s obvious the Pale Maiden is just a cover story. I’ve been... studying up on the Ten. I think I’m about to be promoted into their ranks. It was only a matter of time. My guess is that you’re here to represent my efforts as a venture-captain. I’ve no doubt you’ll make a very convincing argument for my promotion.

“Things will change between us if this happens. You’ve always been honest, dependable agents for me, so I’m telling you while I still can. After it happens, we will all be sworn to utter secrecy, for the identities of the Ten are the most treasured secrets of the Pathfinder Society. For now, though, I want you to know that I trust you implicitly, and I hope that you trust me. Once I have been made one of the Ten, even if we can no longer discuss it openly, I want you to know that I will always do what is right by you.”

With that, Adril Hestram suggests that they all adjourn inside to meet the Lady of the Lodge.

ACT I: DELIVERING THE MAIDEN

Having arrived safely at the Woodsedge Lodge, it is now time for the player characters to execute the mission given to them by the Decemvirate: to deliver the Pale Maiden to the Lady of the Lodge, Eliza Petulengro. In conference with their hostess, the PCs also meet the elusive Pathfinder agent Osprey, a close confidante of Petulengro. Eliza reveals that the sword, though a welcome gift, is not the true reason they have been sent here. In fact, they are to represent the Guest of Honor, Adril Hestram, at a secret Pathfinder ritual called a Talespinning, to take place later that evening. Eliza’s masked staff provides food and drink during the meeting, and thereafter escorts the party to their rooms on the manor’s second floor for a chance to rest and prepare for the ceremony. This provides the party with their first real opportunity to explore the Woodsedge Lodge (perhaps on a secret mission from their faction leaders in Absalom).

When the PCs are ready to begin, read or summarize the following.

Adril Hestram leads you inside the Woodsedge Lodge. The fligreed front doors open into a spacious great room with an enormous fireplace against the opposite wall. Elegant upholstered chairs and couches scattered about the chamber present an inviting, luxurious atmosphere, as if the whole place had been designed for fashionable lounging. A sweeping stair beside the fireplace leads to the balconies of the mansion’s second floor, which look down upon the room as if it were a stage. A scuffed and oddly stained red carpet runs down the center of the stair, showing that work yet remains to restore the Woodsedge Lodge to its former glory. Some elements, like the threadbare stuffed owlbear in one corner, hint more at the past than the future, but things are coming along.



ADRIL HESTRAM

Adril leads on to the west, through a fine wooden door and into a wood-paneled corridor rich with the smell of fresh onions and simmering meat stew. The passage continues several feet to the north, with doors leading to chambers beyond. Adril bounds through the southernmost doors across the hall, leading you into a richly appointed meeting room where two figures are seated at a huge oak table near several empty chairs obviously intended for you. Adril points to a male human garbed in crude leathers wearing a necklace of bird skulls.

“This here is Osprey,” he says. “Honorable fellow, a friend to all and a Society man, tall and true. His keen eyes see much among the Pathfinders that others miss, and his counsel is unparalleled in our order.”

Adril turns to the gorgeous red-haired woman sitting at the head of the table, her pale face a marble bust of confidence and control.

“And this,” he says, his cheeks taking on a touch of red and his mouth curving into a lecherous grin, “is Venture-Captain Eliza Petulengro, the Lady of the Lodge.”

Eliza Petulengro greets the player characters warmly, welcoming them to her home in Woodsedge and sharing her pleasure that the Decemvirate would take notice of her efforts to restore the Lodge to its former glory. She is eager to learn the identities of her guests. She knows Adril well from their shared time in Absalom, where both worked in the Grand Lodge dispatching teams of Pathfinder field agents on special missions for the Society. The player characters may know Eliza from previous

adventures, and if so they probably remember her as a no-nonsense, highly motivated and capable venture-captain eager to ascend rapidly within the Society. Petulengro remembers everything about her previous encounters with the PCs, calling those she knows by name to make them feel welcome in her home.

She is interested in getting to know all of the PCs, in part to satisfy her curiosity about why the Decemvirate chose them specifically. Just like Adril, Eliza weaves her own schemes to ascend into the highest ranks of the Society. Only instead of murder, she's chosen this current mission in Woodsedge as an attempt to curry favor with the Ten. The Pale Maiden is a sign her plan is working (whatever might be going on with Adril), so she's very pleased to have the player characters as guests, even if she knows that ultimately the evening's events will be a trial of Adril's loyalty. And, by extension, the PCs' loyalty as well.

After the PCs have given Eliza the Pale Maiden, take the Pale Maiden handout from the players and read or summarize the following.

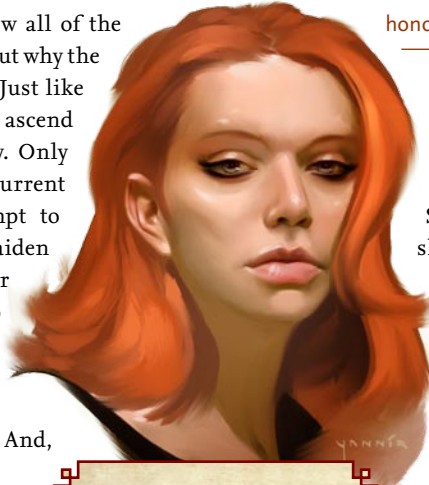
"You have my most sincere thanks for safely delivering the Pale Maiden to me," Eliza says with a proud smile. "One of my servants will bring it to the lodge's armory, where it will be kept safe to honor the responsibility granted to me by the Decemvirate."

As she speaks, several human servants wearing elaborate dresses and fashionable suits bustle in and out of the kitchen through the north doors, delivering delicate flutes of bubbling wine, plates of fresh fruits, and platters of manicured finger-foods. Each of the servants wears a featureless white porcelain mask, obscuring his or her face completely. Each servant also wears a thin red ribbon around the neck. Eliza catches one of you looking at the ribbon, and her face takes on a serious cast.

"The ribbons represent the guillotine. The Final Blades that sing the song of Revolution and cut the heads from patriots. Each of my servants has lost a beloved one to the Mob. They wear the masks for their own protection. They are safe here in the Lodge. I know their identities, but it is critical that the rabble and the Mob do not identify them as servants of the Society. We are still not fully trusted here, after all, and although the people will not strike out against me, they may very well snatch one of my servants on their return home from a day's work. I'm sure you understand.

"My homeland of Galt has lost much in this endless Revolution, and even the streets are dangerous. You are lucky to have arrived here safely, but I am sure you could have handled yourselves had you run into trouble.

"Of course," Eliza says, "I'm sure you've figured out by now that delivering the Pale Maiden was merely a pretext to get you to the Woodsedge Lodge. You are here for something far more important than a courier mission. For tonight, the Lodge will be host to a Talespinning, one of the most important ceremonies known to the Pathfinder Society. And the guest of honor is Adril Hestram!"



ELIZA PETULENGRO

Eliza explains that Osprey will reveal the details of the ceremony when they all reconvene in the Great Room in about an hour. A DC 18 Sense Motive check detects a furtive shared glance between Eliza and Osprey that suggests they share some kind of secret regarding the ceremony.

After announcing the ceremony, Eliza asks her servants to show the PCs to their rooms (in area L13), where they are welcome to spend the night before returning to Absalom tomorrow. Masked servants lead the PCs back through the Great Room, up the central stair, and to the bank of rooms along the west balcony. The PCs are shown to three well-appointed rooms, each with a large bed and austere wallpaper featuring a flower motif. In the likely event that there are more than three members of the party, some are clearly expected to "double up." As the PCs settle into their rooms, they spy Adril Hestram returning to his own (significantly nicer and more roomy) chamber (area L15).

After the PCs are settled, they are more or less free to explore the Woodsedge Lodge interior. Eliza and Osprey retreat to Eliza's chambers (area L14) to prepare for the ceremony, while the staff (at least a dozen richly garbed, masked men and women) bustle about their business, dusting statues, preparing food, shining brass, or engaging in numerous other menial tasks aimed at enhancing an atmosphere of decadent luxury.

This is a good time for the players to attempt to advance faction missions or to simply poke around the lodge to see what they can find. In the course of their explorations, consult the room descriptions below.

THE WOODSEGE LODGE

L1. Outer Stair

The large symbol etched into the stone of the Outer Stair is the personal insignia of the Woodsedge Lodge. It appears throughout the manor, in the tilework of the Great Room, on the table in the Conference Room, and

even worked into the wallpaper of several chambers and the embroidery of the Guest Room bedspreads. A DC 10 Knowledge (nobility) check reveals that each Pathfinder Lodge has its own unique glyph.

Several planters situated upon the outer stair bear the prickly stems and sanguine petals of beautiful blood-red roses. A DC 15 Knowledge (nature) check reveals the plants to be Narven's Tears, a breed of rose unique to the Arthfell Forest thought to have gone extinct 200 years ago. The bushes here were made from cuttings of the hedges of the Maze of the Open Road, on the manor's rear lawn.

Eliza keeps all windows shuttered from the inside, to protect the activities of the Woodsedge Lodge from the prying eyes of the Mob.

L2. Great Room

This massive stone-floored room serves as a foyer, gathering chamber, common room, and trophy hall for the Woodsedge Lodge. The Great Room is one of the most important locations in this adventure, as it is the setting for Act 2's Talespinning Ceremony and the attack of the Red Raven in Act 3. The sub-locations **L2a** and **L2b** refer to specific points of interest relative to those encounters.

An enormous chandelier dangles above the room from the ceiling 20 feet above. The east, north, and west Upper Halls look down upon the Great Room from open balconies. The huge staircase ascends to the Upper Halls (area **L12**).

The ratty, apparently ancient stuffed owlbear in the southeast corner is the once-famous Beaky III, favored beast of Taldor's Emperor Stavian I. Not even Eliza knows how it came to reside in the Woodsedge Lodge, but here it's remained for decades. The double doors leading to the east and west Lower Halls swing open easily in either direction.

Mission Notes: A small section of Beaky's fur is the object of the Taldor faction quest.

L3. Lower Halls

The Lower Halls connect the Great Room to the Conference Room, the Kitchen, the Battleground, the Courtyard, the Armory, and the Library via unlocked doors. Beautifully fluted lanterns enchanted with *continual flame* hang at intervals upon the water-damaged walls, casting the Lower Halls in a rich, flickering light that nearly masks the sooty stains in the carpet. Masked servants bustle from room to room.

L4. Conference Room

Act 1 takes place in this Conference Room, a favorite gathering place for Eliza Petulengro and her loyal staff. Eight high-backed wooden chairs ring the immense table here, which bears the insignia of the Woodsedge Lodge. Maps spread out upon the table show detailed

looks at Galt and (surprisingly) the far-flung jungle colony Sargava. Osprey has been explaining to Eliza recent exploits of the Society in that region (described in the forthcoming *Serpent's Skull Adventure Path*).

Unlocked doors lead to the Kitchen and the Lower Halls.

Note: After the Red Raven's attack in Act 3, this room and the Kitchen and Pantry become inaccessible due to collapsed ceilings.

L5. Kitchen

Delicious scents emerge from this well-stocked kitchen at all hours of the day and night. It is a haven for Eliza's servants, who spend a great deal of time here.

Note: After the Red Raven's attack in Act 3, this room, the Pantry, and

the Conference Room become inaccessible due to collapsed ceilings.

L6. Pantry

This huge pantry contains ingredients considered indulgent even in cosmopolitan Absalom. Eliza Petulengro is clearly a woman with extremely refined (and expensive) tastes.

Note: After the Red Raven's attack in Act 3, this room, the Kitchen, and the Conference Room become inaccessible due to collapsed ceilings.

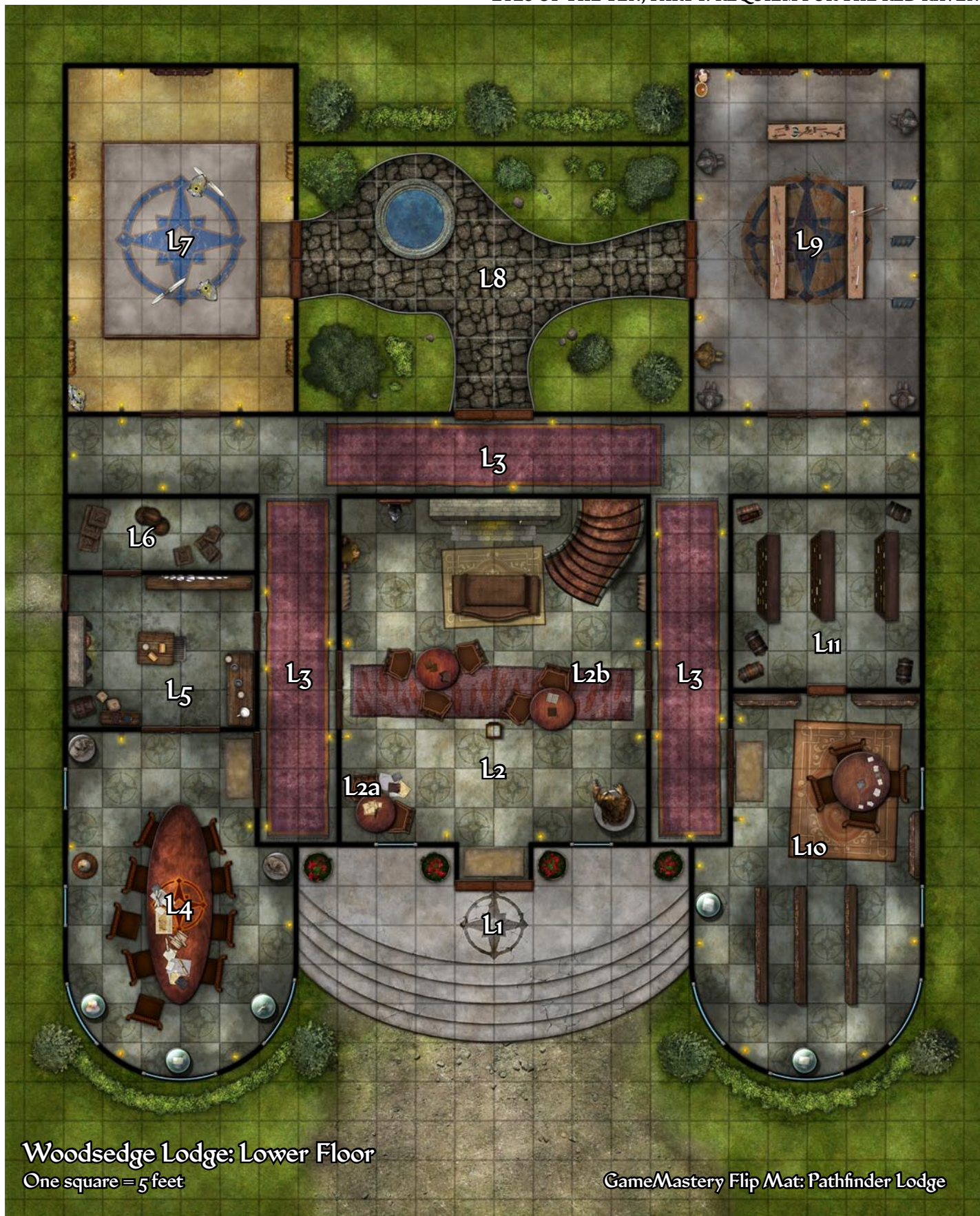
L7. Battleground

These days, this quiet weapons training facility sees little use. A DC 20 Perception check near the center of the room reveals that a portion of the floor can be made to rise when the lantern against the southeast wall is manipulated. The rising platform at the center of the room eventually comes to a grinding halt, revealing an inky secret passage descending to Galt's Low Highway, a major Darklands thoroughfare.

Mission Notes: The Darklands entrance may play a potentially important role in the successful conclusion of the Qadira faction mission.



OSPREY



Woodsedge Lodge: Lower Floor
One square = 5 feet

GameMastery Flip Mat: Pathfinder Lodge



Woodsedge Lodge: Upper Floor
One square = 5 feet

GameMastery Flip Mat: Pathfinder Lodge

L8. Courtyard

If some of the interior rooms have a way to go before they have been fully restored to the lodge's original splendor, the Courtyard looks as though it has received by far the majority of Eliza's restoration efforts to date. Meticulously manicured, the topiary bushes closely resemble mythological beasts, while a placid reflecting pool gives a pensive, almost meditative quality to the walled garden. Unlocked doors lead to the Battleground, the Lower Halls, and the Armory.

Note: If the PCs venture here in Act 4, they discover that the Red Raven's agents have tunneled a hole through the north wall. Through the hole is the estate's immense rear lawn and, some 300 feet distant, the looming hedges of the Maze of the Open Road.

L9. Armory

Following Act 1, Eliza's servants deliver the Pale Maiden to the lodge's Armory, where it joins several other noteworthy magic items. Eliza's servants have been speculating about the gift of the legendary sword for weeks prior to its arrival, and so word soon spread to the Red Raven's agents among the staff. From there, the Raven worked a theft of the Pale Maiden into his assassination strike, dispatching his trusted sorcerer agent Cale the Calistrian to capture it. These events play out in Act 4, which contains more information about this locale.

L10. Library

The Revolutionary Mob heavily plundered the library of the Woodsedge Lodge when the Pathfinder Society formally abandoned it decades ago, and Eliza is only beginning to restore the collection to its former glory. She's amassed plenty of historical documents and maps, but the assembly has little direction at the moment, and most of the truly valuable items are kept behind the locked door of the Secret Library.

L11. Secret Library (CR 13)

The elegantly carved wooden door to this chamber bears a fine lock (DC 17). Eliza carries the room's only key at all times. She bars even her most trusted servants from the valuable and potentially dangerous tomes, letters, and papers within. Eliza's trove includes secret Pathfinder Society missives, dossiers on local politicians, and several magic scrolls, including the object of the Osirion faction: the Kathari fragment.

Mission Notes: Transcribing the Kathari fragment (as ordered in the faction mission) summons an ancient guardian trapped within the magic of the ancient fragment. If this occurs, read the following.

As you transcribe the final lines of the Kathari Fragment, the brittle object begins to jerk and shake of its own volition. Before a moment has passed, the fragment bursts in a tiny cloud of dust, which swirls from your hand to form a growing cyclone at the center of the room. Books and scrolls topple from the shelves, and a dark form takes shape within the cyclone. The dust clears to reveal a 10-foot-tall iron statue bearing a cobra's head. As the creature steps forward to menace you, the room's torchlight reflects upon an irregular basalt rock encased in the golem's chest.

The golem cannot speak, but fights to the death in an effort to keep the Immortality Stone embedded in its chest from the clutches of grave robbers (in this case, the PCs).

IRON GOLEM

CR 13

hp 129 (*Pathfinder RPG Bestiary* 162)

Development: When the PCs defeat the iron golem, give them the Immortality Stone handout. The Secret Library also contains three *scrolls of stone to flesh* that Eliza gladly gives to the PCs should they need them after a disastrous encounter with the medusa Condria in the Maze of the Open Road (see Act 6).

L12. Upper Halls

The Upper Halls connect the Great Room to the Guest Rooms, Adril's Room, Eliza's Room, and the Servants' Quarters. The corridors encircling the Great Room on the east, north, and west look down upon the main floor of the Great Room. Much of the fighting in Act 3 likely takes place here, with agents of the Red Raven launching attacks down at the PCs and the Red Raven himself attempting to assassinate Adril Hestram at area L12a.

Beautiful fluted lanterns enchanted with *continual flame* hang at intervals upon the water-damaged walls, casting the Upper Halls in a rich, flickering light that nearly masks the sooty stains in the carpet. Masked servants bustle from room to room.

L13. Guest Rooms

Masked servants lead the PCs to their quarters in these comfortable chambers overlooking the Great Room via the Upper Halls. Only three rooms (and consequently three beds) are available, so the heroes must share in order to accommodate everyone. After the PCs convene for the Talespinning Ceremony in Act 3, agents of the Red Raven disguised as masked servants silently slip into these rooms and await their master's attack.

L14. Eliza's Room

The Lady of the Lodge keeps a tidy personal chamber bedecked with the finest furniture crafted from expensive native woods. Elaborate, appallingly expensive embroidered silk window coverings enrich the room's elegance. Eliza allows the PCs into her room only to further their investigation following the Red Raven's attack, though it's obvious she'd prefer not to have adventurers poking around in there. Nothing of relevance to the PCs' investigations can be found within.

L15. Adril's Room

The door to this chamber bears a good lock (DC 15), with keys held by Adril and Eliza. Adril arrived yesterday, and has spent most of his time since then pacing about in this guest room planning for the future while trying to stave off suspicions that his invite may have been a trap. A map of Golarion's Inner Sea region lies upon his bed, red slashes marking the location of Decemvirate members on the Shadow Lodge's Kill List. Next to the map rests a primitive greenstone idol carved in the likeness of an ape, a relic from Hestram's nefarious plots in the Mwangi Expanse. He holds the object as ransom to ensure the loyalty of a tribe of Bekyar mystics currently at work in the Maze of the Open Road. A serpentine necklace upon the sitting table affords the wearer a measure of protection against the Maze's guardian, a scheming medusa named Condria. If the PCs explore this room, give them the Map of the World, Greenstone Idol, and Ophidian Necklace handouts.

L16. Servant Quarters

The three small guest rooms along the eastern Upper Halls have been converted to temporary housing for the lodge's servants. Before the Revolution, the manor's staff lived in a nearby outbuilding. Heavily damaged by fire, the structure teeters on the edge of collapse. Servants who do not have other accommodation in the town of Woodsedge rest and sleep here in shifts, allowing the rooms to house up to six servants at a time. The rooms' furnishings are unusually gaudy, consisting largely of mismatched cast-offs rescued by Eliza from ruined manors elsewhere in town.

Should the PCs attempt to communicate with the household staff, they find some of them stand-offish and unwilling to divert focus from their work and others quite gregarious and willing to gossip about just about anything.

Mission Notes: PCs on the Andoran faction mission might ask around about the servant Alondais. Some of the staff know him as a handsome, strapping blond lad who joined the staff about a month ago, but no one has seen him in a couple of days.

ACT 2: TALESPINNING CEREMONY

About an hour after the servants show the player characters to their rooms, Eliza, Osprey, and Adril Hestram make their way to the Great Room, where a squad of masked servants pass out long flutes of wine, selected Galtan cheeses, thin-cut venison, and poached axebeak eggs (which smell slightly of sulfur but taste delightful). The venture-captains mill about making light conversation with each other and any present PCs until everyone has finally arrived, at which point Osprey ascends the central stair to the Upper Halls, addressing everyone in the Great Room from a vantage at area **L12a**. Read or summarize the following.

"Fellow agents of the Pathfinder Society," says Osprey from the balcony overlooking the Great Room. "I deliver a message from the Decemvirate. Long have the Ten observed the exploits of Venture-Captain Adril Hestram. Time and again he has served the Society well, from his own adventures in the Mwangi Expanse to the many activities conducted by agents under his guidance."

Osprey's scratchy voice pauses for a moment and he leers out at you. His high brow casts his dark eyes in shadow, giving him an ominous visage. He gestures to you and your companions. "That is where you come in. For tonight we celebrate the Talespinning Ceremony, and our ritual begins with each of you standing where I stand and regaling us with the story of your greatest victory as a field agent of the Pathfinder Society. We stand tonight to examine the achievements of Venture-Captain Adril Hestram, and your victories speak to his capabilities as a leader and his judgment in selecting the agents for his important missions for the Society. When we have heard from each of you, it will be Adril's turn. After that, we shall know the way of things, and the way of the future for Adril Hestram, and perhaps also for all of you.

"Now," he says, his mouth forming a crooked smile. "Who would like to go first?"

Acting in turn, the PCs must ascend the central stair to area **L12a** and address the assembled Pathfinders with a tale of their greatest victory in service to the Society. Neither Eliza nor Osprey fully trust the PCs yet, worrying that they may be in league with Hestram. Indeed, they were dispatched here in the first place not just to act as character witnesses in Hestram's trial, but to determine how far Hestram has spread his malign influence. Their individual performances not only determine Eliza's and Osprey's impressions of their loyalty, but also reflect their general impression of the PCs in a way that may even extend beyond this scenario.

Give each player about 5 minutes to regale everyone with his tale of victory in service to the Society. Following this speech, ask the player to roll a Diplomacy, Bluff, or Perform (oratory) check (whichever seems most appropriate), granting up to a +5 circumstance bonus on the check if the player really gets into roleplaying the encounter. It requires a check result of 18 or higher to impress Eliza Petulengro and a 24 or higher to impress Osprey, who currently harbors suspicions that the PCs may be witting agents of the Shadow Lodge. Keep track of which characters impressed which venture-captains and keep this information for later reference.

Following the last player's speech, Osprey turns to Adril Hestram and nods, signifying his turn for a final statement (see Act 3).

ACT 3: THE RED RAVEN STRIKES! (CR 15)

Adril Hestram would like nothing more than to ascend the central stair and recount his true greatest glories to Eliza and the assembled Pathfinders. He would love to see their faces as he revealed that Eliza's own bragging about the Woodsedge Lodge months ago in Absalom led him on the trail of the Maze of the Open Road and its extradimensional links to the home realms of many Decemvirate members, who used to congregate in this very hall. How he and his agents used the Maze to infiltrate the leaders' homes and slay them to create vacancies in the ruling body of the Society. But even Adril Hestram is not so brash, and he dares not risk the Shadow Lodge's plan for a spot of braggadocio. No one must yet know his role in the murders. Not Eliza Petulengro, not Osprey, and certainly not the PCs.

But someone in the house does know, and he's chosen Adril's speech at the culmination of the Talespinning Ceremony as his moment to strike. He is the Red Raven, a folk hero of the bloodthirsty people of Revolutionary Galt, and the greatest detective in service to the nation's Revolutionary Council. Recently, in his civilian guise of Aric of Halvon, the Red Raven received a sprawling private estate in the northern city of Edme in recognition for his service to the Revolution and to the common man of Galt. The estate had previously belonged to a murdered noble, Teppin Montrose, and was granted to Aric of Halvon on the condition that the Red Raven expend all of his significant criminological resources to determine Montrose's killer and bring the villain to justice. Blood for blood, the code of Revolutionary Galt. Unknown to the Council at the time, Montrose had formerly been an adventuring hero, and at the time of his death was a member of the secretive inner circle of the Pathfinder Society.

Following clues left behind by Adril and his agents at the scene of Montrose's murder, the Red Raven tracked his enemies to the Woodsedge Lodge, to his surprise traveling hundreds of miles across the face of Galt in a matter of minutes. Knowing that he could not go up against so powerful an enemy as the Pathfinder Society alone, the Raven sent many of his agents to infiltrate the Woodsedge Lodge, posing as members of the masked household staff to determine what was going on. Their reports spoke of Adril himself being invited for a celebration in his honor, as well as a delegation from the Grand Lodge of Absalom sent to deliver an extremely valuable weapon. With all these threads coming together at the Talespinning Ceremony, the Red Raven decided to deal with Adril and steal the Pale Maiden in a single strike designed to leave the Pathfinder Society reeling and Teppin Montrose's death avenged.

The moment has arrived. The Red Raven has infiltrated the Woodsedge Lodge and is ready to strike!

When the final player character has completed his turn in the Talespinning Ceremony, read or paraphrase the following.

When the last of you has finished recounting your victories, Osprey arises from a comfortable chair in the back corner of the room and clears his throat. "Assembled fellow Pathfinders," he says. "You have represented yourselves well, and your victories reflect upon the leadership of your venture-captain leaders. Which brings us to the man of honor, Adril Hestram. Adril, will you please take your place on the balcony? I wonder, after hearing all of this, what you consider your greatest victory." Osprey flashes a quick glance at Eliza Petulengro, who furrows her brow and looks to the floor. "And how that victory serves the greater good of the Pathfinder Society."

Adril Hestram, beaming with pride, smiles a wide grin beneath his bushy beard as he bounds up the central stair to the balcony. As he looks at each of you in turn for a moment, the hulking warrior of a man releases a mirthful chuckle, as if considering a private joke. His bearclaw hands grasp the balcony's railing as he addresses the group.

"I have never stopped adventuring. From my year lost in the Mwangi Expanse a decade ago to my tenure as a venture-captain in Absalom all the way through to today, I've kept looking for new challenges and opportunities in the face of danger that would melt the hearts of ordinary men. And in all that time, I've learned a simple lesson that I'd like to share with you today—"

What at first seems like a tiny tremor soon erupts into a jerking and heaving cataclysm that shakes the entire room. Adril falls silent, a look of dumb surprise erasing the arrogance and confidence in his weathered face. For a single moment he looks utterly lost. Then, two enormous shapes—writhing, living leviathans of bright red chitinous plates—burst through the floor in the back corners of the room. Eliza screams, and the chamber erupts into chaos.

Ask the players to roll for initiative and roll your own results for the Red Raven's attackers: two scarlet worms, the Raven's scallywag agents disguised as masked household servants, and the Red Raven himself. This initiates a complex tactical encounter involving lots of combatants, two levels of terrain (the balcony and the Great Room), several NPCs, and the assassination of Adril Hestram. Additionally, Act 3 has a very good chance of triggering Act 4 before this combat ends, so the most likely result involves two combat encounters occurring in different rooms at the same time. Because the Raven's agents have had days to plan their assault, they begin the encounter at a significant tactical advantage over the player characters. Accordingly, it's a very good idea to carefully consider how this encounter might play out before play begins.

Starting Positions: When initiative is rolled, Adril Hestram stands at area **L12a**, at the center of the Upper Halls' east wing. The Red Raven stands in the servant's quarters immediately behind Hestram, armed with a deadly poisoned knife and having consumed a *potion of invisibility*. His scallies lurk, of all places, in the PCs' quarters at area **L13**, having slipped in over the course of the Talespinning Ceremony. Like the Red Raven, all have consumed *potions of invisibility*. They stand armed with bows, and have instructions to pepper the Great Hall floor with explosive arrows to cover for the Raven's assassination attempt. Eliza is seated near the table at area **L2a** and Osprey sits at the table near area **L2b**. Two enormous scarlet worms—the source of all the rumbling and shaking—erupt from these locations on the first round of the ensuing combat.

To help you run this complex encounter more smoothly, the following text provides a round-by-round breakdown of all the NPC actions for the duration of the fight. It is very likely that the PCs will interrupt this flow of events, but the following represents the Red Raven's plans independent of the PCs' actions.

Round 1: Two enormous scarlet worms (lesser variants

of the dreaded purple worm that are trained to serve the Red Raven) tunnel from the Darklands chambers below the Woodsedge Lodge to areas **L2a** and **L2b**. With disgusting convulsions that release a gush of stomach acids onto the Great Room's floor, the scarlet worms vomit forth stone golems with the heads of ravens. These creatures act on the scarlet worms' initiative, moving immediately to attack the nearest player character.

The worm that erupts into area **L2a** slams into the balcony above, collapsing the southwestern corner of the Great Room into a huge pile of rubble. The fallen balcony completely buries Eliza (removing her from the rest of the encounter), and any PC within 15 feet of the area must make a DC 18 Reflex save to avoid 5d6 points of damage from falling debris. Thereafter, the debris blocks access to the Conference Room (area **L4**), the Kitchen (area **L5**), and the Pantry (area **L6**).

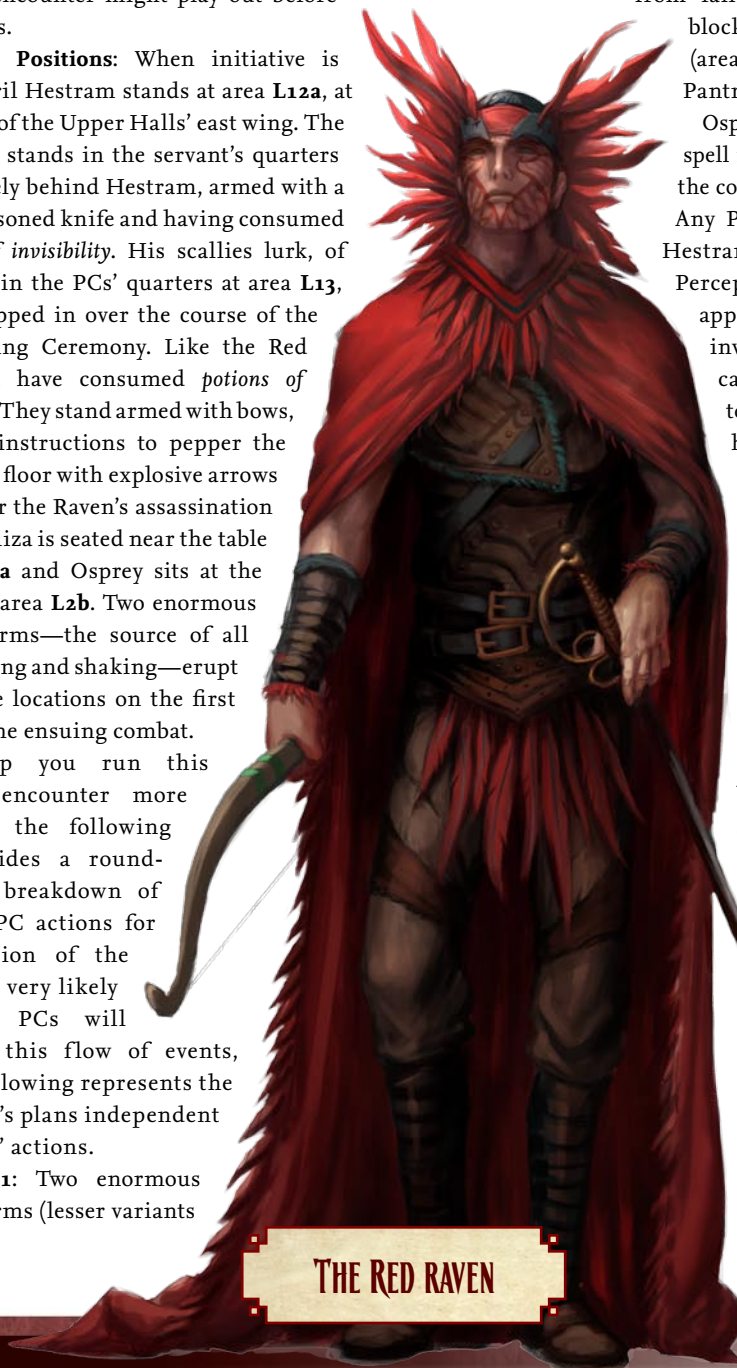
Osprey casts a spell on himself (which spell is not important, as he will be leaving the combat shortly).

Any PC with a reasonable view of Adril Hestram can, at this point, make a DC 18 Perception check to notice a puff of smoke appear right next to him (a sign of the invisible Red Raven using his magic cape to dimension door right next to his intended victim). Hestram himself is completely oblivious, and takes no action.

Any PC with a view of the west wing can make a DC 20 Perception check to notice two of the Guest Room doors open simultaneously. The invisible scallies within take their positions, four moving across the north balcony to block the top of the stairway and the other four to the edge of the west balcony to aim their deadly arrows at the PCs. Until they attack, they remain invisible, waiting until the next round to strike.

Any masked servants still in the Great Room scramble to safety in the Lower Halls.

Round 2: The scarlet worm in area **L2b** stretches high into the air and comes down on top of Osprey like a missile. The player characters see the soles of his boots disappear into the



THE RED RAVEN

monster's maw as he is swallowed whole. The other scarlet worm attempts to swallow the nearest PC. The stone golems advance to menace the nearest unengaged player character.

Upstairs, the Red Raven strikes his poisoned dagger into Ardril Hestram's heart, killing him instantly. As the red-handed murderer appears next to Adril's corpse, he shouts a booming warning: "The Red Raven strikes for the Revolution!" Show the players the illustration of the Red Raven, and explain that they see a tall, dark-haired man in a tattered red robe, a sort of primitive headdress, and red paint upon his face standing over Adril's motionless body. The villain holds a dripping red knife.

Having taken position, the Red Raven's invisible scallies let loose a terrifying barrage of fire on all foes in area **L2**, using their Manyshot and Rapid Shot feats to fire two *+1 flaming burst arrows* and two regular arrows at the PCs. The *flaming burst arrows* also benefit from the scallies' Vital Strike feat, meaning their damage dice are rolled twice on a successful hit. Unless the PCs had some way to detect their attack, the first volley are all sneak attacks, with the resulting additional damage being added to enemies within 30 feet. The *flaming burst arrows* explode with fury, igniting the flammable upholstery and many of the room's furnishings, adding to the chaos. If the scarlet worms have not yet gone, the four scallies at the top of the north staircase focus all of their attacks on Osprey so that by the time he's eaten, he looks on the verge of death (he is not meant to die, however). If Osprey has already been swallowed earlier this round, those four scallies fire at the servants and NPCs still in the room, hollering cat-calls such as "Die, enemy of the Revolution, die!" The four scallies on the balcony to the west attack random PCs this round.

Round 3: The scarlet worms and golems continue their attacks.

The Red Raven uses the *cape of the Red Raven* to dimension door from area **L12a** to the Courtyard (area **L8**). From here he runs through the hole in the wall created by the team led by his associate Cale the Calistrian (see Act 4) and makes haste across the 300 feet of the Woodsedge Lodge's rear lawn to the entrance of the Maze of the Open Road. There he waits until a PC emerges from the Lodge, granting him a distant vision of his blood red cape as it vanishes into the darkness of the hedge maze.

The Red Raven's scallies continue to fire from the balcony, randomly targeting PCs they see as easy targets. The brigands shout suggestions to one another in Galtan-accented Common, using crude insults to direct the group's fire ("shoot at the runty one with the little girl's cloak," they might say derisively). Again, the archers fire four arrows per round, starting with two *+1 flaming burst arrows*. If engaged in melee combat, the scallies drop

MURDERING THE PCS

This encounter is quite difficult. It should represent to the PCs that they have entered a whole new era of adventuring as high-level Pathfinders—an era that is fraught with peril. Please be sure to read and familiarize yourself with the tactics of each creature involved, read and re-read the round-by-round descriptions of the actions, and follow the tactics to the letter. They're written the way they are to encourage a difficult encounter but still let the PCs get out of it without dying. The point to this encounter is not a TPK—the point is to provide a memorable start to the Eyes of the Ten arc and looming retirement of the players' level 12 characters. If you have to, have Eliza burst from the rubble early and sling spells at foes to take them down or have Osprey cut his way out of the worm before combat is over, doing so much damage in the process he kills the scarlet worm who swallowed him. Finally, remember that the PCs are 12th-level now and likely are famous Pathfinders—if the scallywags even get a hint that the tide might be turning, feel free to have them cry out, "We're doomed, run for it!" and make for the exits.

their bows and draw their masterwork short swords for close, bloody combat. If possible, the rogues attempt to use their numbers to advantage in melee, positioning themselves to flank for devastating sneak attacks.

Round 4: At the beginning of the round, ask all of the PCs to make a DC 15 Perception check to hear the screams of one of Eliza's female servants coming from the direction of the Armory (area **L9**). Cale the Calistrian's plan to use the chaos of Adril's assassination as a cover to rob the Lodge of the Pale Maiden and other treasures has hit a snag, and his own group of scallies is busy executing members of the household staff as enemies of the Revolution (which most of them actually are).

The scarlet worms and stone golems continue their attacks.

The scallies continue to rain four arrows (two *+1 flaming burst*) at the PCs, concentrating all their fire on a single wounded PC. If engaged in melee, they attempt to work as a group to dish out as much damage as possible to one enemy at a time.

Round 5: If still alive, the scarlet worms and golems continue their assault. Both fight to the death, and have no information of use to the player characters if captured or interrogated.

The scallies continue their attacks. On this round they run out of *+1 flaming burst arrows*. The archers attempt to flee once the fight has clearly turned against them, but under no circumstances do they abandon an injured or slain Red Raven, fighting to the death if necessary to protect their beloved leader. If the PCs manage to capture any of them alive, they may learn information of use to their investigation, as explained under Development below.

HOUSEHOLD SERVANTS (10) CR —

hp 3 each; AC 10

NOTES

Noncombatants. Use as many as needed for terrain or atmospheric purposes, but don't waste too much time keeping track of them. They all flee at the earliest opportunity.

SCARLET WORMS (2) CR 11

Young purple worms (*Pathfinder RPG Bestiary* 230, 295; Size Huge; +2 Dex rolls, -2 all other rolls)

hp 168 each

STONE GOLEMS (2) CR 11

hp 107 each (*Pathfinder RPG Bestiary* 163)

SCALLYWAG (8) CR 7

Male human rogue 8

CN Medium humanoid

Init +3; Senses Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 68 each (8d8+32)

Fort +4, Ref +9, Will +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+1)

Ranged +1 *shortbow* +11/+6 (1d6d2/x3 plus 1d6 fire plus 2d10 fire on successful crit)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

Before Combat Consumes *potion of invisibility* and hides in area L13.

During Combat 1: PCs make DC 20 Perception check to notice area L13 doors open. Invisible archers take position. Four take position on west balcony while the other four run to their position near the top of the stairs on the north side of the room to make a screen for the Raven's escape. 2: Four archers fire two *flaming burst arrows* and two regular arrows at PCs. All three attacks are made at -2. This first attack also benefits from the Vital Strike feat, which means its damage dice are rolled twice on a successful hit. The other four fire at Osprey or NPC servants. 3: Archers concentrate their fire on the PCs that are the most easy to hit. 4: Repeat. 5: Repeat, though in this round the archers run out of their *flaming burst arrows*.

Morale The scallies flee when the fight clearly turns against them, but under no circumstances do they abandon the Red Raven to his fate.

STATISTICS

Str 12, Dex 17, Con 14, Int 10, Wis 8, Cha 10

Base Atk +6; CMB +7; CMD 20

Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 *leather armor*, +1 *shortbow*, masterwork short sword, *potion of invisibility* (consumed prior to battle), 8 +1 *flaming burst arrows*.

THE RED RAVEN CR 14

Male human rogue 15

CG Medium humanoid

Init +4; Senses Perception +21

DEFENSE

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

hp 96 (15d8+25)

Fort +6, Ref +13, Will +4

Defensive Abilities improved evasion, improved uncanny dodge, resiliency, slippery mind, trap sense +5

OFFENSE

Speed 30 ft.

Melee +1 *keen rapier* +19/+14/+9 (1d6+1/16-20)

Ranged mwk *shortbow* +16/+11/+6 (1d6/x3)

Special Attacks bleeding attack, crippling strike, sneak attack +8d6 (plus 8 bleed), surprise attack

TACTICS

Before Combat Consumes *potion of invisibility* and hides in the Servants Quarters behind area L12a.

During Combat 1: PCs may make a DC 18 Perception check to notice burst of smoke appear next to Adril Hestram as the Red Raven uses his magic cape to dimension door. 2: The Raven strikes a killing blow on Adril Hestram (becoming visible), yelling, "The Red Raven strikes in the name of the Revolution!" 3: Dimension doors to area L8, and attempts to escape to the Maze of the Open Road, using his cape to dimension door again if necessary. The Red Raven is not a combatant and will only fight the PCs if directly attacked—even still, he'll flee at any opportunity.

Morale The Red Raven will not flee the Woodsedge Lodge until Adril Hestram is dead.

STATISTICS

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

Base Atk +11; CMB +15; CMD 28

Feats Acrobatic, Agile Maneuvers, Alertness, Dodge, Mobility, Run, Spring Attack, Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +26, Appraise +6, Bluff +19, Climb +13, Diplomacy +15, Disable Device +17, Disguise +19, Escape Artist +26, Intimidate +14, Knowledge (local) +20, Perception +21, Ride +8, Sense Motive +8, Sleight of Hand +8, Stealth +26, Swim +5

Languages Common

SQ fast stealth, weapon training

Combat Gear *potion of gaseous form*; **Gear** +2 studded leather armor, +1 keen rapier, ring of protection +2, cape of the Red Raven (*dimension door* [self only] up to 40 feet, 4/day, appear in puff of smoke).

Development: Act 3 most likely blends seamlessly into Act 4, after which the player characters attempt to figure out why the Red Raven attacked Adril Hestram and explore the Woodsedge Lodge for additional clues. After Hestram has been killed, the Red Raven and the scallies attempt to flee to the Maze of the Open Road, which contains a portal to their hideout—the Raven’s Roost—below the Galtan city of Edme, on the other side of the country. The scarlet worms and the golems fight to the death in an attempt to cover their retreat.

While the Red Raven’s *cape of the Red Raven* helps to ensure that he escapes to live another day, it’s very likely that the PCs capture one or more of the scallies. These loyal rogues have some information that may be of use to the players, but it takes a great deal of prying and threatening to get it out of them. Should the PCs manage to shift the captured scallies’ attitudes from hostile to friendly, they reveal that the Red Raven ordered them to pose as members of the household staff weeks ago. Only today did they receive orders to strike against the PCs. The Red Raven’s men do not know that Teppin Montrose was a member of the Decemvirate (or even the Pathfinder Society), and know only that Adril Hestram—a high-ranking member of the Society—is responsible for Montrose’s death. If the PCs make the scallies helpful, the goons reveal that the Red Raven spoke with the spirit of Teppin Montrose, who personally identified Hestram as the killer. The Raven tracked Hestram through the Maze of the Open Road and arrived today with a party of additional scallies, two gnome saboteurs, and the Raven’s right-hand man, an elf sorcerer named Cale the Calistrian, who intends to steal the Pale Maiden. If magically compelled, the scallies regretfully identify the Red Raven’s true identity as a wealthy aristocrat named Aric of Halvon, from the Galtan city of Edme.

Under no circumstances short of magical compulsion will the captured scallies lead the PCs back to the Raven’s Roost, preferring execution to betrayal. After the fight is over and Act 4 has also come to a conclusion, an injured Eliza Petulengro emerges from entombment in rubble and locks the captured scallies in the Battleground. Osprey emerges from the remains of the slain scarlet worm that swallowed him, but his injuries keep him from participating in the fights in Acts 3 and 4.

The tunnels burrowed by the scarlet worms lead back to a major Darklands thoroughfare that runs through Galt’s Low Highway. Following the unstable trail for more than 20 minutes is enough to discover this connection,

grounds for the successful conclusion of the Qadira faction mission.

This encounter contains a pivotal scene in *Requiem for the Red Raven*: the assassination of Adril Hestram and the Raven’s successful escape. Given that the PCs are unpredictable and have a great deal of extraordinary powers at their disposal, there’s a good chance that the PCs can interpose themselves between Adril and the Raven, foiling all or part of the attack. The adventure will run more smoothly if Adril dies and the Raven escapes, but nothing ever quite goes according to plan once the dice start hitting the table, so the following suggestions can help you trouble shoot effective adaptations should the PCs demolish the Red Raven’s plans.

What if Adril is saved? A sharp-eyed player character might detect the cloud of smoke from the Red Raven’s *dimension door* and concoct some immediate plan to protect Adril Hestram. Should this occur, Adril is extremely confused and makes for an ineffective combatant. For starters, he’s forgotten his sword in his bedchambers, leaving him only with his fists to protect himself. Should he find himself in a scrap, describe his round-by-round actions as he bravely punches at his enemies, scraping up his fists and bruising the opposition. Don’t worry about tracking his injuries or recording the damage from his blows. Treat his actions as cinematic in nature and move on to the “real” combatants as described above. As for his role in an investigation and the rest of the adventure, see Act 5, below.

What if the Red Raven is captured or killed? Even if the PCs don’t make it up to the balcony in time to save Adril Hestram, they’ll likely be highly motivated to prevent the Red Raven from escaping. If captured, the Raven compliments the PCs on their prowess, ruing aloud that fate has cast them on the side of villains and murderers. If his attitude can be changed from hostile to friendly, the Red Raven explains that his investigation proves that Adril Hestram murdered the previous lord of the Raven’s estate in Edme, and that he and some very unwholesome associates are up to no good in the Maze of the Open Road, striking at sites throughout Golarion for unknown purposes. He has the papers to prove it back at his estate in Edme. If made helpful and the PCs talk positively of the Galtan Revolution, the Red Raven provides all of this information and offers to lead the PCs through the Maze of the Open Road and back to his hideout to prove his case.

Should the Red Raven survive, you will need to adjust events in Act 7 (the Red Raven’s girlfriend Geppa is absent, having given her magical ring to the fighter Teko), as well as in Act 8 (where Geppa replaces the Red Raven as the victim of the Mob’s guillotine). Eliza eventually takes the Red Raven into custody, where she soon begins to think he could be a valuable ally to the Pathfinder Society.

Rewards: Once the PCs defeat the Red Raven's minions, reward them 2,533 gp. This is a blanket reward that assumes the PCs have captured or killed all non-Red Raven combatants and should be rewarded regardless of outcome.

ACT 4: CLAIMING THE MAIDEN (CR 14)

In the fourth round of the combat encounter in Act 3, a party of Red Raven goons led by the elven sorcerer Cale the Calistrian attacks a female servant of Eliza Petulengro as they attempt to steal the Pale Maiden from the Armory in area L9. The woman's screams likely alert the PCs, who can access the armory from two likely points of entry.

Characters who approach via the Courtyard (area L8) immediately note a huge hole broken through the northeast corner of the rear wall. Some 300 feet across the Lodge's meticulously manicured rear lawn looms the Maze of the Open Road, just visible through this rough hole. The double doors to the Armory nearby stand ajar, offering a decent view of the activities within. Cale's men do not expect trouble from this direction, and instead focus most of their attention on the tables at the center of the room and the three wounded servants standing near the room's southern doors to the Lower Halls.

Those doors are currently closed and buttressed by an *arcane lock* spell cast by Cale the Calistrian. As a result, it takes a DC 20 Disable Device check to open the door. Alternatively, the PCs may attempt to break through the doors (break DC 25) or defeat the seal with *dispel magic*.

Once the PCs enter the room, read aloud or paraphrase the following.

A tall elf with long white hair wearing a fashionable powder blue silk shirt stands at the center of the lodge's Armory. He wears a rapier at his side and holds the Pale Maiden in his left hand, his wide smile creasing his handsome face from ear to ear. Four human men dressed in red leather armor menace three wounded servants of the Woodsedge Lodge, who cluster near the double doors at the south end of the Armory. Two similarly garbed gnomes cavort atop the long tables near the center of the room, cackling as their hands overflow with plundered knick-nacks from among the room's many magical items. One of these twisted creatures holds a candy-striped rod in your direction, while the other sidearms two tiny black beads at you.

Creatures: At the orders of the Red Raven, Cale the Calistrian, two gnome saboteurs, and a contingent of four scallies loot the Armory while their companions attack the PCs and Adril Hestram in the Great Room. Unlike the Red Raven, Cale the Calistrian possesses an

extremely limited sense of heroism and fairness, and was thrilled to find three of Eliza's faithful servants here in the Armory. The Pale Maiden already in hand and his mission successfully fulfilled, Cale has chosen to dally a bit in order to slay the servants as enemies of Galt's Red Revolution. He and the gnomes are more zealous in their Revolutionary fervor than the Red Raven, and plan to enjoy a bit of revenge outside their leader's incorruptible gaze. Only the player characters can prevent the bloody tragedy sure to ensue.

The PCs receive a +4 circumstance bonus on Stealth checks made to sneak into the Armory from the Courtyard. In this case, they have a round to get the drop on Cale and his men. In the likely event that the PCs make a racket breaking through the southern doors from the Lower Halls, however, Cale and his companions are ready for them. In this case, the gnomes both ready an action to attack when the PCs get through the door. The first blasts the door with his *rod of wonder*. The second gnome tosses two *beads of force*. Cale uses *web* to trap the PCs in a doorway, followed by *ice storm* in subsequent rounds. The scallies close to melee, where they attempt to flank the PCs for maximum use of their sneak attack class abilities.

Initially, Cale the Calistrian does not view the player characters as significant threats, treating them little different than the servants he hopes to dispatch quickly and efficiently. "How dare you outsiders stand in the way of the People getting revenge against these enemies of the Revolution?" he asks, gesturing toward the simpering servants. If Adril Hestram is mentioned, Cale calls him "a murderer," and sarcastically calls the PCs "the murderer's puppets." Once it becomes clear that his side is not destined to win the battle, Cale casts *teleport* to bring himself to the entrance of the Maze of the Open Road, visible from the hole in the north Courtyard wall some 300 feet to the north. There (possibly with the Red Raven at his side) he turns to make his escape in the Maze.

CALE THE CALISTRIAN

CR 10

Male elf sorcerer 11

CN Medium humanoid

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 49 (11d6+11)

Fort +2, **Ref** +9, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk rapier +10 (1d6-1/18-20)

Sorcerer Spells Known (CL 11th; concentration +14)

5th (2/day)—*break enchantment*, *telepathic bond*, *teleport*

4th (5/day)—*bestow curse*, *fire shield*, *freedom of movement*, *ice storm*

3rd (7/day)—*clairaudience/clairvoyance, displacement, false life, fireball, lightning bolt, protection from energy*

2nd (7/day)—*arcane lock, blur, invisibility, see invisibility, web*

1st (7/day)—*alarm, charm person, mage armor, magic missile, hold portal, true strike*

0—*acid splash, arcane mark, detect magic, detect poison, ghost sound, light, presidigitation, mage hand, read magic*

Bloodline Destined

TACTICS

Before Combat Cale the Calistrian favors self-preservation over all things, including his mission to steal the Pale Maiden. Before the PCs arrive, he casts *displacement* and *fire shield* on himself and *arcane lock* on the door to area L3. If the PCs take a while breaking down the magically held door, Cale continues to layer defensive spells upon himself, starting with *protection from energy* (most likely fire, but Cale chooses wisely if he has reason to know the PCs favor a certain energy type).

During Combat Cale unleashes a *web* on the PCs when they enter area L9. Thereafter, he focuses on damage-dealing spells like additional *ice storms*, *fireball*, and *lightning bolt*.

Morale If all of his associates are killed or near death, Cale the Calistrian employs *teleport* to send himself to the entrance of the Maze of the Open Road on the lodge's rear lawn.

STATISTICS

Str 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +5; **CMB** +4; **CMD** 18

Feats Combat Casting, Deceitful, Eschew Materials, Greater Spell Penetration, Lightning Reflexes, Persuasive, Toughness, Weapon Finesse

Skills Bluff +13, Diplomacy +11, Disguise +7, Fly +11, Intimidate +10, Perception +9, Sense Motive +3, Spellcraft +8

Languages Common, Elven

SQ touch of destiny, fated, it was meant to be

Gear *bracers of armor* +2, *chime of opening*, 750 gp

SCALLYWAG (4)

CR 7

Male human rogue 8

CN Medium humanoid (human)

Init +3; **Senses** Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 68 each (8d8+32)

Fort +4, **Ref** +9, **Will** +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +11/+6 (1d6+2)

Ranged mwk *shortbow* +10/+5 (1d6/x3)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

During Combat All four scallies attempt to swarm a single opponent, setting each other up for devastating sneak attacks.

Morale The scallies flee when the fight clearly turns against them.

They would prefer not to abandon Cale the Calistrian to his fate, but value their lives more highly than his.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 20

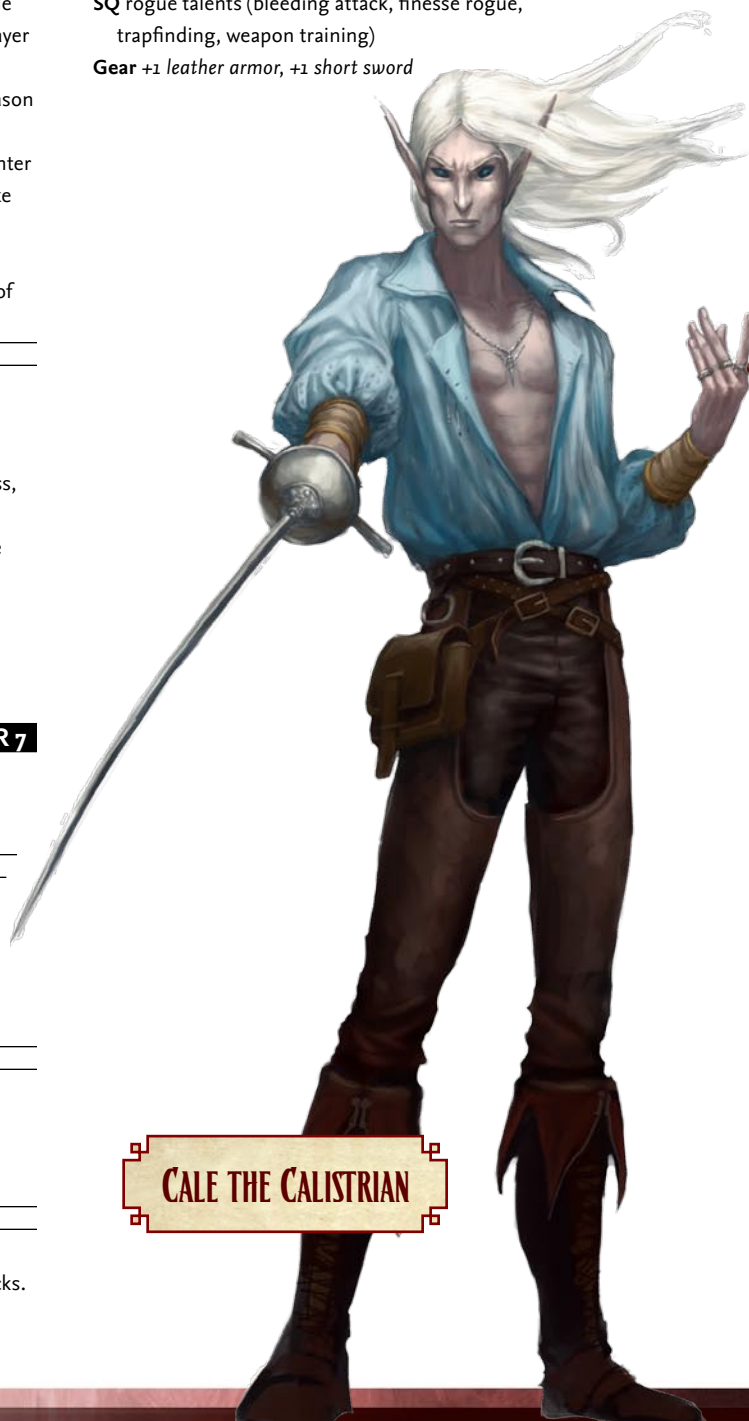
Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 *leather armor*, +1 *short sword*



CALE THE CALISTRIAN

SABOTEURS (DWALE AND RHIS) (2) CR 11

Male gnome rogue 12

N Small humanoid (gnome)

Init +2; Senses low-light vision; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +3 shield, +1 size)

hp 126 each (12d6+72)

Fort +9, Ref +11, Will +4

Defensive Abilities evasion, improved uncanny dodge, resiliency, trap sense +4

OFFENSE

Speed 20 ft.

Melee +1 short sword +14/+9 (1d4+3/19–20)

Ranged *bead of force* +11/+6 (5d6 force to all creatures within 10-foot radius plus victim must make DC 16 Reflex save to avoid containment) or *rod of wonder*

Special Attacks bleeding attack, crippling strike, slow reactions, sneak attack +6d6 (plus 6 bleed), +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 12th; concentration +13)

1/day—*dancing lights* (DC 12), *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

TACTICS

During Combat Dwale throws 2 *beads of force* at opponents as soon as they enter the room, hoping to block (or at least complicate) the PCs' movement near the door. The following round he draws his short sword and attempts to flank an enemy for maximum sneak attack damage. Rhis uses his *rod of wonder* to confound the PCs.

Morale If all the scallies or Cale the Calistrian are killed, the gnomes drop their weapons and surrender immediately.

STATISTICS

Str 14, Dex 15, Con 18, Int 12, Wis 8, Cha 12

Base Atk +9; CMB +10; CMD 22

Feats Agile Maneuvers, Bleeding Critical, Run, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +17 (+13 jump), Appraise +16, Bluff +16, Craft (Booby Trap) +0, Disable Device +17, Disguise +14, Escape Artist +17, Perception +0, Sense Motive +8, Sleight of Hand +15, Stealth +19, Use Magic Device +16

Languages Common, Gnome

SQ fast stealth, quick disable, trap spotter

Gear +2 small light wooden shield, +2 leather armor, +1 short sword, cloak of resistance +1; Dwale: 2 *beads of force*; Rhis: *rod of wonder*

HOUSEHOLD SERVANTS (3) CR —

hp 3 each; AC 10

NOTES

Noncombatants. Use as many as needed for terrain and atmospheric purposes, but don't waste too much time keeping track of them. They all flee at the earliest opportunity.

Development: If captured, Cale the Calistrian mocks the PCs, claiming that they will never defeat the forces of the Red Raven, who will hunt them down until the final day of the Revolution. If the PCs have killed the Red Raven, Cale the Calistrian becomes impossible to intimidate or befriend, and will do absolutely nothing to help them. Indeed, he will swear to treat them as blood enemies for the rest of his life, and hunt them to the edge of infinity if need be to gain revenge for his fallen friend and hero to the Galtan people.

If his attitude is changed from hostile to friendly, Cale the Calistrian explains that the Red Raven tracked the murderer of the Edme-based noble Teppin Montrose to the Maze of the Open Road. A communication with the spirit of the slain aristocrat identified Adril Hestram by name as Montrose's murderer, and the Raven hunted Hestram down on the orders of the Revolutionary Council, the ruling body (such as it is) of the ruined state of Galt. If the PCs manage to improve Cale the Calistrian's attitude to helpful, the elf explains that the Maze of the Open Road connects to Teppin Montrose's old estate in the Galtan city of Edme. Their headquarters, the Raven's Roost, is currently under the control of Cale's apprentice, a beautiful human sorceress named Geppa, who just happens to be the one true love of the Red Raven. Cale refuses to lead the PCs to the Raven's Roost ("If you can defeat Cale the Calistrian in combat, surely you're capable of following a simple trail!"), but does give the PCs a phrase ("Remember the Vernal Key") that will immediately identify them to Geppa as allies.

Under no circumstances does Eliza Petulengro allow Cale the Calistrian to escape her clutches. The elf is a notorious criminal, and his disdain for her staff and attempts to slay some of her favorite servants virtually ensure his long-term status as an unwilling guest of the Woodsedge Lodge.

The gnomes and scallies can convey similar information to that possessed by the captured scallies described in Act 3.

Rewards: Once the PCs defeat Cale and his minions, reward them 5,216 gp. This is a blanket reward that assumes the PCs have captured or killed all of the combatants and should be rewarded regardless of outcome.

ACT 5: THE INVESTIGATION

Osprey and Eliza manage to extricate themselves from their troubles just in time to prevent the PCs from entering the Maze of the Open Road in pursuit of the Red Raven, Cale the Calistrian, or both. "Please accompany me back into the Lodge," Eliza says. "There are some things that you should know."

Read or summarize the following text.

“The attackers fled into no ordinary hedge maze,” Eliza says. “The Lodge’s books call it the Maze of the Open Road, and my own investigations reveal that it contains portals that connect to sites all over Golarion. It’s been here for centuries, and it’s extremely dangerous. I’ve been spending most of my time worrying about the rare curious citizen who sneaks onto the grounds and wanders in, but I wonder if I shouldn’t have been more concerned with what might come out.”

“Before you follow the Red Raven into the Maze of the Open Road, we should investigate the scene of the crime and see what can be learned. There’s no telling where the Raven wandered off to inside the Maze. If you’re to follow him, you’d best do so with as much information as possible.”

Osprey and Eliza do not know why the Red Raven would attempt to kill Adril Hestram. The strange attack plays into their suspicions that he is up to no good, but they are not yet ready to bring the player characters into their circle of trust. As far as Osprey is concerned the PCs are still being tested, and their efforts to discover the truth behind the attack will decide whether or not they can be trusted. In the meantime, he does not plan to lift a finger to assist them. First, they must prove themselves worthy of assistance.

Eliza is visibly affected by the violation of her home and the injury done to her household staff. She gives the PCs free reign to explore the Lodge, but allows them to take the lead, instead gathering with some of her most trusted servants to survey the household for damages and stolen items. She remains available to respond to any questions the PCs might have, but always while doing something else and always appearing to half-ignore what they have to say. The aloof attitudes of Osprey and Eliza should give the PCs the impression that the higher-ups expect them to get to the bottom of the mystery themselves.

The lodge contains many sources of clues helpful to the PCs.

Goon Corpses: The PCs may use *Speak with Dead* or other necromantic magics to coax additional information from the souls of their slain enemies. Rank-and-file goons of the Red Raven like the scallies and the gnome saboteurs know little of the Raven’s plot. They seem more excited about the theft of the Pale Maiden than the murder strike on Hestram. All know that the soul of Teppin Montrose fingered Hestram as his assassin, and all know that they traveled from the Raven’s Roost in Edme through the magical hedge maze here to the Woodsedge Lodge, covering scores of miles in mere minutes. If asked the right questions, the goons might warn of a terrible prisoner at the center of the maze, a snake-haired woman whose gaze can turn a man to stone.

Hestram’s Corpse: Adril Hestram is a font of useful information, but even in death he struggles to keep

his secrets to himself. Hestram’s alignment is chaotic neutral. If a character of a different alignment casts *Speak with Dead* upon his corpse, he gets a +9 Will saving throw to resist. If successful, he silently refuses to answer the PCs’ questions. If his save fails, however, or if the spell’s caster is chaotic neutral, Hestram’s corpse is forced to reveal the true answers to the questions posed to it. It is not forced to be particularly helpful, though. Possible answers to some likely questions follow.

Why did the Red Raven kill you? I do not know. Never before have we met, and the man has no reason I know to bear me ill will.

Did you do anything worth being killed for? All men make enemies, and we who live the adventuring life probably cross more people than most. If I’m guilty of a crime, it is the crime of ambition.

Have you been in the Maze of the Open Road? Yes.

What were you doing there? Going from place to place.

Did you murder Teppin Montrose? I swear that he did not die by my hand.

Were you present at the scene of Montrose’s murder? I saw the killing blow as a result of my investigations into the Decemvirate.

Who killed Teppin Montrose? From what I could tell, a berserk barbarian of the Linnorm Kingdoms struck the killing blow.

And so on.

What really happened is this: Adril Hestram, a tribe of Bekyar beast cultists from the Mwangi Expanse, and a giant carnivorous ape invaded Teppin Montrose’s estate (now the Red Raven’s Roost) from the Maze of the Open Road while Hestram’s associate Skelg the Ripper, a barbarian mercenary, attacked the estate from the streets of Edme. Everyone met in the estate’s common room, where Hestram mocked Montrose for his defeat and Skelg hacked the Decemvirate ruler to death. When the Red Raven questioned Montrose’s now-cremated corpse, it identified Hestram as the killer because Montrose knew the venture-captain as the mastermind of the assassination strike. Hestram’s corpse twists every answer it can to avoid revealing any of this information, but it’s possible carefully worded questions might force some element of the truth from the lips of a dead man. Regardless of how the PCs word their questions, however, don’t give it all away—there should still be some surprises learned later in the scenario.

The Red Raven’s Corpse: If the PCs put the question to the Red Raven’s corpse, he willingly reveals that he was hired by Galt’s Revolutionary Council to slay the murderer of Teppin Montrose, who previously owned an estate granted by the Council to the Red Raven. The Raven deduced from clues at the scene and communication with Montrose’s corpse that Adril Hestram was his killer. The Raven also

volunteers that the Maze of the Open Road connects his domain in the distant town of Edme to the lodge grounds here in Woodsedge, and that it also contains numerous other portals leading elsewhere on Golarion. Adril has agents in each of these locations, most likely engaged in murder as in the case of Teppin Montrose.

Captives: Captured goons reveal the information above, only prying it out of them while they are alive is considerably more difficult than using magic to draw information from their corpses. They begin this act with a hostile attitude toward the PCs, and must be made friendly or helpful before they volunteer any additional information.

If the PCs captured the Red Raven, the folk hero proves himself to be a charming and calculating prisoner. He maintains the veneer of the aristocracy (a demeanor that wins him points with Eliza Petulengro) and keeps up his gentility even as he accuses the Pathfinders of working with vile murderers. He firmly classifies Adril Hestram in this category, and if made friendly or helpful he relates the story of his hiring by the Revolutionary Council, his audience with the spirit of Teppin Montrose, and his plan to slay Adril for his crimes. He offers to escort the PCs back through the Maze of the Open Road to the Raven's Roost, but Eliza will have none of it, demanding that he submit to her as a prisoner of the Woodsedge Lodge. In this case, the Raven reluctantly agrees to stay in captivity, but gives the PCs a coded phrase that will identify them as friends to his paramour Geppa, who awaits him in the caverns below the estate. The message is: "Remember the Vernal Key." This phrase, when spoken to Geppa (and only Geppa) identifies the PCs as allies of the Red Raven and immediately gains her loyalty.

Exploration: The PCs have only had about an hour to poke around, so it's likely that much of the Woodsedge Lodge remains unexplored at this point. The obvious first place to look is the scene of the crime, area **L12a**. A thick puddle of Adril's heartblood, pooling into clumps about the size of a human eye, marks the spot where the Red Raven struck. A DC 12 Perception check by anyone investigating the closest Servant Quarters room discovers an empty potion vial that once held the Raven's *potion of invisibility*.

The next most likely investigation spot is Adril's Room (area **L15**), which includes several pieces of evidence that incriminate Adril in illicit activities. When the PCs first access this room (Eliza is pleased to let them use her master key), give them the Greenstone Idol, Map of the World, and Ophidian Necklace handouts.

The investigation is also a good chance for the PCs to finish up outstanding faction missions, as they will not return to the Woodsedge Lodge again until the final act in the scenario.

When the PCs have gathered significant information to implicate Adril Hestram or when the investigation begins to drag on a bit, Eliza summons the PCs to the rear lawn for an important meeting (see Act 6).

ACT 6: THE MURDERER'S TRAIL

On the trail of the Red Raven, the PCs race to the Maze of the Open Road on the rear lawn of the Woodsedge Lodge. Within they come under attack by the guardian of the maze, an imprisoned immortal medusa named Condria. Emerging into the medusa's lair in the maze's central courtyard, the PCs find themselves beset by the mind-controlled animated statues of Condria's victims, some of whom have unwholesome ties to Adril Hestram. After besting these foes, the PCs follow the Raven through a portal to a cavern below the distant Galtan city of Edme, where further secrets and dangers await.

When the PCs emerge from the Woodsedge Lodge to meet with Eliza Petulengro on the rear lawns, read aloud or paraphrase the following.

Eliza and Osprey await you near the entrance to the Maze of the Open Road. Both look somber and contemplative. A smudge of ash on Eliza's cheek and disgusting stains on Osprey's already filthy garb hint at the chaos of only moments ago. Eliza turns to you with a wistful sigh as Osprey speaks with a low, scratchy voice.

"This Red Raven struck at Adril Hestram for a reason. The truth is that we have suspected Hestram of treachery against the Pathfinder Society for months. The Decemvirate asked me to investigate personally. The Talespinning was not a prelude to Adril's promotion, but rather a test of his loyalty."

"A test," Eliza says, "Adril Hestram appears to have failed."

Osprey smiles, his thin lips showing comfort and humor belied by his penetrating, avian gaze. "It remains to be seen whether you, his most trusted field agents, may yet pass. Guilt by association is not fair, but in the Decemvirate's eyes it is prudent, especially in these dangerous times. Your investigations thus far have proven you loyal Pathfinder agents. Venturing into the Maze of the Open Road and solving the mystery of Adril's assassination will assure your loyalty to the Society, and will surely gain the approval of the Ten."

Eliza steps forward, her hand curling into a triumphant fist. "I believe in you. I have since the first day we met. Go into the maze. Learn what you can of the Red Raven's operation and how it ties in with Hestram. Come back and report to us, and we will coordinate our next move."

Eliza and Osprey are hesitant to provide more information regarding their suspicions of Adril Hestram, and under no circumstances mention

the Shadow Lodge or a greater conspiracy against the Pathfinder Society. If the PCs are especially insistent, the venture-captains tell them that they will compare notes at the conclusion of their investigation in the maze. A DC 10 Sense Motive check is sufficient to discern that the PCs are being tested, and that further pushing on the subject is not likely to improve their grade.

The Maze of the Open Road

The Forest King Narven, a powerful archdruid of the Arthfell Forest, cultivated the imposing hedge maze on the rear lawn of the Woodsedge Lodge as a gift to the Pathfinder Society more than 200 years ago. In those days, centuries before the Red Revolution, Galt was a major seat of Pathfinder activity, bringing the Society many allies among the region's wealthy aristocracy. Numerous portals within the hedge maze connected the personal domains of members of the Decemvirate, who used to gather on secret retreats at the Woodsedge Lodge. Eventually, other portals—planted by Narven for inscrutable purposes—brought strange beasts to the maze, and passage through its leafy corridors became extremely dangerous. But the new portals often led to sites of magical power or similar sources of fascinating interest, and the Society began to view the hedge maze as a portal to adventure and discovery. The lodge thrived, and the site became known as the Maze of the Open Road.

At a glance it looks like any common hedge maze, if a living structure 300 feet to the side can be considered common. Its 20-foot-tall walls always appear perfectly manicured, even decades after their Pathfinder caretakers left for safer grounds. Eliza has spent a great deal of wealth refurbishing the rear lawns to a semblance of their former glory, but she hasn't had to drop a copper on the Maze of the Open Road. It still looks as elegant, lively, and beautiful as it did the day Narven grew it from the earth.

From the air, the maze looks simple. A series of turns and short dead ends eventually lead to a wide central courtyard bedecked with statues, small stone buildings, and marble arches. Fliers cannot lower themselves into the maze, stopping at an invisible plane of force that covers the entire maze like a lid. This barrier obscures the true multi-dimensional maze below, which is much more complicated and impossibly larger than it appears from the sky. Flying observers watching an ally enter the maze see their companion vanish upon crossing the threshold. Similarly, fliers within the maze cannot rise above the top of the walls. From above, the walls of the maze look about a foot thick, but in practice they appear to go on forever. No matter how deeply one digs into the

foliage, there's always more. It's impossible to make any progress through the walls. Bright red roses accent the deep green walls at irregular intervals. A DC 15 Knowledge (nature) check reveals these as Narven's Tears, a legendary Arthfell blossom thought to have gone extinct more than 200 years ago.

The Maze of the Open Road is an immense network of portals, monster lairs, and gateways to sites of high adventure. Exploring every corner of its vast pathways could take an entire campaign, and is far outside the scope of this scenario. The maze still contains portal links to the home domains of powerful Pathfinders who belonged to the Decemvirate at the time the Woodsedge Lodge was abandoned years ago. Newer members of the Ten were not a part of the Woodsedge customs, and thus remain safe from the Shadow Lodge's machinations (at least for now). So far, Adril's investigations within the maze have turned up "back doors" into the realms of Teppin Montrose in Edme, Eddington Keel in Cheliox, Kyalla in the Mwangi Expanse near Usaro, Odrian on the Red Planet of Akiton, and Shemis in the Grand Lodge of Absalom itself. These locations are marked on the Map of the World found in Adril's Room (area L15), and the initials of the marked-for-death Decemvirate leaders appear on the List of Names kept by the Bekyar cultists in area M2. Future adventures in the Eyes of the Ten series focus on Eddington Keel, Kyalla, Odrian, and Shemis. This scenario covers the maze's central courtyard and the portal leading to Teppin Montrose's old estate. If the PCs wander from the Red Raven's easy-to-follow trail, describe twisting corridors that eventually stop at a dead end with a statue of a horrified Galtan peasant. Some of these statues look as if they were sculpted yesterday, while others bear heavy damage (including, in places, what look like bite marks).

The Red Raven and his fellows left an obvious trail that can be followed on a successful DC 10 Survival check.

Setting the Scene

The maze's central courtyard is represented in this scenario by tiles from Paizo's *GameMastery Map Pack: Ruins* accessory. Using this product is a good way to add visual appeal to the adventure and will keep you from wasting valuable game time scribbling out a map while your players wait for something to happen. If you do not have access to *Map Pack: Ruins*, things will move more swiftly if you sketch out the map for players prior to the beginning of the scenario.

When the PCs finally venture into the Maze of the Open Road, place their miniatures on the START point on the courtyard map and read aloud or summarize the following.

The Maze of the Open Road

One square = 5 feet



The shadowy pathways stretch and turn, surely taking you outside the dimensions of the maze as viewed from the lodge's rear lawn. The leafy walls virtually bristle with enchantment, and the atmosphere thrums with the sense that once inside the Maze of the Open Road, you have somehow left the mundane world behind. At irregular intervals side paths branch off from your chosen corridor, leading who knows where. After several minutes the path widens to reveal a long causeway roofed by crumbling marble arches. Far up ahead the stone pathway opens onto a large plaza containing a handful of ruined stone structures, ancient buildings that look like abandoned temples. An enormous marble colossus of a robed figure looms upon a pedestal at the center of the courtyard, looking down upon a field of lifelike statues arrayed in a chaotic pattern. All bear terrified looks and are posed in grotesque defensive postures, arms out to stave off some unseen danger.

The maze's central courtyard is the domain of Condria, a deadly medusa sorceress who crossed the Forest King Narven centuries ago and won eternal imprisonment in the Maze of the Open Road for her efforts. A bitter and hateful creature, Condria lurks among the petrified remains of her victims, a veritable forest of statues collected over 200 years of wanderers, society exiles, and unfortunate Galtan civilians. Adril and his men have passed through this area several times in recent weeks. On the first occasion, Hestram personally slew the medusa, only to discover her alive and waiting on the following day.

Yesterday, Condria entrapped some of Hestram's most powerful servants as they made their way through the maze on a mission to destroy another member of the Decemvirate. These agents, a gang of Bekyar beast cultists from the Mwangi Expanse and the resurrected dire ape Da'Tunga, late of the Blakros Museum in Absalom, now stand silently and stone-still as displays in Condria's statuary.

The medusa has perfect understanding of everything that happens in the central courtyard, and can communicate telepathically with anyone venturing through her grounds. Until she knows what she is up against, she prefers to remain under the cover of invisibility, using *dimension door* to maneuver herself about her domain.

As a special standard action, Condria can release up to six creatures in a 20-foot-square from their stony prisons, gaining temporary control over their bodies as if they were under the effects of *dominate monster*. During this period,

the eyes of the newly reanimated puppets glow with a fiery red intensity. Reanimated puppets remain under Condria's control, and are released only upon her death.

The most likely progression for this encounter involves the PCs wandering through the courtyard, encountering a guardian naga, Hestram's Bekyar beast cultists, the mighty Da'Tunga, and finally Condria herself. Pay close attention to the PCs' health and tactics to determine the speed and flow of this encounter. If they've generally been having an easy time of the adventure, Condria animates a new group of allies every single round, and joins the fray immediately once all of the listed allies have been activated. If the PCs have been having more trouble, pace out the encounters a bit more liberally so as not to kick the PCs when they're down. As soon as the PCs enter area **M1** or **M2** (whichever comes first), read or summarize the following.

A sibilant female voice seems to come from the air around you, snaking its way into your brains without actually making a sound. "Sssso many visitors! Sssso many men with weapons and murder on their minds. For yearssss and yearss no one would visit Condria'sss garden. Sssso many years. Sssso lonely. But now you come in numberssss! With your sssscarlet cloaksss and your ssswords of ssteel. It issss good that you have come, for now you shall never leave!"

At this point, the statue or statues in the area in question revert to their fleshy forms, albeit with burning red eyes and fully under the Condria's control.

M1. Ruined Chapel (CR 10)

Age has conspired against this brittle structure, which must once have been a small chapel. The ceiling collapsed long ago, and huge gashes in the walls suggest that the rest of the place might topple to the ground any minute now. A bulky stone statue at the center of the building is difficult to make out from the causeway, but appears to be a giant serpent of some sort.

Creatures: The statue at the center of the chapel is Volyanni, a guardian naga ally of Kyalla, one of the Decemvirate leaders targeted for assassination by the Shadow Lodge. She learned of the vile plot days ago, and followed some of Hestram's agents from the Mwangi Expanse into the Maze of the Open Road in an attempt to warn Kyalla of what will soon come. Unfortunately, she first fell victim to Condria's petrifying gaze. Volyanni's strong spirit allows her to struggle against—but not break—the medusa's mental control over her body. During her attack, the naga's humanlike face bears an apologetic mask, and she softly utters, "Forgive me, Kyalla. I wasn't fast enough!" while attempting to kill the PCs at the behest of the medusa.

GUARDIAN NAGA (VOLYANNI)

CR 10

 hp 114 (*Pathfinder RPG Bestiary* 212)

M2. Crumbled Structure (CR 14)

So damaged are the walls of this roofless structure that the building's original purpose is impossible to determine. Amid the rubble within stand five statues of primitive human men, Mwangi warriors by the looks of them. Each wears a simple grass skirt and bone fetish necklaces, and each also bears a considerable length of chain.

Once Condria animates the beast cultists, it's possible to see their elaborate full-body paint, including brazen white animal skulls painted upon their faces. A DC 20 Knowledge (nature) or Knowledge (religion) check is sufficient to identify the men as beast cultists of the Bekyar Mwangi tribe who worship the vicious demon-god Angazhan.

Adril Hestram met the Bekyar beast cultists in the course of his adventures in the Mwangi Expanse years ago. When he discovered that the portal to Kyalla's Mwangi lair brought him close to his old associates, he drafted them to the cause of the Shadow Lodge, buying their loyalty by kidnapping a Greenstone Idol the cultists consider a Child of Angazhan and holding it ransom. He demanded that the cultists invoke a ritual that not only returned the corpse of the dire ape Da'Tunga to life, but infused the creature with bestial power as a direct gift of Angazhan.

The cultists have agreed to help Hestram so long as the Child does not come to grief and on his promises to eventually return it to them. This is the very same Greenstone Idol discovered in Adril's room in area **L15**, and brandishing it to the Bekyar cultists is an ideal way of getting their attention and preventing them from attacking (at least for a little while). PCs bearing the Greenstone Idol receive a +5 circumstance bonus on Diplomacy or Bluff checks made against the Bekyar beast cultists.

So long as they are under Condria's *dominate monster* effect, however, nothing the PCs do or say will keep the beast cultists from attacking them. A look at the Greenstone Idol in this case might make them sad, but they are powerless to resist Condria's influence. In this case a DC 10 Sense Motive check is enough to notice that the Greenstone Idol has obvious power over them, but that they cannot resist Condria's control while she is still alive.

If the Bekyar can be made helpful following Condria's death or if their dead bodies are searched, the PCs receive the List of Names handout. Adril Hestram himself gave the folded note to his Bekyar agents as a checklist to mark off following each successful assassination. At this stage only Teppin Montrose's name has been crossed out.

A DC 15 Perception check made by any PCs standing within area **M2** is sufficient to detect an enormous statue looming in the shadows of area **M3**, but few details other than the statue's huge size can be determined from this vantage.

BEKYAR BEAST CULTIST (5) CR 9

Male human fighter 10
 CE Medium humanoid (human)
Init +4; **Senses** Perception -1

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)
hp 95 (10d10+40)
Fort +9, **Ref** +7, **Will** +2; +3 vs. fear

OFFENSE

Speed 30 ft.
Melee mwk spiked chain +19/+14 (2d4+8)

TACTICS

During Combat The beast cultists attempt to gang up on a single opponent.

Morale The cultists fight to the death while under the influence of Condria. If freed and presented with the Greenstone Idol (which grants a +5 circumstance bonus on Bluff and Diplomacy checks made against them), the cultists cease fighting if made helpful. In this case, they willingly exchange the List of Names for the Greenstone Idol, and swear to return peacefully to the Mwangi Expanse.

STATISTICS

Str 18, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 8
Base Atk +10; **CMB** +14; **CMD** 29
Feats Agile Maneuvers, Combat Expertise, Dodge, Greater Trip, Greater Weapon Focus (spiked chain), Improved Trip, Mobility, Spring Attack, Toughness, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack
Skills Intimidate +12, Knowledge (planes) +5, Perform (Dance) +5, Survival +12
Languages Polyglot
SQ armor training +2, bravery +3, weapon training (flails +2, light blades +1)
Gear *amulet of natural armor* +1, masterwork spiked chain

Rewards: Once the PCs defeat the cultists, reward them 969 gp. This is a blanket reward that assumes the PCs have captured or killed all of the combatants and should be rewarded regardless of outcome.

M3. Huge Ruin (CR 14)

The massive walls of this immense ruin must once have formed the facade of an impressive palace. An enormous humanoid statue, stooped on all fours and still two dozen feet tall, looms in the shadows within.

The enormous statue is Da'Tunga, one of Adril Hestram's most prized agents. Hestram learned of the bloodthirsty carnivorous ape from reports of his Pathfinder Society field agents (very possibly including one or more of the PCs), who slew the beast during an affair at Abaslom's Blackros Museum. These events took place in the Pathfinder Society Scenario "Mists of Mwangi." Ask the players if these characters played that adventure. If so, once the PCs have gotten a good look at the ape, they immediately recognize the creature from their prior encounter, only now he is much, much larger. Da'Tunga seems to recognize those Pathfinder agents it faced previously, preferring to concentrate its attacks on these known enemies.

When the PCs do get a look at the reanimated Da'Tunga, read or paraphrase the following.

A huge section of the massive ruin topples onto the causeway as the building's titanic occupant stirs into action. With a ferocious, simian scream the form pushes its way through the rubble and into the open air, revealing itself as an enormous carnivorous ape with foul breath, a jaw full of teeth as long and as sharp as swords, and brightly glowing, deep red eyes. Around its neck is a thick leather collar from which five broken lengths of chain dangle and clink. The creature looms more than 20 feet above you, screaming with savage fury in your direction.

DA'TUNGA CR 14

Male giant carnivorous ape barbarian 14
 NE Huge animal
Init +2; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 8, flat-footed 13 (+2 Dex, +7 natural, -2 size, -2 rage)
hp 321 (18 HD; 4d8+14d12+212)
Fort +20, **Ref** +10, **Will** +11

Defensive Abilities indomitable will, improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE

Speed 50 ft., climb 40 ft.
Melee bite +25 (1d8+10), 2 claws +25 (1d6+10 plus rend or grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks greater rage (37 rounds per day), rage powers (clear mind, guarded stance [+3 dodge bonus to AC; 10 rounds], knockback, renewed vigor [3d8+10 hp], strength surge +14, superstition +5), rend (2 claws +22, 1d6+7)

TACTICS

During Combat Da'Tunga enters a bloodthirsty rage immediately upon his activation by Condria, and these statistics represent the ape while raging. Thereafter he does his best to rend or snatch opponents. As a standard action, Da'Tunga can throw a snatched opponent 1d6 x 10 feet. The victim takes 1d6 points of damage per 10 feet traveled.

Morale Da'Tunga fights to the death.

Base Statistics When not raging, the barbarian's statistics are:

AC 17, touch 10, flat-footed 15; **hp** 267; **Will** +9; **Melee** bite +23 (1d8+8), 2 claws +23 (1d6+8 plus rend or grab); **Str** 25, **Con** 24; **Skills** Climb +13

STATISTICS

Str 31, **Dex** 15, **Con** 30, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +17; **CMB** +26; **CMD** 38

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Snatch, Toughness

Skills Acrobatics +9 (+13 jump), Climb +15, Intimidate +12, Perception +11

Languages None

SQ fast movement

M4. Condria's Lair

A narrow set of thin stairs leads some 20 feet up to the surface of a large raised platform just off the main causeway. The white marble structure bears significantly less damage than most of the other buildings in the courtyard. Dozens of humanoid statues crowd the open space around the foot of the stairs.

This raised platform is the personal domain of the medusa Condria. It is here that her body reforms 24 hours after death, and it is here where she has remained, more or less, for more than 200 years.

Condria is hostile to the PCs, highly xenophobic, and wants nothing more than to petrify the lot of them and add them to her impressive statuary. If she is dominated or if her attitude is otherwise manipulated to friendly or helpful, Condria tells the PCs that she has not had visitors in a great long while, but now they all seem to be coming at once. First came "the big-bearded barbarian" (Adril Hestram) and his men, followed by the "masked vigilantes" (the Red Raven and his men),

followed by the ape and the cultists, followed by the player characters. Condria can point out the route of the Red Raven (and thus the path to the portal leading to the Raven's Roost under Edme).

CONDRIA

CR 12

Female medusa sorcerer 8

LE Medium monstrous humanoid

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 dodge, +3 natural)

hp 192 (16 HD; 8d10+8d6+120)

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

OFFENSE

Speed 30 ft.

Melee snake bite +16/+11/+6 (1d4+1 plus poison) or dagger +16/+11/+6 (1d4+1/19–20)

Ranged +1 *shocking burst* longbow +18/+13/+8 (1d8+2/x3 plus 1d6 electricity plus 1d10 electricity on successful critical hit)

Special Attacks petrifying gaze

Bloodline Spell-Like Abilities (CL 8th; concentration +13)

At will—*woodland stride*

5/day—*laughing touch*

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—*dimension door*

3rd (6/day)—*deep slumber, fly, slow*

2nd (7/day)—*glitterdust, hideous laughter, invisibility, scorching ray*

1st (8/day)—*charm person, entangle, mage*

armor, magic missile, shield, true strike

0—*bleed, daze, detect magic, flare, mage hand,*

prestidigitation, ray of frost, read magic

Bloodline Fey

TACTICS

Before Combat Condria is invisible when combat begins.

During Combat She maneuvers from location to location, observing the PCs and psychically animating her petrified servants. If detected or if she can place herself in a position to affect more than three

PCs with her petrifying gaze, Condria becomes visible (probably by casting *slow* on her enemies). She uses *dimension door* and *invisibility* to disappear from combat, repositioning herself for a deadly attack.

Morale Condria does not flee, protecting her home to the death. If she is killed, Narven's curse reforms her mortal body at area M4 24 hours later. She cannot leave the Maze of the Open Road under any circumstances.

CONDRIA



STATISTICS

Str 12, **Dex** 18, **Con** 22, **Int** 12, **Wis** 11, **Cha** 20

Base Atk +12; **CMB** +13; **CMD** 29

Feats Combat Casting, Deadly Aim, Dodge, Eschew Materials, Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run, Spell Penetration, Toughness, Weapon Finesse, Weapon Focus (longbow)

Skills Bluff +16, Diplomacy +13, Disguise +11, Fly +15, Intimidate +16, Knowledge (nature) +7, Perception +13, Spellcraft +10, Stealth +15

Languages Common

SQ add all special qualities here, listed alphabetically

Combat Gear *bracers of armor* +4, +1 *shocking burst longbow*

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus on Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Rewards: Once the PCs defeat Condria, reward them 2,865 gp.

Leaving the Maze of the Open Road

Eventually, the Red Raven's trail leads through the winding, leafy corridors of the Maze of the Open Road until it comes to a solid oaken door mounted on what otherwise appears to be a dead end. This door is a portal to a cavern system under the Galtan city of Edme, and it bears no lock in either direction (see Act 7).

ACT 7: THE RAVEN'S ROOST

The portal leading from the Maze of the Open Road opens into a natural cavern system below Teppin Montrose's old estate in Edme. After a short distance, the tunnel opens into a much larger chamber that serves as the secret headquarters for Aric of Halvon's Red Raven goons. Most of the Raven's surviving agents lurk here in the cavern with Aric's paramour Geppa (and the elf sorcerer Cale the Calistrian, if he survived Act 4). The Revolutionary Mob has come calling at the estate aboveground, and the whole gang is waiting tensely belowground while Aric attempts to disperse the crowd himself. Expecting an attack from their own headquarters (connected via a tunnel on the opposite side of the cavern), the Red Raven's agents aren't paying much attention at the moment to the passage that connects to the Maze of the Open Road, leaving them open to a direct assault by the PCs.

In order to save time and set an immersive scene, you can represent this encounter area by using *GameMastery Flip-Mat: Darklands*. If you do not have access to this product, simply sketch out the cavern map beforehand on a standard battle grid and have it ready to go when the PCs venture forth into the caves. The room descriptions below describe cavern features and starting locations for the various members of the Red Raven's gang. In the likely event that a combat breaks out, the entire Raven's Roost cavern mobilizes to defend the lair, so while individual combatants are listed at the various locations described below, it's very likely that everyone gets into a big fight at once. Keep in mind, though, that this fight develops in stages and the PCs won't face everyone immediately—so don't hit the PCs with the entire room at once and carefully read the tactics.

It's also possible, though unlikely, that the player characters can make it through this encounter with no fighting at all. If they've somehow managed to capture the Red Raven and use him as a bargaining chip with the gang, the criminal betrays them when they reach the chasm bridge at area **R5**, calling out for his allies to attack his captors and trusting in their abilities (and his own) to remain alive. In this case, he instructs his companions not to kill the PCs. He wishes instead to gain the upper hand, feeling that his argument and indictment of Adril Hestram with the papers in his keep aboveground will be more convincing if he speaks from a position of power.

Eliza Petulengro's preference is to keep a captured Red Raven at the Woodsedge Lodge. In this case, the Red Raven may have given them a coded phrase to present to his paramour, Geppa. The phrase, "Remember the Vernal Key," is a reference to an old adventure Aric and Geppa shared (detailed in the Pathfinder Module *Flight of the Red Raven*). Unfortunately for the PCs, because of the Red Raven's capture, Geppa herself left the cavern to deal with the angry mob on the surface, leaving the fighter Teko or (even worse for the PCs) the sarcastic, hateful elf sorcerer Cale the Calistrian in command of the Raven's Roost. Teko and Cale both recognize the coded phrase, but attempt to defeat the invaders anyway. If their defeat becomes imminent, Teko or Cale orders his allies to stop attacking the PCs and attempts to resolve the conflict without further violence.

THE RAVEN'S ROOST

R1. Entry Ledge

The winding tunnel opens onto a high platform overlooking an enormous chamber lit by distant torches and small clumps of phosphorescent fungi. A relatively flat floor about 20 feet below falls away into a black abyss at the center of the huge chamber, bridged by a thin natural span at the center of the

room about 40 feet away. Several torches light the bridge, illuminating a tall human warrior in red plate armor pacing nervously, sword in hand. You can just make out the forms of archers along the far ledge, and lurking shadows near the close edge suggest skulking humanoids somewhat larger than an average man. Immediately east of your high platform, about 20 feet below, is a pool of dark liquid, perhaps fed from some natural spring.

If the player characters are equipped with obvious light sources, the bugbears on patrol at areas **R2** and the fighter Teko upon the bridge at area **R5** notice them immediately. The bugbears ascend the natural stair to engage the PCs, while Teko cries out “State your business or be slain!” In fact, Teko intends to slay the intruders no matter what, and calls out his traditional greeting merely out of habit. A DC 15 Sense Motive check made by anyone within 30 feet of either Teko or the bugbears notices that they seem on edge and extremely nervous—but clearly from some reason other than the PCs’ invasion. Teko’s challenge triggers the attack of everyone in the cavern. Geppa (and Cale the Calistrian, if present) join the fray immediately from their perches in area **R7**, as do scally archers positioned at areas **R6**. If the PCs manage to state the coded phrase in the presence of Geppa, the sorceress knows them as allies of her paramour, and immediately calls off the attack. If the PCs know this phrase, however, it is most likely that Geppa is upstairs taking the Red Raven’s place, in which case détente between the PCs and the Raven’s forces will likely have to wait until Act 8.

R2. Bugbear Patrol (CR 9)

The steep, jagged ledge to the north drops into a yawning chasm that disappears into utter darkness far below. A thin bridge extends to another cliff about 30 feet to the north, where human archers in the livery of the Red Raven stand ready with shortbows. About 20 feet beyond the opposite side of the bridge, deeper in the huge cavern, is a natural balcony that seems to offer a commanding view of the entire chamber.

A bugbear stands at each of the locations marked **R2** on the Raven’s Roost map. At the first sign of danger they rush to combat the player characters.

BUGBEAR GUARDS (2)

CR 7

Male advanced bugbear

CE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 71 each (11d8+22)

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

OFFENSE

Speed 30 ft.

Melee +1 morningstar +14/+9 (1d8+5/19–20)

Ranged javelin +9/+4 (1d6+4)

TACTICS

Before Combat The Red Raven’s churlish bugbear guards wander near areas **R2**, keeping a keen ear out for any interlopers coming from the south end of the cavern.

During Combat The bugbears hoot and holler in an attempt to warn their companions. They otherwise attempt to block the PCs from crossing the bridge at area **R5**. If a chance presents itself, they attempt to work with the human fighter Teko to set up effective flanking positions.

Morale The bugbears are fanatically loyal to the Red Raven (the only human to ever show them kindness), and fight to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +12; **CMD** 23

Feats Improved Critical (morningstar), Improved Initiative, Intimidating Prowess, Skill Focus (Perception), Toughness, Weapon Focus (morningstar)

Skills Intimidate +9, Perception +14, Stealth +12

Languages Goblin

Combat Gear +1 leather armor, +1 light wooden shield, +1 morningstar, 3 javelins

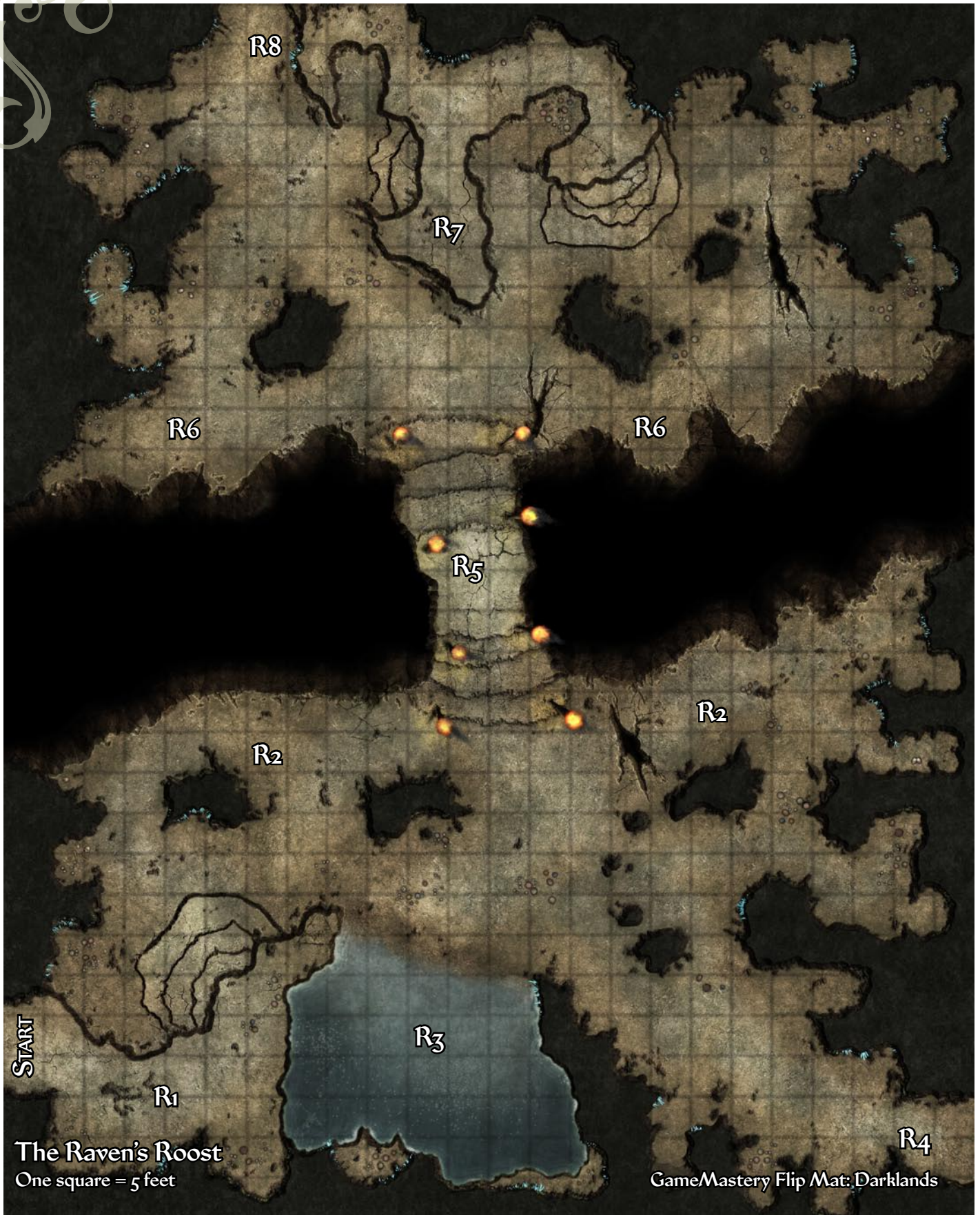
Rewards: Once the PCs defeat the bugbears, reward them 937 gp. This is a blanket reward that assumes the PCs have captured or killed all combatants and should be rewarded regardless of outcome.

R3. Large Pool

The southern expanse of the huge cavern forms a natural grotto apparently fed by an unseen spring. A pool of absolutely still, dark water extends about 30 feet square in this area. Dark sediment within the water obscures vision within about a foot of depth, making it impossible to guess how deep the pool might reach.

The pool extends about 25 feet below, and is fed by a natural spring. The water is potable if distasteful. This pool makes an excellent refuge for player characters unable to survive the relentless elemental assault of the Raven Spirit summoned by Geppa to defend this chamber. The effects of the Raven Spirit’s attacks do not extend below the surface of the pool and the Raven Spirit never approaches it physically, meaning submerged characters are protected from the creature more or less completely.

If the battle is going very badly for the PCs and a character is at risk of death from one of the Raven Spirit’s attacks, you might allow the at-risk character a Perception check to notice the pool and suggest that it might offer much-needed protection.



R4. Well-Traveled Passage

The smooth floor of this heavily traveled passage leads away from the well-lit bridge and central cavern to narrow into a 10-foot-wide tunnel leading into darkness.

The tunnel winds several hundred feet in a southerly direction before opening onto a narrow cliff overlooking an extremely busy Darklands thoroughfare beneath the Galtan city of Edme, a major hub in the linked cavern system known as the Low Highway. If the PCs did not discover the similar tunnel below the Battleground of the Woodsedge Lodge or track the entry tunnels of the scarlet worms from Act 3 to the Low Highway, this location could provide a sub-optimal but successful conclusion to the Qadira faction mission. Though often used by the Red Raven and his associates on other capers, this passage has little to do with the matters at hand.

R5. Chasm Bridge (CR 14)

A thin natural stone bridge spans the dark chasm at the center of the cavern. A row of guttering torches on each side of the bridge cast the span in bright light.

When the PCs enter the Raven's Roost, the fighter Teko stands guard at this bottleneck. This honorable outlaw joined up with the Raven and Geppa years ago, and he remains extremely loyal to both of them. He is no fan of the cruel Cale the Calistrian, and makes no effort to aid that companion in a battle. His preferred tactic is to challenge a player character to a one-on-one duel at the center of the bridge. If the situation grows desperate, Teko attempts to bull rush a PC from the bridge. The resulting fall to the chasm floor 120 feet below causes 12d6 points of damage. Teko doesn't move to assist the bugbears when they attack the PCs, preferring to hang back and protect the bridge. If the PCs target him from range, however, he'll attack the closest PC.

The Raven Spirit controlled by Geppa sees the honor in Teko's heart and admires him for it. As a result, the phoenix avoids including Teko (and any adjacent PCs) in the area of effect of its crushing elemental assaults. If the Red Raven was captured or killed in Act 3, Geppa takes his place in the courtyard upstairs in Act 8, and it is Teko who controls the Raven Spirit with the *phoenix ring*.

TEKO

CR 14

Male human fighter 15
LN Medium humanoid (human)

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

DEFENSE

AC 29, touch 14, flat-footed 27 (+11 armor, +2 deflection, +1 Dex, +1 dodge, +1 natural, +3 shield)

hp 157 (15d10+75)

Fort +13, **Ref** +7, **Will** +6; +4 vs. fear

OFFENSE

Speed 30 ft.

Melee +2 *keen longsword* +26/+21/+16 (1d8+11/15–20)

TACTICS

Before Combat Teko stands guard at area R5.

During Combat Teko attempts to prevent enemies from crossing the bridge and uses his Greater Bull Rush feat to push enemies off the ledge. In melee, he uses Critical Mastery whenever possible to inflict his enemies with various conditions as allowed by his generous selection of critical feats. He only aids the bugbears if attacked by the PCs from range.

Morale Teko knows that flight upstairs is not an option, and fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +19; **CMD** 33

Feats Bleeding Critical, Cleave, Critical Focus, Critical Mastery, Dodge, Exhausting Critical, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Critical (longsword), Power Attack, Sickening Critical, Staggering Critical, Tiring Critical, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +20, Intimidate +17, Ride +17, Survival +18

Languages Common, Goblin

SQ armor training +4, bravery +4, weapon training (heavy blades +3, light blades +2, bows +1)

Gear +2 *full plate armor*, +1 *heavy steel shield*, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +1, +2 *keen longsword*

Rewards: Once the PCs defeat Teko, reward them 3,011 gp. This is a blanket reward that assumes the PCs have captured or killed Teko and should be rewarded regardless of outcome.

R6. Scally Perch (CR 9)

The vantage from this edge of the chasm offers a good view of the southern reaches of the cavern, the well-lit bridge, and the perch along the northern wall that offers the best view of the entire chamber. An inclined path off the northwest reaches of the cavern extends into darkness.

A scally bowman stands guard at the edge of the chasm at both locations marked R6 on the Raven's Roost map. Trained in the same tactics as their cohorts who participated in the attack on Adril Hestram, these bowmen release volley after volley of explosive arrows at one enemy at a time. If engaged in melee, they drop their bows and draw melee weapons. If the opportunity arises, the scallies attempt to bull rush physically inferior

THE PHOENIX RING

This magical ring once belonged to Teppin Montrose, and is the lynchpin of the gang's defense of the Raven's Roost. Decades ago, Montrose defeated and magically imprisoned a phoenix named Zaliex in the Windswept Wastes far to the east. The ring allows the bearer to control (and alter) the phoenix guardian, which currently bears the form of a great red Raven Spirit as befitting the interests of its owner. The bearer of the ring must use a standard action to summon the Raven Spirit (it can act the turn it appears). As a free action, the bearer can use the ring to shift the Raven Spirit's energy type. This changes the bright, colorful glow of the ring as appropriate (red for fire, green for acid, blue for electricity, white for cold, and yellow for sonic). The Raven Spirit is bound to the Raven's Roost and the ring only functions there.

combatants into the chasm, resulting in a 120-foot drop for 12d6 points of damage.

SCALLYWAGS (2)

CR 7

Male human rogue 8

CN Medium humanoid (human)

Init +3; Senses Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 68 each (8d8+32)

Fort +4, Ref +9, Will +1

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6+1)

Ranged +1 shortbow +11/+6 (1d6d2/x3 plus 1d6 fire plus 2d10 fire on successful crit)

Special Attacks sneak attack +4d6 (plus 4 bleed)

TACTICS

Before Combat Stands guard at areas R6.

During Combat All archers fire two +1 *flaming burst arrows* and one regular arrow at the PCs. All three attacks are made at –2. This first attack also benefits from the Vital Strike feat, which means its damage dice are rolled twice on a successful hit. The archers have enough +1 *flaming burst arrows* to last through the end of the fourth combat round.

Morale Archers flee when the fight clearly turns against them, but under no circumstances do they abandon the sorceress Geppa to her fate.

STATISTICS

Str 12, Dex 17, Con 14, Int 10, Wis 8, Cha 10

Base Atk +6; CMB +7; CMD 20

Feats Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (shortbow)

Skills Climb +12, Disguise +11, Escape Artist +14, Intimidate +11, Knowledge (local) +11, Perception +10, Sleight of Hand +14, Stealth +14

Languages Common

SQ rogue talents (bleeding attack, finesse rogue, trapfinding, weapon training)

Gear +1 *leather armor*, +1 *shortbow*, masterwork short sword, 8 +1 *flaming burst arrows*.

R7. Geppa's Platform (CR 15 or CR 16; see text)

A huge natural rock formation extending from the center of the cavern's north wall sweeps up some 30 feet from the floor to provide a clear vantage of the entire chamber. Steep natural terraces at the formation's west and east arms provide access to the top, but it looks like a far from easy ascent. Three "arms" of the formation act as perches from which a bowman or spellcaster might have a perfect view of the entire cavern.

The Red Raven's paramour Geppa stands upon the central spur of the rock formation, from which she casts spells to assist her companions in their battle against the player characters. Cale the Calistrian (if present) stands upon the spur to Geppa's east, at the top of the natural stair formation. Both stairs count as difficult terrain. If the Red Raven was captured in Act 3, Geppa is replaced with Cale the Calistrian. If Cale the Calistrian was captured or killed in Act 4 and Geppa is upstairs in place of the Red Raven, this encounter involves no spellcasters affiliated with the Red Raven, and will likely go much more smoothly for the PCs. In this case, the fighter Teko at area R5 bears the *phoenix ring* ordinarily wielded by Geppa.

Geppa summons the phoenix guardian when the PCs reach the chasm bridge. When she summons the phoenix, Geppa holds the brilliantly glowing *phoenix ring* into the air and calls for the Raven Spirit from the chasm below. She pays very close attention to the effectiveness of the phoenix's attacks. If they don't appear to be working thanks to preparations taken by the player characters (such as *protection from energy*), she doesn't hesitate to use the ring to force a transformation to another energy type (see sidebar).

A player character that claims the ring from the Red Raven's forces immediately gains complete control of the Raven Spirit, which other than its form and elemental properties is identical to the standard phoenix in the *Pathfinder Bestiary*. If a PC dons the ring during the combat, allow the PC to control the actions of the phoenix. The ring's wearer intuitively knows how to change the creature's energy type.

GEPPA CR 12

Female human sorcerer 13
 NG Medium humanoid (human)
 Init +1; Senses Perception +1

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 84 (13d6+39)

Fort +5, Ref +7, Will +9

OFFENSE

Speed 30 ft.

Melee mwk rapier +8/+3 (1d6/18–20)

Sorcerer Spells Known (CL 13th; concentration +17)

6th (4/day)—*globe of invulnerability, mislead, symbol of persuasion*

5th (6/day)—*break enchantment, telepathic bond, teleport, wall of force*

4th (7/day)—*bestow curse, black tentacles, fire shield, freedom of movement, ice storm*

3rd (7/day)—*displacement, false life, fireball, lightning bolt, protection from energy*

2nd (7/day)—*blindness/deafness, blur, glitterdust, invisibility, see invisibility, web*

1st (7/day)—*alarm, charm person, mage armor, magic missile, hold portal, true strike*

0—*acid splash, arcane mark, detect magic, detect poison, ghost sound, light, presidigitation, mage hand, read magic*

Bloodline Destined

TACTICS

Before Combat Geppa stands guard at area R7.

During Combat Geppa uses *black tentacles* to isolate PCs, thereafter pelting them with evocation spells like *lightning bolt* or *fireball*. When the PCs reach the chasm bridge, Geppa takes a standard action to summon the Raven Spirit (see sidebar) from the chasm below. The Raven Spirit can act the turn it arrives and thereafter attempts to defeat the PCs to the best of its abilities.

Morale Geppa surrenders if the PCs defeat her guardian phoenix.

STATISTICS

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

Base Atk +6; CMB +6; CMD 18

Feats Combat Casting, Deceitful, Eschew Materials, Greater Spell Penetration, Lightning Reflexes, Maximize Spell, Persuasive, Quicken Spell, Spell Penetration, Toughness, Weapon Finesse

Skills Bluff +21, Diplomacy +18, Disguise +11, Fly +14, Intimidate +11, Perception +11, Sense Motive +9, Spellcraft +15

Languages Common, Elven

SQ touch of destiny, fated, it was meant to be

Gear ring of protection +1, amulet of natural armor +1, bracers of armor +4, phoenix ring

THE RAVEN SPIRIT (ZALIEX) CR 15

Phoenix (*Pathfinder RPG Bestiary* 227)

hp 210

CALE THE CALISTRIAN (IF PRESENT) CR 10

hp 49 (see page 19)

Development: After the battle, the phoenix benevolently presents itself to its new owner, shifting from its raven image to a more traditional phoenix appearance. It introduces itself as Zaliex, and explains that it was captured by the Pathfinder Lord Teppin Montrose decades ago in the Windswept Wastes several thousand miles to the east. Zaliex says that Montrose was a cruel, indifferent master, and that it much prefers the service of the Red Raven, who at least has a noble heart and knows the difference between right and wrong. It explains that Montrose bound it here forever, and that it may never leave the chamber. Nonetheless, Zaliex chafes at the way



GEPPA

its fate is entwined with the ring, and resents being made the slave of any master. It begs its new master to allow it to swallow and destroy the ring. Even if it still cannot leave the chamber, at least some measure of freedom will be restored. If the PCs will do this for it, Zaliex offers to help them at any time in the future, either with magical aid or information about arcane subjects. If the PCs grant Zaliex its freedom in exchange for this arrangement, they will also gain the admiration of Eliza Petulengro and Osprey as noted in Act 9.

Rewards: Once the PCs defeat Geppa, reward them 1,667 gp. This is a blanket reward that assumes the PCs have captured or killed Geppa and should be rewarded regardless of outcome. If Cale is present, the PCs receive no extra reward for him as they likely received a reward for him earlier in the scenario.

R8. Inclined Passage

A thin, winding passage leads up a steep incline from the massive cavern below to a dead end that is clearly the obscured side of a secret door. The door stands ajar just a crack, but appears to be built into the altar of a small private chapel. Light from stained glass windows above the altar suggests that you've reached the surface. Within the secret door, on your side of the chapel, a rough red cloth cloak and the headdress of the Red Raven hang from a wooden peg in the wall. A basin of water nearby is tinged red and a fresh pot of red paint sits next to the basin.

Before emerging into the courtyard of his estate to confront the angry Mob, Aric of Halvon removed his Red Raven disguise. His identity is a secret to the people of Galt. While revolutionaries like the ones flocking to his estate honor and revere the Red Raven as a hero of the Red Revolution, they view Aric of Halvon as a distrusted wealthy aristocrat, the perfect fodder for their hungry guillotine blades.

Principled in the extreme and unwilling to reveal his secret identity even under the threat of death, Aric thus chose to deal with the mob without his disguise, keeping his secret safe at the risk of his life.

As a result, the costume and facepaint left here (or similar equipment harvested from a captured Red Raven way back in Act 3) is enough to grant a player character a +10 circumstance bonus on Bluff and Disguise checks to pretend to be the Red Raven. Because very few people have ever actually seen the Red Raven, it's possible for an unlikely character (say, a female or a gnome) to successfully portray the Red Raven, but feel free to lower this bonus if the disguise seems particularly outlandish.

The secret door at the terminus of this tunnel leads to area **K1**, detailed in Act 8. The *cape of the Red Raven*

might be retained as treasure if the Red Raven has been captured or slain. If he remains alive, he does whatever he can to retrieve the costume, and to keep his identity a secret from the Mob.

ACT 8: TRIAL OF THE RED RAVEN

Having bypassed the Red Raven's goons in the Raven's Roost, the PCs emerge from the secret door into a chapel on the grounds of Teppin Montrose's old estate in Edme. When the Red Raven returned to Montrose Keep after his encounter with the PCs in the Woodsedge Lodge, the outlaw was surprised to find his home besieged by the Revolutionary Mob. The bloody Red Revolution has held the whole of Galt in its thrall for decades, and even today power can shift at a moment's notice. The ruling council of one year might lose their heads in the next, only to be replaced by the next breed of idealistic social engineers. The only constants are chaos, the Mob, and the masked order of executioners known as the Gray Gardeners. The Revolutionary Council granted Montrose's property to Aric of Halvon in recognition for Aric's secret duties as the Red Raven. The Council knows Aric's secret, but the unruly citizens of Edme do not. They see corruption in the awarding of the estate to an outsider, and are eager to rob the place blind in an effort to redistribute Montrose and Lord Aric's property to the people in the spirit of the Revolution. Besides, the Revolutionary Council rules from the distant Galtan capital at Isarn. They have their hands full with the constant chaos of the capital, and will probably never even learn of Aric's fall to the Mob. Such are affairs in Galt.

As the PCs emerge from the Raven's Roost, Aric of Halvon stands condemned as an enemy of the Revolution. The Mob packs the courtyard of Montrose Keep. A judge reads the charges to the bloodthirsty crowd. Gray Gardeners, armed to the teeth, patrol the scene and stand ready to act as Lord Aric's executioners. At the far end of the square, his neck exposed to the killing blade of an enchanted guillotine, kneels Lord Aric of Halvon.

To appropriately set the scene for this encounter, use Paizo's *GameMastery Flip-Mat: Keep*. If you do not have access to *Flip-Mat: Keep*, simply sketch out Montrose Keep on a standard battle grid prior to the beginning of the session.

The bulk of this act concerns the rescue of the Red Raven in the courtyard at area **K2**. All of the combatants the PCs will face dwell in that encounter area, and their statistics are included in the area description. The following key also includes descriptions of every room in the Red Raven's estate in case the player characters engage in a thorough exploration.

Mission Notes: Of special note is the Red Raven's prisoner, Alondais, in area **K9**. Alondais is actually an

Andoren secret agent code named Gyrfalcon, who was posing as a member of Eliza Petulengro's household staff prior to the PCs' arrival. He tracked the Raven's agents among the household staff through the Maze of the Open Road all the way to Montrose Keep, where he was captured. Rescuing Agent Gyrfalcon is the object of the Andoran faction mission.

MONTROSE KEEP

K1. Chapel

The secret door from the tunnel leading down into the Raven's Roost opens into the false facade of an altar in an austere chapel dedicated to Abadar, Master of the First Vault. Numerous lit candles flicker from shelves built into the whitewashed walls, which extend thirty feet to end in what must be some sort of spire or steeple. The upper walls of the structure bear huge stained-glass windows. From the light illuminating their colorful scenes it's clear you've emerged onto the surface. Two huge double doors on the far wall, about 20 feet away, stand open just a crack, revealing a sliver of the courtyard beyond. Several figures throng the yard, jeering and yelling. Inside the chapel, though, all is quiet.

Aric never uses this chapel for its intended purpose, being an irreligious scoundrel. A thin layer of dust coats the pews running down either side of the central walkway between the altar and the doors to area **K2**, a sign of their infrequent use. The altar and secret passage see heavy traffic, however, as Aric and his men constantly move from the throne room at area **K3** to the Raven's Roost.

The doors to area **K2** stand open just a crack, allowing a view of the activities going on there without alerting the crowd, the Gray Gardeners, or Aric of Halvon.

If the Red Raven accompanies the PCs, either as a captive or as their captor after turning the tables in Act 7, Geppa stands exposed to the guillotine in his place. The sight of this throws the Raven into a rage. Not caring that he risks exposure of his secret identity, Aric bursts into the courtyard in full Red Raven garb, calling out the judge and all present as traitors to the Revolutionary Council and enemies of the Revolution. This immediately triggers a battle as described in area **K2** below.

K2. Courtyard (CR 15)

The Red Raven kneels on the ground at area **K2a**, his neck exposed to a guillotine. The judge stands atop the courtyard wall at area **K2b**. Four Gray Gardeners wander among the Mob, 15 unruly commoners who flee immediately at the first sign of trouble.

More than a dozen angry Galtan citizens throng the narrow courtyard of the keep, crowding around a tall wooden guillotine erected on the far end. Four tall, gaunt human men wearing long gray coats and armed with sturdy halberds patrol the angry Mob, keeping the peace while at the same time cheering along with the bloodthirsty crowd. Howls of "off with his head!" and "death to the noble traitor!" emerge from the loud din of the rabble. A richly garbed man wearing an absurd hat festooned with ribbons and badges looks down on the crowd from atop the courtyard wall, unfurling a scroll and preparing to speak. As the crowd shifts to reveal the guillotine, the focus of all the anger becomes clear. Kneeling in the mud, his neck exposed to the guillotine's blade, is a dark-haired human man dressed in familiar red leather armor.

"Aric of Halvon," screams the hat-wearing man atop the courtyard wall. "You stand accused as an enemy of the Red Revolution and a sworn foe of the People of Galt. By my decree, you are required to grant us the magical password that grants access to Montrose Keep, so that the ill-gotten gains of your evil nobility can be distributed to the good people of Galt!"

Any PC that makes a DC 18 Perception check notices a smudge of red face paint along the dark-haired man's chin up to his left ear, remnants of the hasty cleaning job he managed before leaving the chapel to confront the Mob. The victim is Aric of Halvon, of course, the Red Raven himself. If the PCs captured or killed the Red Raven in previous acts, modify the boxed text above to make Geppa the prisoner, and proceed accordingly.

A DC 15 Knowledge (local) check reveals that the masked men patrolling the crowd are Gray Gardeners, agents of execution who operate above the law in the chaotic nation of Galt. Likewise, the man in the oversized hat is clearly a citizen-judge deputized (by someone or other) to carry out executions on behalf of the local government. As often happens in Galt, the local government of Edme is not in careful communication with the Revolutionary Council in Isarn, and thus the people are about to behead one of their greatest folk heroes.

Given all that the Red Raven has put the PCs through up to this point, their decision to rescue him is by no means a sure thing. If they do nothing, the judge continues to hector the Red Raven for 3 rounds, begging him to reveal the password that will gain the Mob entry to Montrose Keep. Aric of Halvon flatly refuses to do this, and is willing to take his true identity (and the location of his associates) to the grave. At the end of 3 rounds, the judge gives a signal to a Gray Gardener standing near the guillotine, and the blade falls to cleanly sever Aric of Halvon's head from his neck, killing him instantly. Any action on behalf of the PCs is enough to interrupt this sequence of events.



Montrose Keep
One square = 5 feet

GameMastery Flip Mat: Keep

Mission Notes: PCs who belong to the Cheliox faction immediately realize upon entering the Courtyard that this is the proper moment for a public reading of the Profane Scrolls of Beliac. The reading of this document immediately summons Beliac, an ice devil (*Pathfinder Bestiary* 77). The creature appears in a puff of brimstone and immediately moves to destroy the guillotine. This releases all of the tortured spirits trapped within the enchanted device, with terrifying results as explained below.

The following tips should cover most of the possible actions taken by the PCs during this encounter.

Reasoning with the Mob: The 15 commoners in the Courtyard, the angry judge atop the courtyard wall, and the four Gray Gardeners begin the encounter with a hostile attitude toward the PCs. They give them a moment to speak after emerging from the chapel, but unless the PCs are extraordinarily persuasive, their appearance triggers a battle with the judge and the Gray Gardeners. The commoners scatter immediately, fleeing as rapidly as possible through the main gate to the streets of Edme.

Posing as the Red Raven: Quick-thinking PCs might decide to don the costume of the Red Raven hanging just inside the Chapel secret door to the Raven's Roost and attempt to sway the crowd in the guise of one of the greatest heroes of the Galtan revolution. Unless the person trying to pass him- or herself off as the Red Raven is extremely implausible, wearing the Red Raven costume grants a +10 circumstance bonus on Bluff checks made to impersonate the Red Raven. So long as the Raven's reputation is upheld by the impostor, Aric of Halvon appreciates the PCs' bravery. He wasn't willing to reveal himself as the Red Raven, but a PC pretending to be him actually provides more cover for his secret identity, which pleases him. His happiness is guaranteed only so long as the guillotine does not strike, however. Unless the PC posing as the Red Raven can come up with some reason why the Mob should not execute the "corrupt" Aric of Halvon, the judge immediately encourages the Gardeners to do their dark duty. It is possible, using this gambit, to defuse the entire situation without a combat so long as the "Red Raven" can shift the judge's attitude from hostile to helpful (and so long as no Chelioxians start summoning ice devils to the courtyard as part of their faction mission).

Freeing the Red Raven: The Red Raven's hands are bound at the wrist by a sturdy hemp rope. Removing Aric of Halvon from the guillotine apparatus is a full-round action that provokes attacks of opportunity. A Gray Gardener adjacent to the guillotine can cause the blade to fall as a standard action, instantly killing a victim trapped within the device. If freed and the judge and Gray Gardeners have been dealt with, Aric of Halvon happily reveals the secret password to unlock the double doors leading to the throne

room at area **K3**. Without this phrase, the only way to enter the tower is through the side door leading from the keep's walls to area **K7**. If the PCs rescue Aric, he admits that he may have misjudged their character. He invites them into the throne room to discuss the evidence he has collected against Adril Hestram and the Pathfinder Society. If, on the other hand, he knows that the PCs were in any way responsible for the death of his paramour Geppa (perhaps because he saw them murder her in Act 7), the Red Raven will never help the PCs, and indeed battles them to the death here and now.

Breaking the Guillotine: The guillotine was constructed from strong wood and metal. It has a hardness of 5, 20 hit points, and a break DC of 22. If Chelish player characters read the Profane Scrolls of Beliac in the Courtyard, the summoned ice devil Beliac moves immediately to destroy the guillotine. Breaking the execution device frees the souls of victims trapped within it. These unquiet dead manifest as specters (*Pathfinder RPG Bestiary* 256), with the exception that these malign creatures can operate freely in the light of day. If the PCs are having too easy a time with the adventure, these angry spirits concentrate their attacks on them. Otherwise, they gleefully move from commoner to commoner, sucking the life from them in a final act of cruel revenge.

The devil Beliac fights on the side of the player characters until the battle is over, focusing his attacks on Judge Maerdrahl. After which, he says with a satisfied sneer: "These dogs have learned my lesson well, and I thank you for bringing me once again to this wretched world. In the meantime, I have business to attend to at the Woodsedge Lodge, where I think I will be staying for a time. Until then, may the dark blessings of Asmodeus follow in your benighted path." With that, the creature vanishes, teleporting across Galt to appear at the Woodsedge Lodge, where (in a human guise) he will serve as the main point of contact for the Chelish faction throughout the remainder of the Eyes of the Ten campaign arc.

JUDGE MAERDRAHL

CR 13

Male human cleric of Calistria 14

CN Medium humanoid (human)

Init +5; **Senses** Perception +5

DEFENSE

AC 28, touch 14, flat-footed 26 (+9 armor, +2 deflection, +1 Dex, +1 dodge, +1 natural, +4 shield)

hp 133 (14d8+70)

Fort +13, **Ref** +6, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +12/+7 (1d8+1)

Special Attacks channel negative energy (7d6, DC 20, 6/day), chaos blade (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 14th; concentration +17)

At will—charming smile (14 rounds, DC 17)

6/day—dazing touch, touch of chaos

Cleric Spells Prepared (CL 14th; concentration +17)

7th—*destruction, symbol of weakness, word of chaos*^D

6th—*animate objects*^D, *banishment, blade barrier, greater dispel magic*

5th—*charm monster*^D, *greater command, flame strike, slay living*

4th—*chaos hammer*^D, *cure critical wounds, discern lies, freedom of movement, unholy blight*

3rd—*bestow curse, contagion, dispel magic, invisibility purge, searing light, suggestion*^P

2nd—*calm emotions*^D, *enthrall, hold person, resist energy, silence, zone of truth*

1st—*charm person*^D, *command, comprehend languages, doom, entropic shield, obscuring mist*

o (at will)—*bleed, detect magic, light, read magic*

D domain spell; **Domains** Chaos, Charm

TACTICS

During Combat Judge Maerdrahl stays at area **K2b**, from whence he blasts the PCs with spells while screaming about how they are interfering with the People’s Business of Revolution.

Morale Fanatical to his chaotic ideals, the judge fights to the death.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 17, **Cha** 16

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

Feats Alertness, Combat Casting, Dodge, Improved Initiative, Shield Focus, Spell Penetration, Toughness, Weapon Focus (heavy mace)

Skills Bluff +11, Diplomacy +14, Heal +10, Knowledge (local) +15,

Knowledge (religion) +16, Perception +0, Sense Motive +20

Languages Common, Elvish, Kelish, Skald

Gear +3 *breastplate*, +2 *heavy steel shield*, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +1, +1 *heavy mace*

GRAY GARDENER (4) CR 9

Male human fighter 10

CN Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 24, touch 13, flat-footed 22 (+10 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)

hp 105 each (10d10+50)

Fort +10, **Ref** +4, **Will** +3; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+9)

Ranged mwk heavy crossbow +13/+8 (1d10+4/19–20)

TACTICS

Before Combat The Gray Gardeners patrol the Mob, looking for trouble.

During Combat The Gray Gardeners protect the stairs leading to the judge’s location at area **K2b**. They use their halberds and special combat feats to trip up opponents.

Morale Fanatically loyal to the Revolution, the Gray Gardeners battle to the death.

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 27

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Mobility, Spring Attack, Toughness, Weapon Focus (halberd), Weapon Focus (heavy crossbow)

Skills Climb +5, Handle Animal +4, Knowledge (local) +11, Perception +10, Ride +10, Stealth +3

Languages Common, Orc

SQ armor training +2, bravery +3, weapon training (pole arms +2, crossbows +1)

Gear +2 *half-plate*, *ring of protection* +1, *amulet of natural armor* +1, +1 *halberd*, masterwork heavy crossbow

THE MOB (15) CR —

hp 3 each; **AC** 10

NOTES

Noncombatants. Use as many as needed for terrain or atmospheric purposes, but don’t waste too much time keeping track of them. They all flee at the earliest opportunity.

SPECTRES (6) CR 7

hp 52 each (*Pathfinder RPG Bestiary* 256)

NOTES

The specters only attack the PCs if the PCs destroyed the guillotine (as opposed to the devil) or if the PCs are having too easy a time. Otherwise, they feast on the life essence of the Mob and then vanish when the mob is dead or run off.

BELIAC (ICE DEVIL) CR 13

hp 161 each (*Pathfinder RPG Bestiary* 77)

NOTES

Beliac attacks the guillotine as ordered and then focuses all of his efforts on killing the judge.

Rewards: Once the PCs defeat the judge and the Grey Gardeners, reward them 6,039 gp. This is a blanket reward that assumes the PCs have captured or killed the combatants and should be rewarded regardless of outcome.

K3. Throne Room

Two huge double doors separate this room from the courtyard. A magical seal keeps them tightly locked unless a code phrase (“Sweet Geppa”) is spoken. The mob in area **K2** attempts to pry this phrase from Aric of Halvon, reasoning that great treasure can be plundered from within. Following the battle with the Gray Gardeners, the

Red Raven or any of his associates can utter the phrase to allow the PCs to enter. When this is done, read or paraphrase the following.

An ornate purple carpet bisects this huge audience chamber, running from the huge double doors that lead to the courtyard to the east all the way up a short flight of steps to a beautifully carved wooden throne that looks out over the chamber. To the left of the carpet is an enormous dining table with two long benches. Unfinished meals and drinks rest upon the table, as if more than a dozen men abandoned a meal in progress not long ago. A smaller table on the other side of the carpet is piled high with stacks of paper, maps, and envelopes, arrayed in a pattern that suggests a formal investigation. Doors on the east and west walls appear to lead to other chambers.

The papers on the north table represent the Red Raven's entire case against Adril Hestram. Two letters between Eliza and Osprey intercepted by his agents at the Woodsedge Lodge contain additional information about the suspicions underlying the Talespinning Ceremony, giving insight into the thoughts of the two venture-captains. They also contain the only mention the PCs are likely to find in this adventure regarding the Shadow Lodge, a new faction that will grow in power and influence in the rest of the adventures in the Eyes of the Ten campaign arc and beyond.

The Red Raven also possesses a map of the Maze of the Open Road showing the location of specific portals to the home realms of venture-captains on the Shadow Lodge's hit list, as well as a copy of the writ from the Revolutionary Council granting Aric of Halvon legal possession of Montrose Keep. If the PCs investigate this area, give them the Edict of the Revolutionary Council, Intercepted Letter: Woodsedge Lodge, Intercepted Letter: Suspicions, and Map of the Maze player handouts.

K4. Bedchamber

The Red Raven and Geppa share this bedchamber.

K5. Kitchen/Laboratory

Geppa and her former master Cale the Calistrian share this space, which doubles as a laboratory and as the keep's sole kitchen. As a result, potion reagents stand alongside spices, resulting in an unpredictable and occasionally dangerous cuisine.

K6. Storage Chamber

This austere room contains mops, brooms, boxes of nails, spare torches, pots, pans, and other domestic treasure of incalculable value.

K7. Barracks

This chamber contains seven beds for the common use of several of the Red Raven's scallies.

K8. Treasure Room

An excellent lock (DC 25) holds fast the doors to this small chamber, protecting some of the Red Raven's most treasured items. A life-sized dummy of Aric of Halvon stands at the center of this room. When not in use, Aric stores the *cape of the Red Raven*, the elaborate headdress he wears when in disguise, and associated items on this figure. The dummy holds a grappling hook shaped like a raven's wings in one hand, while the other holds a set of *iron bands of binding*. The dressing doll's head is adorned with a pair of *goggles of night*.

If Cale the Calistrian successfully abducted the Pale Maiden from the Woodsedge Lodge, it too is kept here along with the other treasures of the Red Raven.

K9. Brig

A sturdy door leads from the keep's barracks to a dark prison lit by a single torch in a forlorn wall sconce. The light illuminates two cells barred with iron. The southern cell is empty, its door slightly ajar. The northern cell contains a handsome human man with blond hair wearing the costume of a servant of Eliza Petulengro.

The prisoner is Agent Gyrfalcon, a special operative of Andoran's Grey Corsairs faction of the Eagle Knights. Under the guise of the servant Alondais, Gyrfalcon infiltrated the Woodsedge Lodge staff to spy on events there in service to the international interests of Andoran.

Mission Notes: PCs aligned with the Andoran faction have been ordered to locate Alondais among Eliza's staff and convey the unusual message "Even the most powerful of rats must fear the talons from above." This code phrase activates Gyrfalcon's mission, which is to serve as a point of contact for other Andoren agents operating in Galt. Agents like the player characters. In future installments of the Eyes of the Ten campaign arc, Agent Gyrfalcon will serve Andoran as a mentor for the player characters, sending them on their faction missions from this point forward. If there are no members of the Andoran faction among the player characters, Gyrfalcon plays the Alondais role flawlessly, explaining that he was captured and abducted when he learned the Red Raven had infiltrated Eliza's staff. Before he could warn the Lady of the Lodge, someone snapped him from behind and he woke up here.

Alondais has been paying keen attention to everything he could learn from the Red Raven and his agents, and has done a decent job piecing together

what's been going on. He knows that Adril Hestram is responsible for Teppin Montrose's murder, knows of Montrose's role in the Decemvirate, and knows virtually every aspect of the Red Raven's plot against Adril and the Pathfinder Society. He is a good candidate to fill in the PCs on any aspect of the mystery that still confuses them at this point. His advice should come in handy, because Eliza and Osprey are back at the Woodsedge Lodge awaiting the PCs' report on what is really going on, and they expect a great deal of information from their (somewhat) trusted field agents.

CONCLUSION

After a thorough search of Montrose Keep, the PCs likely have several handouts and clues that grant them a clearer picture of the cancer at the heart of the Pathfinder Society. Their trip back through the Maze of the Open Road is uneventful. Condria either has not yet reformed after her defeat or is simply lying low, and after a short journey through the interdimensional maze the player characters soon return to the Woodsedge Lodge. When this occurs, read or summarize the following.

Eliza and Osprey leap to their feet the moment the servants bring you into the Lodge's Great Hall, where the Red Raven first attacked Adril Hestram and drew you into this mess. Both have been nervously awaiting your return.

"You're back!" exclaims Eliza, her face lighting up with a bright smile. "I trust you tracked the murderers to their lair?"

Osprey steps forward. "Well," he says expectantly. "What have you learned?"

Osprey and Eliza ask as many questions as necessary to determine the nature of Adril Hestram's plot against the Decemvirate. It's up to the players to piece together the mystery using their handouts and what they have learned during the course of the adventure, but you may find it helpful to have these NPCs ask leading questions that help the players make key connections in case they have difficulty understanding what is going on.

At the very least, Eliza and Osprey should end this encounter knowing the following:

1. Adril Hestram is a traitor to the Pathfinder Society and is associated with the Shadow Lodge (which the PCs now know is real).
2. Adril and his agents murdered Teppin Montrose and have targeted four more venture-captains (presumably members of the Decemvirate themselves) for execution.

3. The Shadow Lodge knows the location of the Decemvirate members it plans to kill.

4. The Red Raven has a map to Maze of the Open Road portals leading to these locations.

Whether or not Adril Hestram survived the Red Raven's attack in Act 3, Eliza has confined the venture-captain (or his body) to the guest room at area L15. Following the PCs' report, Osprey and Eliza know that Adril is well and truly a traitor. They invite the player characters to accompany them to Adril's Room for a final confrontation, only to discover that Hestram has vanished

Where he's gone, and what plans he still has in store for the Pathfinder Society, will be revealed in future installments of the Eyes of the Ten campaign arc.

Campaign Points

This scenario and the three that follow in the Eyes of the Ten campaign arc offer 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 (here represented by Eliza Petulengro and Osprey) in the abilities of the player characters. Use the guidelines below to award each player a number of Campaign Points for this adventure, 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 show compassion for injured/killed Woodsedge Lodge servants (including healing them) (group award).
- The PCs successfully recover and return the Pale Maiden or prevent its abduction in the first place (group award).
- The PCs broker a truce between the Pathfinder Society and the Red Raven (group award).
- The PCs free the phoenix Zaliex by giving it the *phoenix ring* (group award).
- A PC impresses Eliza in the Talespinning Ceremony (individual award).
- A PC impresses Osprey in the Talespinning Ceremony (individual award).

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who ask Eliza's household staff about Alondais in Act 5 or earlier earn 1 Prestige Award. PCs from the Andoran faction who also release Agent Gyrfalcon from the Red Raven's brig in Act 8 earn 1 bonus Prestige Award, but only if the secret message is delivered precisely as instructed in the Andoran faction handout.

Cheliox Faction: PCs from the Cheliox faction who release the ice devil Beliac in Galt earn 1 Prestige Award. PCs from the Cheliox faction who trust their feelings and release the devil for maximal emotional damage in Act 8 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who transcribe the Kathari Fragment from the Secret Library of the Woodsedge Lodge, defeat the summoned iron golem, and claim the Immortality Stone earn 1 Prestige

Award. PCs from the Osirion faction who manage to do all this without attracting the notice of Eliza Petulengro earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who successfully explore the Woodsedge Lodge for a connection to the Darklands or who discover only the passage to the Low Highway via the Raven's Roost earn 1 Prestige Award. PCs from the Qadira faction who actually locate the Darklands passage below the Battleground or who follow the scarlet worm trail to Galt's Low Highway earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who secure a section of Beaky III's pelt for Emperor Stavian III earn 1 Prestige Award. PCs from the Taldor faction who manage to do this without attracting the attention of Eliza Petulengro or her household staff earn 1 bonus Prestige Award.



Andoran Faction Handout

Champion of Liberty.

Long have you kept the Flame of Freedom alight in Absalom, and now word comes to the ears of the Eagle Knights that your fellows in the Pathfinder Society have dispatched you to Galt, birthplace of Liberty. Far has that nation fallen since it lit the flame of Revolution that brought freedom to Andoran, and much work remains to be done to return stability to the land and restore our kingdom's most natural ally.

As it happens, a secret agent of the Grey Corsairs, code-named GYRFALCON, is under deep cover as a member of Venture-Captain Eliza Petulengro's household staff at the Woodsedge Lodge. Upon your arrival (or shortly thereafter), please seek him out. You will find him posing as a porter named ALONDAIS. Deliver the following coded message to him: EVEN THE MOST POWERFUL OF RATS MUST FEAR THE TALONS FROM ABOVE. He will know what to do.

Under no circumstances are you to reveal the true identity of "Alondais" to Petulengro, other members of her staff, or those among your Society compatriots who do not feel the thunder of freedom in their veins.

Capt. Colson Maldris

Many Thanks,

Captain Colson Maldris



Chelixa Faction Handout

To my favorite plaything,

Upon drafting this missive a third and final time, I find my original fury at your leave-taking on the eve of our sensuous ceremony lessened, for the Pathfinders' ill-timed errand presents an enormous opportunity to Chelixa that is sure to bring applause in the Fell Court of Asmodeus himself.

Enclosed in the case accompanying this letter you will find the Profane Scrolls of Beliac, a declaration of the sovereignty of Hell's Majestic Court especially drafted for the traitors and lackwits of Revolutionary Galt, who still behead their own pathetic subjects for collusion with mighty Chelixa some four decades after the bloodbath began.

All of this death pleases the Majestrix, of course, but one cannot slaughter the subjects of Asmodeus (even the imagined subjects) forever without eventually drawing the ire of Hell. Once you have arrived in Galt, please read the Profane Scrolls aloud so that the fools of Galt receive their just reward and learn what it means to face a true servant of the Infernal Court. You will know when the time is right. I envy you the sight of their terrified faces. You will have to describe them in luxurious detail upon your return to my bedchambers.

I have the perfect outfit in mind for the advent of your triumphant return. Do not keep me waiting overlong, my sweet.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

The blessings of the Thirteen Dynasties upon you and your companions, treasured champion of Osirion! Word has recently reached mine ears that your duties to the Society will soon take you to Revolutionary Galt, specifically to the Woodsedge Lodge. Tongues in Absalom suggests that the Lodge fell victim to the Terror, and that many of its treasures were stolen and scattered to the winds. It is Our sincerest hope that a single item of great worth to Osirion has remained safe in the Lodge's archive. My own efforts have only just traced the object to the Lodge in question, and your upcoming visit provides a perfect opportunity to confirm my findings.

The item I seek is a clay tablet recovered a century ago from the sands of our homeland by a foreign Pathfinder agent. Known as the Kathari Fragment, the Ancient Osirian text etched into its surface is said to reveal the location of the famed Immortality Stone, a priceless pictographic basalt stone said to depict a crucial step in the process that granted the lost pharaohs of Osirion eternal life. The Ruby Prince has thus far assembled forty-six such stones, with this stone the only piece missing from the ancient Life Equation.

We do not wish to arouse the ire of the Pathfinder Society, so I do not wish for you to steal the Kathari Fragment. Rather, you will serve our purposes by simply transcribing the text of the fragment onto a scroll, which you may return to me upon your return to Absalom. If this affair can be conducted without the knowledge of the Lady of the Lodge, Eliza Petulengro, so much the better.



As ever in the half-lit Path of Nethys, I remain:

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Honored Servant of the Satrap,

Forty years ago the Red Revolution in Galt closed that nation's borders to all but the canniest merchants of Qadira. One of the wealthiest and greatest markets of Avistan fell to the Terror, and it has been many years since the roads of Galt have been safe for travel and trade.

My servants inform me that you are shortly to visit the Woodsedge Lodge on one of your errands for the Pathfinder Society. Though we hear it is much diminished from its former glory, that Lodge was once the site of royal visits, a bed of intrigue from which agents of Qadira and Galt made common cause against the hated influence of Taldor. Records from this time suggest that among the Lodge's many secrets was a hidden passage to the Darklands below Galt, specifically the infamous "Low Highway" used by brigands, savage humanoids, and creatures from the depths of the earth to safely travel throughout Galt far below the notice of the authorities.

Any confirmation that you can provide as to the existence of such a passage would be most helpful to our agents as we consider what is to be done with factious Galt in the future.

May your journeys bring you profit and further the needs of our growing empire,

Pasha Muhlia Al-Jakri

Muhlia Al-Jakri

Taldor Faction Handout

Hand of the Empire,

Long have you served our Emperor's needs, and as you prepare for your upcoming journey to the dangerous, revolution-wracked nation of Galt you deliver to the people of Taldor an additional opportunity to bring unparalleled honor to your beloved homeland.



As events in Oppara grow increasingly chaotic, Grand Prince Stavian III, our honored Emperor, turns inward, dedicating much of his resources to the study of his great-grandfather, the legendary Stavian the First. It is the belief of the Emperor, I am told, that emulation of that great hero's famously opulent lifestyle will rally the people behind the Throne, sensing in the current Stavian's dedication to his family legacy a resurgence of the glory of Old Taldor.

Agents recently delivered a missive personally signed by the Emperor's Chamberlain himself, and to my surprise it referenced Galt's Woodsedge Lodge. The fact that you will shortly travel to the location is the type of coincidence that tells us Aroden's gaze has not truly passed over Taldor, and that the world is aligning itself for a triumphant return to glory!

The Emperor's interest currently concerns a stuffed owlbear said to have graced the Woodsedge Lodge for centuries. Rumor in Galt has long held that this was the famous Beaky III, prized pet of Emperor Stavian the First. It is your duty to confirm that the Woodsedge Owlbear and Beaky III are one and the same. We do not wish to arouse the ire of the Pathfinder Society at this point in time, so the Emperor's Chamberlain demands that you remove a 5-inch-square portion of the owlbear's pelt, so that it can be personally tested by the Emperor's alchemists to determine what steps should next be taken. It is absolutely essential that you not be seen!

It is strange to think that the fate of a long-dead owlbear holds the key to our Empire's long-due Return to Glory, but the mysteries of Taldor's Rulers are to be celebrated, never questioned.

Hail Emperor Stavian III!

BARON JACUO
Baron Jacquo Dalsine

ORDERS FROM THE DECEMIRATE

PERSONAL INSTRUCTIONS FROM THE INNER CIRCLE OF THE PATHFINDER SOCIETY

This crisp note, delivered personally to each of you by courier, bears the official rune of the Decemvirate, the anonymous, masked ruling order of the Pathfinder Society. The Ten have rarely taken notice of your efforts to date, but their reliance upon you is a sign of your growing influence in the organization.

The orders command you and a team of hand-chosen fellow Pathfinders to escort the famous longsword Pale Maiden, blade of the legendary early Pathfinder Durvin Gest, to the newly reestablished Pathfinder Lodge in the city of Woodsedge, in Revolution-wracked Galt. The Decemvirate wishes to entrust the sword to the Lady of the Lodge, Venture-Captain Eliza Petulengro. You are to escort the Pale Maiden from Absalom to Galt and ensure that the weapon arrives safely.





PALE MAIDEN

BRAND OF DURVIN GEST

A treasured heirloom of the Society, this finely honed whitesteel longsword bears nicks and scratches won over a career in the hands of Durvin Gest, the famous early Pathfinder who explored Lost Azlant, catalogued 31 siege castles outside the city of Absalom, and rounded the Horn of Garund some 350 years ago. Gest vanished under mysterious circumstances allegedly recounted in the Forbidden Fifth Edition of the *Pathfinder Chronicles*, and legend tells that he forgot this lucky sword before that disastrous event, sealing his fate. The Pale Maiden functions as a +3 longsword with the abilities of a *luck blade* (*Pathfinder Core Rulebook* 474). Alas, Durvin Gest used the blade's *wishes* centuries ago.



GREENSTONE IDOL

DISCOVERED IN ADRIL'S BEDROOM

This battered primitive amulet suggests a humanoid figure. Crude etchings along the idol's inner surface identify it as a totem to Angazhan, demon lord of savagery. Its workmanship is similar to that found in the deepest jungles of the Mwangi Expanse. Holding the stone for even a moment raises the hackles. Those who possess the idol must concentrate to avoid bursts of sudden anger. Characters with the rage class feature can tap into the bestial spirit of the stone to rage 6 additional rounds per day. If these extra rounds are used, the character must make a DC 18 Will save to stop raging. If this fails, the character must remain enraged until his daily rounds are expended and he becomes fatigued.



OPHIDIAN NECKLACE

DISCOVERED IN ADRIL'S BEDROOM

A sphere of finest emerald at the center of an elaborate setting glimmers as it catches the light. A delicate feminine face glares out from the gem's milky interior, its head capped with a crown of entwined snakes. The tiny reptilian locks suffuse the gem all the way to the setting, where they continue as a scaled motif that extends to the fine chain from which the setting depends. To don the *ophidian necklace* is to drape silvery snakes upon your shoulders. The wearer gets a +10 bonus on all saving throws made against petrification effects.

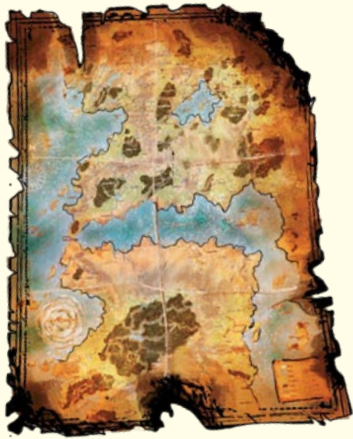


LIST OF NAMES

DISCOVERED IN THE MAZE OF THE OPEN ROAD

This well-worn scrap has been folded over and over again. A confident script reads:

Feppin Montrose *Shemis*
Kyalla *Eddington Keel*
Prince Odrian



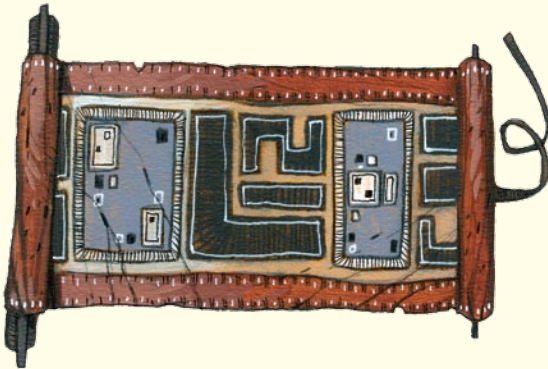
MAP OF THE WORLD

DISCOVERED IN ADRIL'S BEDROOM

This well-traveled map of Golarion bears five markings in confident red ink. Four of these marks are bold capital letters inscribed on or near cities. The fifth is a line of text scribbled in the map's lower margin.

TM (Edme, Galt)
K (Mwangi Expanse)
EK (Corentyn, Cheliax)
S (Absalom)

The margin inscription reads: Divination confirms O is nowhere on Golarion.



MAP OF THE MAZE

DISCOVERED IN THE RAVEN'S ROOST

This freshly drawn map appears to show the route from the ruined courtyard of the Maze of the Open Road to five locations deep within the twisting and impossible paths. The five points are marked: MONTROSE, KEEL, SHEMIS, KYALLA, and PRINCE ODRIAN. From the ruined courtyard it's a more or less straight walk to the great lawns of the Woodsedge Lodge.



THE IMMORTALITY STONE

DISCOVERED IN THE WOODSEGE LODGE

This oversized stone disk, about the size of a dinner plate, shows a single step in a complex Ancient Osirian ritual believed to have granted eternal life to the Pharaohs of the Old Empire. This particular disk depicts a great human king bowing before an unusual fishlike creature under a nighttime sky. Even today the stars and constellations depicted on the stone bear arcane significance. In the image, a ray of power extends from the creature's tentacles to strike the kneeling king, bathing him in a nimbus of energy.



PHOENIX RING

DISCOVERED BELOW THE RAVEN'S ROOST

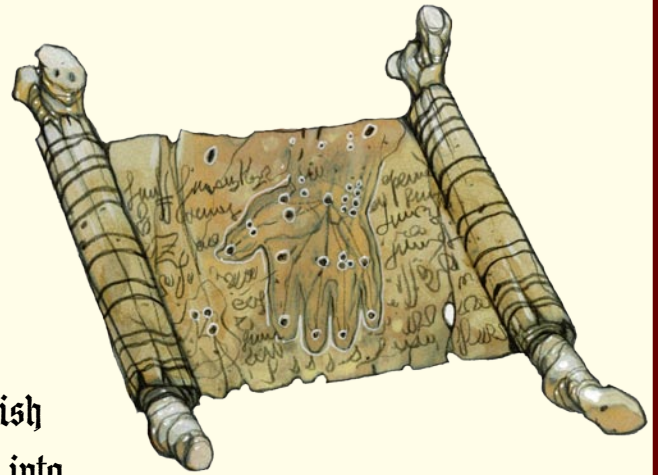
This beautiful ring contains etchings that suggest the Windswept Wastes of central Casmaron. It thrums with magical power, and seems to offer some measure of control over the phoenix bound within the chambers inhabited by the agents of the Red Raven. They call the phoenix the Raven Spirit, but judging by the craftsmanship of this ring, the creature has been around a lot longer than the Red Raven has prowled the cities of Galt.

PROFANE SCROLLS OF BELIAC

GIFT OF THE EMPIRE OF CHELIAX

This blackened scroll bears a grim message written in the Infernal tongue:

“The rebels of Galt play at Revolution, seeing Cheliox in every shadow. They cleanse their land of the Devils’ taint by bathing in the blood of beheaded innocents, all in fear of Chelish agents. And now fate brings the agents of Hell into this heartland of hypocrisy. May the mouths of the martyrs overflow with the ashes of apostasy. May the axe-men and torturers meet their infernal equals. May Cheliox come to the land of Revolution. **MAY BELIAC TAKE COURT IN THIS LAND WITHOUT A KING!**”

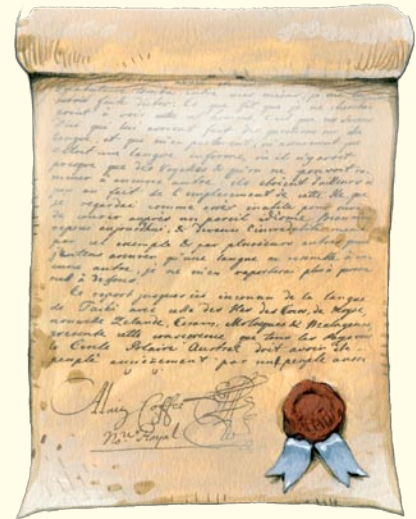


EDICT OF THE REVOLUTIONARY COUNCIL

DISCOVERED IN THE RAVEN’S ROOST

This official document bears the imprint of Galt’s Revolutionary Council, the current ruling body of the chaotic land. It reads:

“Citizen Aric of Halvon, Long have your efforts furthered the glorious cause of Revolution! Be it therefore formally decreed by this Council that the Edme estates of Lord Teppin Montrose are to pass into the legal possession of Citizen Aric of Halvon on the condition that he uses his peculiar skills and methods to determine the nature of Lord Montrose’s murder, which was an affront against the Revolution. This Council expects monthly updates as to the identity of Montrose’s killer. If discovered, Citizen Aric of Halvon is instructed to bring the Revolution directly to the murderer or murderers in whatever means besit his sound judgment. Despite his noble status, Teppin Montrose was a true hero of the People, and his death shall not go unavenged! Signed in Council, Citizens Goss, Andruhine, Galadran, etc., etc., etc.



INTERCEPTED LETTER: WOODSEGE LODGE

DISCOVERED IN THE RAVEN'S ROOST

This scroll bears the broken wax seal of Venture Captain Eliza Petulengro. In feminine script, it reads:

"Osprey, our last encounter leaves little doubt that you have a direct line to the Decemvrate. Please mention to them the efforts on my behalf you observed upon your last visit. The servants tell me that the Lodge once frequently hosted masked visitors, and a cursory check of local records suggests the hedge maze in the lawns was donated by the Forest King Narven himself. Is this the Maze of old? I have discouraged further intrusion by curious locals, but as in all things, I await the instruction of the Ten. I do hope you mention my efforts to them, as I wish only to be helpful to their needs. - Eliza"



INTERCEPTED LETTER: SUSPICIONS

DISCOVERED IN THE RAVEN'S ROOST

This scroll bears the broken wax seal of Venture Captain Eliza Petulengro. In feminine script, it reads:

"Osprey, more work than you can possibly imagine remains to fully prepare the Lodge, but if the Talespinning must occur now, I will ready my staff and grounds for the early intrusion of visitors. Make no mistake, I am honored by the attention of the Ten (to say nothing of the Pale Maiden!), but I fear all this distrust of Adnil Hestrom is misplaced. The man is a boor and an oaf, to be sure, but we share many of the same field agents and some of the same Absalom circles, and I don't think him capable of treachery. He's certainly too headstrong to get caught up in this Shadow Lodge nonsense, if it's even real. Still, the Ceremony will tell the tale. You are always welcome at the Woodsege Lodge. I will send for Hestrom immediately. - Eliza"



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SCENARIO 46: EYES OF THE TEN, PART I: REQUIEM FOR THE RED RAVEN

This Chronicle Certifies That

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

Has Completed This Scenario.

Scenario Chronicle #

TIER			
12	▶	23,237	MAX GOLD
TIER	▶		
TIER	▶		

EXPERIENCE

Starting XP
+0 XP
Final XP Total

Prestige Award

Starting PA		
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	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%; text-align: center;">+</td> <td style="width: 20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%; text-align: center;">+</td> <td style="width: 20%;"></td> </tr> </table>	+	
+		
Items Sold		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%; text-align: center;">=</td> <td style="width: 20%;"></td> </tr> </table>	=	
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Subtotal		
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Items Bought		
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Subtotal		
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Gold Spent		
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=		
Subtotal		

Items Found During This Scenario

TIER

12

- Amulet of natural armor* +1 (2,000 gp)
- Bead of force* (Limit 2; 3,000 gp each)
- Bracers of armor* +2 (4,000 gp)
- Bracers of armor* +4 (16,000 gp)
- +3 *breastplate* (9,350 gp)
- Chime of opening* (3,000 gp)
- Cloak of resistance* +1 (1,000 gp)
- +1 *flaming burst arrows* (Limit 8; 366 gp each)
- +2 *full plate armor* (5,650 gp)
- +2 *half plate* (4,750 gp)
- +2 *heavy steel shield* (4,170 gp)
- +2 *keen longsword* (18,315 gp)
- +2 *leather armor* (4,160 gp)
- +2 *light wooden shield* (4,153 gp)
- +1 *shocking burst longbow* (18,375 gp)
- Ring of protection* +1 (2,000 gp)
- Ring of protection* +2 (8,000 gp)
- Rod of wonder* (12,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #