

PATHFINDER SOCIETY

SEASON OF THE TEN



THE SHATTERED SHIELD

By Leo Glass



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GM RESOURCES

The Shattered Shield makes use of the Pathfinder RPG Core Rulebook, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder Bestiary 4* (B4), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the *Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #10–10: The Shattered Shield is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at Pathfindersociety.club.



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THE SHATTERED SHIELD

By Leo Glass



The *Shattered Shield of Arnisant* is all that remains of the artifact known as the *Shield of Aroden*. The origins of the shield itself are shrouded in mystery—some believe that the god Aroden carried it when he was a mortal, while others claim that it was fashioned by Aroden after his apotheosis and gifted to his first priest. Known for certain is that it was carried by the Taldan General Arnisant in the final battle with Tar-Baphon, the Whispering Tyrant, during the Shining Crusade. The general used the power of the shield to great effect during the war, rallying the crusaders, rescuing his troops, and preventing defeats from becoming slaughters. In the climactic battle of that decades-long war, the Whispering Tyrant attempted to transport Arnisant's still-beating heart into his hand by means of a *wish* spell. The shield blocked the spell, but the artifact shattered under the power of the lich's magic. One of the shield's splinters buried itself in the Whispering Tyrant's hand, consuming him in holy fire and destroying his mortal form. His spirit then fled to its phylactery deep in the dungeons below Gallowspire.

After the war and the establishment of the nation of Lastwall, the shards of the shield were moved to Vigil, where they became a ceremonial object used by the Watcher-Lord during the swearing of great oaths, and where they have remained to this day. Recent news from the Rahadoumi city of Azir tells of an upcoming clandestine auction of illegal divine artifacts, among them a piece of the *Shattered Shield of Arnisant*. While the Society has confirmed with agents in Vigil that all of the shards are accounted for, a broker scouting relics for the Pathfinder Society—Torvad Shalzadin—has sent a missive verifying that the shard is legitimate and that the illicit auction house where the shard is held plans to sell it to the highest bidder quite soon.

Unbeknownst to the Society or virtually anyone else, Tar-Baphon telepathically commanded his servant, the winterwight Gildais, to travel to Vigil 2 years ago and recruit a crew of expert thieves, the Six Wise Crows, to steal the *Shattered Shield of Arnisant* and replace all but one of its fragments with expert fakes. Led by a gnome thief and poisoner, Kilibrandt Erstwhile, the gang successfully purloined all of the shards and replaced them with replicas (or so most of crew thought).

Where on Golarion?

Pathfinder Society Scenario #10–10: The Shattered Shield takes place in Azir, the capital city of Rahadoum. The desert nation of Rahadoum experienced protracted religious wars that led to the burning down of all divine temples and banishing of all clerics from the nation's territory, and religious devotion was replaced with a new philosophy called the Laws of Man. This doctrine's first tenet, known in Rahadoum as the First Law, prohibits religion in any form. The government maintains a force called the Pure Legion dedicated to recovering and destroying divine artifacts, hunting religious agents, and prohibiting the spread of divine worship within the nation's borders. For more information on Rahadoum, check out *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in hobby stores and bookstores everywhere and online at paizo.com.



Though Kilibrandt gave what she believed were all of the real shards to the Whispering Way by handing them to Gildais's appointed steward and death priest Usundra, another member of the Six Wise Crows, Jasaxi, coerced the same smith the Crows used to produce the fake fragments into creating an extra fabrication of one of the shards, ensuring that the extra replica went to Kilibrandt (and by proxy, the Whispering Way)—all while keeping the authentic shard for himself.

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Convinced that 2 years should be long enough for the trail leading from the stolen fragments to go cold, Jasaxi sent the shard via courier to Aya Ajiri, chief broker of the notorious Sacred Cobra auction house, who in turn, asked Torvad to verify the authenticity of the shield remnant. To Jasaxi, Rahadoum was the perfect place to off-load the fragment in secret, given the high demand for divine artifacts created by the Pure Legion's zealous enforcement of the First Law, and the resulting trepidation of most Rahadoumi to speak freely about the acquisition of such relics. However, members of the Whispering Way are loathe to let any of the shards slip through their grasp, let alone forgive any slight against the will of Tar-Baphon. Learning of the planned sale of the shard using her own network of spies, Usundra has enlisted the efforts of a Whispering Way operative residing in Azir, the ghoulish witch Zaashakar, to retrieve the shard and eliminate those who aided Jasaxi in his attempt to sell it (including Torvad and Aya) in whatever twisted way she wishes. As reward for Zaashakar's success, Usundra has promised to perform a forbidden ritual elevating Zaashakar to lichdom, allowing her to eternally shed the ghoulish form she so loathes and granting the power only an advanced undead form can provide.

Spreading the story that her dark poppet Vaultkeeper is actually one of Abadar's keys to the First Vault, Zaashakar has enthralled many to her cause, turning those who perish from the poppet's disease into gold-clad undead abominations at her command. Vaultkeeper fully endorses this plan, urging Zaashakar to assist the agents of the Whispering Way in whatever way she can—and securing the shard of the *Shattered Shield of Arnisant* is the final task the Whispering Way has asked of her.

SUMMARY

Venture-Captain Obo greets the PCs at the Swordmeet Lodge in the Rahadoumi port city of Manaket and informs them that a shard of the legendary *Shattered Shield of Arnisant* is purportedly being sold at an illicit auction in the Rahadoumi capital of Azir. Obo asks the PCs to find his contact Torvad, determine the current location of the Sacred Cobra auction house, and infiltrate the auction in an attempt to secure the shard.

During the PCs' journey from Manaket to Azir, they're caught in a dangerous sandstorm and can hear and save a member of Rahadoum's Pure Legion. Once they get to Azir, the PCs must pass inspection to ensure they're not carrying any religious contraband—complicated when someone attempts to plant a divine relic on the PCs. If the PCs catch the rogue, they can learn more of a strange disease that turns the afflicted to gold.

Once inside the city, the PCs track Torvad to a noble estate. However, by the time the PCs arrive, the estate is ablaze and under attack by gold-tinged undead. Furthermore, Torvad is seriously injured, and the PCs must save him without angering the Pure Legion. Either way, Torvad discloses the location of the auction where the shard is up for bid.

The PCs infiltrate the Sacred Cobra auction, but the ghoulish witch Zaashakar has replaced both the auctioneer and stolen the shard. The PCs can convince the other bidders to leave, but regardless, Zaashakar sends her undead cadre to attack the PCs. The PCs eventually track Zaashakar to her lair, an ancestral tomb where she has been offering the desperate denizens of Azir opportunities to “win their heart's weight in gold” using the supernatural power of her poppet, a strange affront to Abadar known as Vaultkeeper. Infiltrating the tomb, the PCs are forced with a final decision: confront Zaashakar directly in combat or gain the chance to gamble for the shard itself at the cost of helping Zaashakar perform the ascendancy ritual.

GETTING STARTED

A candied aroma wafts from multiple barrels of piment—a beverage of fermented grapes and honey—strewn about the surprisingly barren grand hall of Manaket's Swordmeet Lodge. At an ornate banquet table with legs carved in the stalwart forms of Rahadoumi crusaders wielding immense falchions sits the room's lone occupant, Venture-Captain Obo. He is a broad-shouldered man wearing an olive tunic trimmed with gold filigree and sporting a puffy gray beard mottled here and there with black patches. Next to him sits a large bottle of pomegranate wine, several empty glasses, and a silver plate adorned with a half-eaten roast hen, a fig tart, and a small mound of creamy bread pudding topped with ground pistachios. Obo's attention is clearly focused on the ornate siege board arranged as if two players had played a game into its late stages, with the monarch threatening to leave via the right edge of the board, thus winning the game for the defenders. As he stares at the pieces, Obo holds his fingers atop one of the attacking pieces, a knight carved of crimson marble, studying the placement of the defenders—white caliche castles protecting a lone sovereign. His other hand absentmindedly stirs the bread pudding with a spoon.

Read or paraphrase the following to get the adventure underway.

Venture-Captain Obo mumbles to himself while studying the siege board. “Now, if the invader moves parallel to the defender, resting in the seventh hall of the first tower, then the sovereign will be exposed to counterattack from—bah, I will never remember all of Valsin's cryptic strategies!” Obo slams his free hand down on the table, and then gestures at the open chairs before him. “Sit, sit, for our very own game is afoot. Troubling news arrived two weeks ago from one of the Society's trusted confidants, an artifacts expert and appraiser in the souk of Azir. Goes by Torvad. Torvad Shalzadin.”

Obo produces a small roll of parchment, its wax seal clearly broken. “This letter indicates that Torvad had been recently asked by a client to verify the authenticity of a rare artifact. Much to his surprise, every detail about the relic indicated that the fragment

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is one of the shards of the *Shattered Shield of Arnisant*. That's supposedly impossible; all of the remnants of the shield are kept safe in Vigil, right under the Watcher-Lord's nose. Per reports from both the Decemvirate and the Dark Archive, no one in Lastwall suspects any of the shards are missing. Torvad reports that the shard's current owner, a clandestine auction house for illicit divine artifacts in Azir, the Sacred Cobra, intends to sell it in just seven days! If that shard is in fact a piece of the *Shattered Shield of Arnisant*, we must stop such an important relic from falling into the wrong hands."

"Though it would be faster to go by sea, a rash of piracy just beyond the Arch of Aroden means reconsidering the route. I've arranged for you to go by caravan. Once you arrive, find Torvad and convince him to disclose the location of the Sacred Cobra auction house as well as the precisely time of the auction. The Cobra's whereabouts are known only to a few major players in the artifacts trade, so you'll need to act quickly before the shard can be sold and potentially lost forever. To even be considered as a buyer, you'll need him to lend you his bidder's banner, a token the Sacred Cobra uses to identify clientele considered in 'good standing' with the organization. It's probably safest if you can acquire the shard by winning it at auction, though I trust you to do what is necessary to obtain the shard for the Society. Take this." Obo again slides his hand inside his tunic to retrieve a small bundle of parchments. "Each of these ten letters is a bank note from Manaket, good for one thousand gold pieces. Showing these to the clerk of the auction house should help establish you as a serious buyer. Use the Society's money wisely to ensure you obtain the shard, but if you see any other artifacts on auction that might be better off in the Society's possession, you can use these funds to obtain those as well."

Allow the PCs to ask questions of Venture-Captain Obo, attempt Knowledge checks as noted below, and purchase items before departing Manaket.

Can you tell us more about the Shattered Shield of Arnisant? "The origins of the shield are shrouded in mystery. Some believe that the god Aroden carried it when he was a mortal, while others claim that it was fashioned by Aroden after he became a god. The Taldan general Arnisant carried the shield during the Shining Crusade, and it was instrumental in defeating the Whispering Tyrant—that's when it shattered. It is possible that even a fragment of the shield could be dangerous if used for nefarious ends."

What is the Pure Legion? "Members of the Pure Legion are Rahadoum's primary peacekeeping force, primarily charged with enforcing the nation's First Law, which prohibits religion in any form. You'd be wise not to carry any items of contraband such as holy symbols or religious artifacts into the city, as it's certain the Pure Legion will search you all before entering the city."

How will we recognize Torvad Shalzadin?

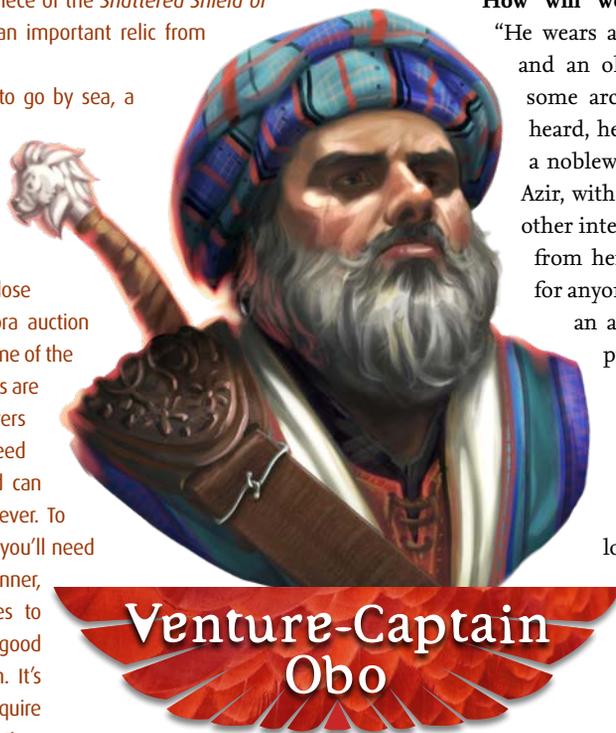
"He wears a pair of wire-rimmed spectacles and an old golden bracelet he found on some archaeological dig or other. Last I heard, he was a guest of Inusi Mendalari, a noblewoman from the Artisan's Souk in Azir, with a habit of 'collecting' artists and other intellectuals she thinks might benefit from her patronage. You could also look for anyone with his fingers jammed inside an ancient magical cookie jar. That's probably Torvad."

Do you know anything else about the Sacred Cobra auction house? "From what I've gathered, it's a brokerage for illegal divine artifacts and relics that moves its location throughout Azir every so often to keep the Pure Legion from discovering it. That's why we need Torvad. Only someone who travels in those circles would know where the Cobra has most recently set up shop."

Why do we need Torvad's bidder's banner? Can't we just craft a forgery of our own? "My understanding is that these bidder's banners are ornate, woven scarves with intricate patterns tailored to each specific owner. This is done for the exact purpose of preventing such acts of deception. While it's not uncommon for 'proxies' to be given a bidder's banner from an associate of the auction house to acquire an item on the owner's behalf, the Cobra's guards will most likely know how to spot a fake. The shard is too important to take such a risk."

Who are you playing siege with? "Myself! Each year some of the venture-captains meet to have a siege tournament, and that sneaky bastard Valsin has won the last three. I don't care about winning the purse, it's about besting him in front of everyone else! Now, if only I can recall his damnable strategy from the last time he won."

Treasure: A PC who succeeds at a DC 20 Intelligence check can discern the move on the siege board that has stumped Venture-Captain Obo. If the PC shows him the move he was trying to remember, the venture-captain grins and pulls a small purse from his pocket to give to that PC. He notes that he feels safer spending a bit of his "certain winnings" to reward



Venture-Captain
Obo

his helpful agents. Obo is also freed from his distraction and can turn his mind more fully to the matter at hand, telling them all of the information about Rahadoum described below (as if Obo succeeded at a DC 25 Knowledge [history] check).

Rewards: If the PCs do not provide Venture-Captain Obo with the correct siege strategy, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 25 gp.

Out of Subtier: Reduce each PC's gold earned by 50 gp.

Subtier 4–5: Reduce each PC's gold earned by 75 gp.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (HISTORY, LOCAL, OR RELIGION)

The PCs may already know about Azir and the nation of Rahadoum. If the PCs did not receive the information below by assisting Obo with his siege play, Obo knows the information granted by a successful DC 25 Knowledge (history) check and shares that information if the PCs ask him directly. The same information can be obtained by any PC who succeeds at an equivalent roll while in Manaket; the PC learns all the information whose DC is equal to or less than the result of her check.

10+ Azir is the capital city of Rahadoum. The entire nation upholds a series of philosophical tenets known as the Laws of Man, the primary tenet of which is known as the First Law, which prohibits religion in any form. The country adopted these laws following decades of religious wars and maintains a peacekeeping force known as the Pure Legion to enforce them.

15+ Where people outside of Rhadoum hold a place in society for religion, most Rahadoumi hold a deep respect for rhetoric and philosophy. As a result, most Rahadoumi are well-educated, promote civic-minded behavior, and place a high value on self-discipline and familial loyalty.

20+ Despite the Pure Legion's best efforts, some of the nation's citizens worship various gods within the country's borders. Years of confiscation of divine artifacts, combined with the clandestine demand for divine paraphernalia, has contributed to a considerable secret trade of smuggled religious items. Punishments for breaking Rahadoum's First Law range from a fine for possession of forbidden relics to public humiliation, incarceration, or banishment for public displays of divine advocacy, magic, or worship.

25+ While members of the Pure Legion have a reputation for being stalwart enforcers of the nation's laws, they are educated, civil, and disciplined. Far from reckless killers, most members of the Pure Legion consider it their duty to protect Rahadoum's citizens and view their vigilant adherence to the First Law as the most effective way to keep each resident safe from the strife caused by religious zealotry. Generally, most members of the Pure Legion resort to violence only if left with no other choice.

Faction Notes: Before the party leaves Swordmeet Lodge, Obo pulls any member of the Dark Archives aside to remind

them that the Sacred Cobra auction will have many other relics and items of interest beyond simply the shard, and encourages the PCs to do their best to secure as many of the other relics and magical items available at the auction as possible.

BEYOND DUST AND THUNDER

Manaket lies approximately 225 miles east of Azir. It takes the PCs just under 6 days by camel (at a rate of 40 miles per day) to reach the capital city. While the caravan offers protection from most of the dangers of the journey, a violent electrical dust storm catches the caravan while it is still 2 days out from Manaket. As the caravan circles to wait out the storm, any PC who is capable of hearing and succeeds at a DC 15 Perception check can detect the sounds of a mule braying frantically and the desperate sword-on-shield banging of **Kazima Rufah** (LG female dwarf fighter 4), the captain of Azir's Pure Legion regiment, who is currently choking violently amid the storm. A PC who hears the noise and succeeds at a DC 10 Heal check recognizes that Kazima sounds as if she has run out of breath, is choking, and requires immediate intervention to avoid death. Kazima is unable to respond to cries from within the shelter; if the PCs wish to help her, their only choice is to leave the safety of shelter to brave the storm.

Kazima is close to passing out from her ordeal, so the PCs have little time to intervene. During this scene, the PCs must perform a series of tasks, each of which requires the PCs to attempt various checks described within that task, representing their locating and assisting Kazima. These checks occur in phases, much like combat rounds, and each PC can attempt one check during each phase. Each successful check contributes one success to that task, and once the PCs have earned enough successes, they overcome that task and move to the next one at the end of the phase. The number of phases the PCs take to complete this challenge determines Kazima's state after the encounter.

A PC can aid another PC instead of attempting her own check. In general, a PC can use a spell or ability that takes 1 round or less to cast or activate in addition to attempting a check, in a given round; if such an ability would make it considerably easier to navigate the storm or assist Kazima, that PC can grant one creature a bonus on its next check equal to twice the spell's level (or equal to the PC's character level for an ability). Especially optimal abilities, like seeing through sandstorms unimpeded, might allow a PC to automatically succeed at that check.

The DCs listed are for Subtier 1–2. Increase the DCs by 3 in Subtier 4–5 or by 2 for any saving throws. For a party of only four PCs, reduce the number of successes required for each task by 1.

Finding Kazima (3 checks): The PCs must identify where Kazima and the mule are located despite only being able to see a few feet away. The PCs can make progress with a successful DC 16 Knowledge (geography), Knowledge (nature),

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Perception, or Survival check. Once the PCs complete this task, they move toward Kazima, beginning the next task.

Dangerous Shocks (3 checks): This type of dust storm builds up stunning static charges, blinds travelers, and can even bowl over creatures. The PCs can evade or withstand the shocks with a successful DC 16 Acrobatics check, DC 16 Ride check (if mounted), combat maneuver check against CMD 15, or DC 13 Fortitude save. Once the PCs complete this task, they reach Kazima, beginning the next task.

Assisting Kazima (2 checks): The PCs need to help Kazima breathe regularly. This requires a successful DC 16 Heal check, though there's only enough room for three PCs to attempt these checks each phase. A PC can also automatically succeed at a check by using an ability that restores at least 3 hit points (7 hit points in Subtier 4–5), though magical healing likely offends Kazima (see Development). Because she is struggling to breathe, she cannot consume potions or similar items.

Development: Kazima's state depends on how many phases passed before the PCs completed the Assisting Kazima task. If they finished by the end of 5 phases, Kazima is conscious and relatively healthy. At the beginning of the sixth phase, Kazima falls unconscious and continues to suffocate unless successfully helped. At the end of the seventh phase, Kazima dies.

Kazima Rufah is a dwarven woman and a Pure Legion officer with dark eyes, deep brown skin, and long braids of hair decorated with horn beads. She exhibits an intellectual and reserved nature. She wears a suit of vented plate mail tinged blue and embossed with the sigil of Rahadoum—an ornamental shield inscribed with the Laws of Man, bearing two hands with the palms facing out—over a red tunic and bronze-hued pantaloons.

If the PCs successfully rescue Kazima and bring her to the shelter, they can learn more about how she came to be caught in the storm. She awakens with an attitude of helpful, expressing her bewildered gratitude with statements such as, "To help a stranger in a world where no greater reward can be guaranteed is a noble, dying thing." If she learns of a PC's divine faith through their words or obvious equipment, her attitude shifts to indifferent, and she instructs the PCs to surrender any religious objects in their possession; a PC can hide small religious symbols from easy view with a DC 13 Sleight of Hand or Dexterity check. If the PCs used divine magic to heal Kazima (her Pure Legion training helps her identify its signs), her attitude is unfriendly.

Although she is open about her Pure Legion affiliation, Kazima does not bring up her rank except in circumstances where it's important (such as when the PCs are passing through Azir's gates later). So long as her attitude is at least indifferent, she is willing to describe her recent mission. She was investigating the disappearance of Vensali Vuun, a miller who operates a mill along the Jodin River's northern bank. Not only was Vensali missing, but her family was found torn

to pieces in their home. Kazima was returning to Azir from her investigation when the storm struck.

Other than the bloodshed, the only clue Kazima recovered was a small statue of a judge's gavel made of shimmering gold. She keeps it wrapped in a black cloth and takes care not to touch it directly when showing it to the PCs. With a casting of *detect magic* and a successful DC 15 Knowledge (arcana) or Spellcraft check, a PC can sense that the statue has auras of divination, necromancy, and transmutation magic. By exceeding this DC by 5 or more, the PC also determines that the statue can transmit a supernatural disease on contact. With a successful DC 12 Appraise or Craft (sculpture) check or DC 16 Perception check to notice unusual stonework, a PC determines that the figurine isn't gold at all but instead seems to be coated with a powdery gold veneer that leaves a residue of golden dust on whatever it touches. Even rubbing at this coating only reveals a hairline veins on the statue that give the impression that the piece has the appearance that it's alive and slowly bleeding gold. The statue replenishes removed gold after a few minutes.

Any concerted attempt to melt down the statue causes it to dissolve into a mess of blood and broken bones. If a PC succeeds at DC 25 Use Magic Device check while holding the statue, she can determine the original owner's surface thoughts (in this case, Vensali's thoughts) as if the PC had cast *detect thoughts* on her the last time she held the item, learning that Vensali yearned desperately to earn enough money to pursue a degree in law from Urzeph University in Azir—in fact, she wanted it more than anything else in the world.

Kazima is unwilling to touch the statue directly, insisting that "Only something connected to a god could seem so harmless yet be so evil." She believes the statue is connected to several other disappearances around Azir, all related to similar sculptures that each bore a different shape. Regardless of what Kazima reveals to the PCs about the statue, she wishes to accompany the party back to Azir to rejoin the members of her garrison. If Kazima perishes in the sandstorm, the PCs can find the statue stored at the top of her backpack.

Any PC who touches the statue with bare skin must succeed at a DC 14 Fortitude saving throw (DC 16 in Subtier 4–5), or be afflicted with aurum death (see sidebar on page 8; note that the remaining travel time to Azir may mean that a PC exhibits symptoms of the disease while traveling to the city).

While Kazima would like to keep the statue as evidence related to her investigation, she is willing to let a PC keep possession of it if convinced with a Diplomacy check to request complicated aid (*Pathfinder RPG Core Rulebook* 94); the DC varies based on Kazima's attitude, and her Charisma bonus is +0.

Rewards: If the PCs do not save Kazima, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 126 gp.

Subtier 4–5: Reduce each PC's gold earned by 180 gp.

Aurum Death

Any creature that touches an object produced by a prayer to Vaultkeeper (see page 27) risks contracting aurum death. After the disease's onset, an afflicted creature's eyes, teeth, fingernails, and flesh become tinged with gold, as if it is coated with a powdery gold leaf that flakes off when rubbed or scratched. The power of the disease is amplified by continual interactions with an object that bestows it. As a result, any creature that touches an object that bestows aurum death after contracting the disease takes a -1 penalty on its next Fortitude save against the disease for each time it handles the object (maximum -5 penalty). In her final moments of life, a victim begins vomiting molten gold and convulsing. A creature that dies as a result of aurum death rises as a gold-clad ghoul (Subtier 1-2) or gold-clad ghast (Subtier 4-5) 2d4 hours later. Destroying the body prevents this process, as does affecting the corpse with either *bless* or *sanctify corpse*^{UM}, both of which are almost exclusively divine spells of which the people of Rahadoum don't approve.

Aurum death is a new, supernatural disease whose cause and effects are unfamiliar. A successful Heal or Knowledge check might help a PC fight off the affliction or discern some basic clues about its nature, yet discovering the full story requires examining Vaultkeeper up close (see area C6)

AURUM DEATH

Type disease, contact; **Save** Fortitude DC 16

Onset 1 day; **Frequency** 1/day

Effect 1d4 Con damage and 1 Cha damage and target is fatigued; **Cure** 2 consecutive saves.

BEFORE THE GODLESS GATE

The PCs arrive outside Azir before dusk on the sixth night of travel. The city's sandstone curtain wall forces the PCs to seek entrance at one of the massive gates, each of whose arches bears the brass symbol of Rahadoum: a set of open hands, palms out, over an ornamental shield inscribed with the Laws of Man. Each gate has a staff of six guards as well as two Pure Legion soldiers dressed in blue steel armor over white garments, and they collectively question everyone entering Azir. The Pure Legion has been especially vigilant over the past week following several disturbing tales of aurum death, and this extra scrutiny has drastically slowed the rate at which travelers can enter the city due to the considerable searches for divine treasures. By the time the PCs arrive, there's still a line of several trade convoys and several dozen travelers, many of whom are tired from spending several hours standing in the sun and quietly complain about how much time this recent measure is taking.

These travelers know only that the Pure Legion is cracking down on some widespread religious disturbance in the city and so has been especially vigilant for more than a week.

This scene includes three smaller elements: bypassing the line, being framed, and being searched. Bypassing the line gives the PCs more time to investigate in Azir, giving them an edge in area A, whereas resolving the framing and searches well might help the PCs smuggle in religious gear and avoid legal repercussions.

The Line: If the PCs rescued Kazima and her attitude toward them remains friendly or helpful, she is happy to escort them to the front of the line. This effectively bypasses the wait, and the Pure Legion soldiers hail their captain and provide the PCs only a quick inspection for contraband, reducing the DC to hide sensitive items by 5 (see Being Searched).

If Kazima died and the PCs recovered her body, they can solicit the Pure Legionnaires attention quickly. They pay their respects to the fallen captain with words like "she lived for no god" and "her destiny was her own." The two send a courier to fetch several other soldiers to politely question the PCs about how Kazima died, which takes a negligible amount of time compared to waiting in the long line. They then perform a standard search of the PCs (see Being Searched).

If the PCs neither remained on good terms with Kazima nor carried her body back to Azir, they're left to weather the long line to get into Azir. A PC can attempt a DC 20 Bluff, Diplomacy, or Intimidate check (DC 23 in Subtier 4-5) to convince several of the larger groups to let them go earlier, effectively bypassing the line. Only one PC can attempt this check before the other travelers lose any sympathy for the PCs need to skip the line. Waiting in the line takes several hours.

Being Framed: While investigating Torvad Shalzadin to discover a way to infiltrate the Sacred Cobra auction house, the Whispering Way agent Zaashakar discovered that the artifacts broker was working with the Pathfinder Society. As a result, she believes that the Society may send agents to recover the shard. Hoping to slow them down, Zaashakar enlisted a few of her establishment's downtrodden souls to watch for Pathfinders—those with *wayfinders* or who otherwise look like adventurers—and plant religious relics on them. While the PCs are outside the gate, **Samal Kalu** (N male halfling rogue 5) tries to approach them undetected and plant the relic on one of the PCs he considers least aware. The target can attempt a DC 20 Perception check (DC 22 in Subtier 4-5) to notice Samal as he tries to place a small black bag among their gear, and other PCs can attempt this Perception check with a -2 penalty.

If a PC catches him in the act, Samal tries to flee. However, he is in the advanced stage of aurum death and doesn't know that he's only a few minutes away from expiring. If the PCs attempt to interrogate him, he can provide only vague yet concerning information such as "She made me do it, said it was the only way," and "I don't deserve this—I only needed

a little money, but got sick.” The flaking golden skin beneath his concealing clothes is apparent to anyone who grabs him. Within moments of breaking away or answering questions, he begins crying golden tears, convulsing, and choking on the molten gold that bubbles up through his throat.

If the PCs don't notice Samal's actions, he sneaks away to watch the action from farther back in the line. He stays there until the PCs are being searched, at which point he succumbs to aurum death's final stages (as above).

Being Searched: The guards are respectful and orderly during the search, though their questioning is thorough and methodical. The guards interrogate the PCs as a group, first asking them to state the purpose for their visit and then asking that they declare any divine paraphernalia or illegal articles of worship for immediate confiscation. The guards describe, in detail, that such items include holy symbols, religious texts, divine artifacts, or even religiously suggestive tattoos or birthmarks. Any such items the PCs declare are taken and placed in a nearby chest. For any declared item worth 25 gp or more, a PC can attempt a DC 20 Diplomacy check to request that the item be documented, held, and returned once the PCs leave Azir. If successful, the PC can recover that item later, though only after agreeing to depart within 3 days for a non-Rahadoumi port and enduring a short Pure Legion lecture about why carrying this object into Rahadom is a disrespectful violation of the nation's sovereignty. For religious birthmarks or tattoos, a guard firmly wraps a length of cloth around the marked body part, instructing the PC to keep the cloth in place except while bathing in private.

A PC can attempt to hide one or more objects from the guards before being searched. Doing so requires a successful DC 15 Dexterity or Sleight of Hand check per item for small objects like holy symbols or books, and the DC decreases to 11 for very small objects like coins or rings. Larger objects bearing religious iconography like one-handed or larger weapons and shields are difficult to hide outright without magic, but a PC can create simple modifications that obscure inscriptions with a relevant DC 20 Craft check. In a few cases, such as repainting a shield, there may be no check necessary so long as the PCs have the necessary materials.

If a PC declares and surrenders one or more offending items, that PC earns 1 Legion Point (see sidebar Violating the First Law). If a PC is caught with an offending item, that PC earns 2 Legion Points due to the Legion's heightened crackdown. These points track the PC's status with the Pure Legion.

If Samal successfully planted a relic, the guards automatically find it. This earns that PC 2 Legion Points and (if she's alive) Kazima's dismayed scorn. The black bag is embroidered with gold thread, depicting a key on whose handle appears a cityscape under the sun. With a successful DC 10 Knowledge (religion) check, a PC can identify this as the holy symbol of Abadar. Inside the bag is a tiny golden idol shaped like a human heart pierced by a dagger.

Violating the First Law

While the PCs are in Rahadom, they must adhere to its laws prohibiting deific worship, divine spellcasting, religious expression, and possession of holy relics. Worshipping a deity in public, divine spellcasting, and attempting to influence another's religious opinion are considered serious offenses. Punishments typically escalate from warnings to public humiliation (such as stamping an offender's skin with long-lasting ink) to public lashing to expulsion.

Rather than focus on the specifics of these punishments, this scenario tracks PCs' offenses with Legion Points. As a PC performs forbidden actions where citizens are likely to see them, the PC earns Legion Points. Typically a PC only earns up to 2 points per encounter even if she performs several infractions (such as casting several different divine spells). However, exceptional infractions that affect large groups, threaten the city's safety, or represent a blatantly callous disregard for Rahadom's laws (eg. setting fire to a building or magically convincing numerous citizens to defy the Pure Legion) may exceed this limit. Unless removed (see below), Legion Points generally last until the end of the adventure.

Minor Offenses (1 Point): Possession of religious contraband or the public display of religious imagery is considered a minor offense that earns the PC 1 Legion Point, and the contraband is confiscated.

Major Offenses (2 Points): Worshipping a deity in public, casting a divine spell (including the use of channel energy or domain abilities), or proselytizing a religion is considered a major offense that earns the PC 2 Legion Points.

Consequences: A PC who has 2 or more Legion Points receives an indelible ink stamp on the forehead identifying her as a lawbreaker. The PC takes a -2 penalty on skill checks to influence law-abiding inhabitants of Rahadom, which includes all of the named living NPCs in this scenario. A PC who has 5 or more Legion Points is arrested and put on the next ship bound for Absalom.

Removing Points: A PC can remove 1 Legion Point by spending a number of Prestige Points equal to 1 plus the number of Legion Points she has already removed in this way (e.g., removing the first Legion Point costs 1 Prestige Point, the second costs 2, 3 for the third, etc.).

The object functions exactly like the golden gavel that Kazima found, meaning it exposes anyone who touches it directly to aurum death. The guards confiscate the bag and idol, though Kazima takes them if she's there, citing that these could contribute to her investigation.

Seeing the idol pulled from the bag nauseates Samal as he watches, and within a few moments he collapses and begins expelling molten gold (see Being Framed on page 8).

This turn of events is enough to give the guards pause, and a PC can convincingly connect the halfling and the idol with a DC 18 Diplomacy, Heal, or Knowledge (arcana) check. If successful, the framed PC gains only 1 Legion Point from the incident.

Development: Samal perishes during this encounter, and a PC who succeeds at a DC 15 Knowledge (arcana) check can discern that the body will likely rise as an undead creature in a matter of hours. If the PCs search Samal, they find a small strip of paper with a short note in Common on one side (**Handout #1** on page 32) and a strange set of numbers and phrases on the other side. With a successful DC 12 Profession (gambler) or DC 16 Knowledge (local) check, a PC recognizes these as bets recorded on a gambling hall's wager slip.

Once the PCs resolve these challenges, they are free to enter Azir. If the PCs bypassed the line, they have additional time with which to investigate during the following scene. Kazima thanks the PCs again for their assistance on the road before departing to report to her colleagues.

INSIDE AZIR

Having traveled for 6 days, the PCs should be aware that they have only that night to find Torvad, acquire his bidder's banner, and make their way to the Sacred Cobra for the auction taking place the next morning. Once the PCs enter the city, they find themselves continually one step behind the ghoul witch Zaashakar, as she attempts to terrorize and kill Torvad, seize his bidder's banner for herself, and infiltrate the Sacred Cobra auction house to steal the shield fragment for the Whispering Way before the Pathfinders can even get their bearings in the city.

While the PCs explore Azir at night, they can attempt Diplomacy or Knowledge (local) checks to gather information from the city's residents, though the number of people in public places decreases the later it becomes. Treat each set of checks as a phase that represents about 90 minutes of effort, during which time the PCs can split up to investigate different topics. While finding Torvad Shalzadin should be the PCs' primary focus, recent events may leave them curious about any of the three topics below.

Development: Each phase provides Zaashakar more time to prepare her attack on the Mendalari estate (area A). The PCs can spend two phases investigating without any penalties, after which they take a cumulative -1 penalty on written skill checks in area A due to their late arrival. Once the PCs have spent five phases investigating, they spot flames coming from the Mendalari estate and should head there immediately.

If the PCs successfully skipped the line at Azir's gates, they have a head start. This reduces the above penalty by 1, and if the PCs spent two or fewer phases investigating, they instead gain a $+1$ bonus on all of the written skill checks in area A.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)—TORVAD SHALZADIN

Torvad can be located using Diplomacy to gather information about a person fitting his description or relying on local knowledge of the major players in Azir's relic sales market. If the PCs do not gain any of the information below, they eventually locate the inn room he usually rents and are advised that they should be able to find him at the Mendalari Estate, where he has been living and working over the past week.

10+: Torvad has an upstairs room in a tavern called the Efreeti's Flame. The owner and keeper of the Flame hasn't heard from him in weeks, but Torvad instructed the innkeeper to send any couriers bearing letters during this week to the Mendalari Estate in the Artisan's Souk.

15+: Torvad has been seen coming and going from a manor in the Artisan's Souk that belongs to Inusi Mendalari, a prominent architect in the region. It's rumored Torvad has been appraising a large collection of artifacts for her, but no one knows exactly what he's been examining.

20+: Torvad has grown exaggeratingly paranoid in the last few weeks, and several individuals report his claims that a strange creature with golden skin is stalking him. While no one has taken him seriously, he's been walking the streets of Azir more heavily armed than usual.

25+: The Pure Legion has been investigating Torvad for some time, believing that he is part of an illegal criminal ring smuggling divine artifacts in and out of the city. In a pinch, turning Torvad over to the Pure Legion for questioning might help garner favor with the local garrison.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)—THE SACRED COBRA

The PCs might learn more about this illicit auction operation. They learn all the information whose DC is equal to or less than the result of their check.

15+: The Sacred Cobra is an illicit auction house for religious and historical relics, regularly moving to different locations to evade law enforcement. The Pure Legion has been attempting to identify the whereabouts of the Sacred Cobra auction house for some time, having conducted several unsuccessful raids on locations that are no longer in use. In a pinch, providing the Pure Legion with information about the Sacred Cobra's location might help garner favor with the local garrison.

20+: The Sacred Cobra's broker recently seems unsettled by the strange appearance of artifacts all over Azir that appear to be made of an arcane, fake gold. The auction house has severely reduced the number of relics it's buying, though it continues to sell many treasures. Its clientele is a mix of noble-born enthusiasts, die-hard artifact collectors, underground religious fanatics, and the criminal elite. Only those who have earned the broker's trust, signified by an intricately woven kerchief known as a bidder's banner, are allowed to bid on auction items there.

25+: Over the last few days, artifact brokers all over the city have been scrambling to arrange a viewing of a rare and important artifact the Sacred Cobra plans to sell at an auction to take place on the coming day. While none of the brokers know exactly what the artifact is, many believe it to be a priceless relic of great historical renown.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)—THE GOLDEN STATUES AND AURUM DEATH

The PCs can learn more about the mysterious golden statues and the disease they carry. They learn all the information whose DC is equal to or less than the result of their check.

10+: Rumors among the gamblers, drifters, and vagrants of Azir describe a noble outlaw who has been extending help to the poor and downtrodden, asking for their secret devotion to Abadar in exchange for enough gold to realize whatever dreams they may hold.

15+: While this patron's residence is unknown, spending time in prayer with her has produced real golden relics that many believe come directly from Abadar's First Vault. It is rumored that this patron bears one of the mystical keys to said vault.

20+: Individuals involved with law enforcement know that these statues have been associated with several grim disappearances all over Azir, and many of these folk believe the statues are no boon, but the physical expression of fell magic. They further believe that the statues are somehow connected to a strange disease that causes an afflicted person's skin, eyes, fingernails, and hair to crust over with flaking gold—an affliction that's earned the nickname "aurum death" by locals.

25+: Many have witnessed terrifying, gold-clad undead roaming the streets at night in some of Azir's shadier areas. Some believe that these creatures arise from those slain by aurum death. The Pure Legion has been attempting both to locate the origin of these gold-clad creatures and to gain more information about this strange "servant of Abadar" and that individual's possible connection to these unsettling events.

A. MENDALARI ESTATE

Once the PCs learn of Torvad's likely whereabouts (see the skill checks above), they can travel to the estate of Inusi Mendalari to meet with him. Unfortunately, Zaashakar has already made her own move against Torvad, hoping to silence the historian and confiscate any notes he may have about the shard. Shortly before the PCs reach the estate, Zaashakar and her undead minions tore apart the living creatures they found before reaching Inusi's bedchamber. There she found Inusi and Torvad excitedly discussing an ancient dagger forged by the clergy of Zon-Kuthon.

After subduing the duo, Zaashakar interrogated them and left them trapped with only a sadistic means of escape.

The compound has 10-foot-high adobe walls studded with geometric mosaic designs, and the tightly closed double door is made of red-stained wood. Interior walls are made of stone, and ceilings are 10 feet high.

As the PCs move through the manor, they can discover various documents, ledgers, notes, and other items that might aid them later during the auction at the Sacred Cobra (see area B). Most of these clues include both the name of an individual the PCs will encounter during the auction and some other information or insight that can make the auction easier. If the PCs collect the items before reaching Torvad and Inusi in area A7, Inusi can later explain their significance to the PCs (assuming she is rescued and does not witness the PCs breaking the First Law). If the PCs rescue Inusi first, she tells them about the lily seeds in A2, the blueprints in A3, and the sculpture in A6, though even Inusi is not aware of the secret will hidden inside the oil painting in area A4. If the PCs have already passed through areas A4 and A6, the sculpture has been crushed by falling debris and is unsuitable unless the PCs pay for or cast *make whole* to repair the marble bust.

Once the PCs arrive at the gates, they can smell an unexpectedly strong odor of smoke coming from within and see a damp red stain seeping out from under the door. Part of the main building is on fire, and some bloodshed has transpired within. The PCs can call for help, but it will take valuable minutes to wait for guards and firefighters.

A1. GATEHOUSE

Zaashakar locked the gatehouse door and broke off a gate guard's key in the keyhole after her undead minions scaled the wall, slew the guards within, looted the key, and opened the door for her. If the PCs knock on the gatehouse door, no one answers. A PC can dislodge the damaged lock from the outside with a successful DC 20 Disable Device check (DC 22 in Subtier 4–5), allowing a PC to easily reach the locking bolt and move it to open the door. Alternatively, the PCs could break down the wooden door (hardness 5, hp 20, break DC 25) or scale the walls (Climb DC 20).

A2. COURTYARD

One dead guard lies slumped against the inside of the gate, another is facedown about 20 feet away, and the remains of both the live-in gardener and the part-time stable hand lie messily draped over the shrubs. A PC who examines the bodies and succeeds at a DC 15 Heal check determines that they were torn apart by raking claws (or just physically torn apart in Subtier 4–5), and the fallen guards both have flakes of golden dust caked along the edges of their wounds. With a successful DC 15 Heal or Knowledge (arcana) check, a PC can positively identify this as shed skin from someone suffering from the strange disease, which the PCs may have recently learned is called aurum death. Further, the way in which the golden tinge seems to have spread from the wound

A. Mendalari Estate



1 square = 5 feet

Pathfinder Flip-Mat: Noble Estate

Scaling Area A

Both Subtiers: To accommodate a group of four PCs, remove 1 gold-clad festrog from the encounter.

suggests that these bodies are now afflicted by the disease and could rise as undead within a matter of hours.

All of the doors leading from the courtyard are closed when the PCs arrive, though there are two signs of activity. First, a set of bloody footprints leads to the western stable door (to area **A3**). Second, a PC who succeeds at a DC 16 Perception check can hear frantic shouting of two or three people from the manor's west wing (area **A7**).

Treasure: PCs who search the bodies of the slain gardeners find a neatly written ledger and a wax-sealed packet of seeds. A quick perusal shows most of the information is mundane bookkeeping, but several handwritten notes in the margins refer to Inusi Mendalari's work designing gardens for one Madame Adenalar, who is apparently an enthusiast of exotic flowers. The notes indicate that Inusi has instructed the gardeners to test the viability of a rare lily imported from Tian Xia to see if it can be successfully grown in the Rahadoumi climate. Any PC capable of reading Tien can see that the markings on the waxed seed packet indicate the seeds are for a type of lily.

A3. PRIVATE STABLE

Zaashakar originally crept into the stable with the intent to kill every horse and person inside, in order to prevent the possibility that someone would escape and alert the Pure Legion. However, she silently watched as Inusi's daughter, a teenage girl named Nulalla, played a solitary card game while sitting cross-legged in one of the stalls. Perhaps seeing a bit of her former human self in Nulalla (or maybe just letting the fates sort it out), Zaashakar commanded that the stable's inhabitants (the girl and a stallion named Captain Free) go untouched, much to the dismay of the undead accompanying her.

A single set of bloody footprints left by Zaashakar trails from one of the corpses lying between two sets of hedges through the southern door of the stable. The footprints continue 25 feet to the east within the stable and then appear to stop and turn around, as if the person exited from where they came. The stall the footprints stop in front of contains several decks of cards.

Creatures: Nulalla is trapped in the easternmost stall by Captain Free, Inusi's prize stallion, as the fire has whipped the horse into a panicked frenzy. A PC who succeeds at a DC 15 Handle Animal check (DC 19 in Subtier 4–5) can calm the horse by getting him to recognize the “down” command and peacefully escort him to an empty stall or safely outside the burning estate. Each time a PC fails this check, that PC

must succeed at a DC 17 Reflex save (DC 18 in Subtier 4–5) or take 1d6+2 bludgeoning damage from Captain Free's frantic kick. After three consecutive failures with no success, Captain Free bursts through the eastern stable door and escapes into the courtyard. A PC who successfully casts *charm animal* on Captain Free gains a +10 bonus on the Handle Animal check to calm him.

Treasure: PCs who succeed at a DC 15 Perception check (DC 18 in Subtier 4–5) notices that Captain Free's saddlebags hang on a hook inside his stall (or lie half-buried on the floor in Subtier 4–5, as Captain Free has knocked the saddlebags down and trampled them into the hay). Searching the saddlebags reveals that they are mostly empty, save for a missive from Inusi Mendalari to one Famish Squinwhisban, a gnome architect. The letter includes a set of blueprints explaining the positioning of the joists Inusi used in “the Pure Legion stables” that allowed her to create a more open and efficient floor space without sacrificing the structure's integrity or security.

Development: Once Captain Free either escapes or is pacified, Nulalla rushes to the southern door of the stable and begs the PCs to save her mother, Inusi, from the burning building. If questioned, Nulalla can affirm that “Uncle Torvad” is in the manor “studying treasures.” Nulalla is astonished to discover the bloody footprints that stop mysteriously behind where she was playing cards and the smoldering fire consuming her home. If the PCs ask her about the layout of the house, she can scrawl a quick map in the soft dirt of the stable floor, pointing out that the double door that leads to area **A4** is the fastest point of entry (as the western door is essentially a dead end, and the eastern door leads to the eastern wing of the house).

A4. GRAND SITTING ROOM

This large room is filled with lavish furnishings, including several expensive antique sofas, beautiful oil paintings, and hand-woven rugs, all spattered with the blood and remains of three house servants who were preparing Inusi and Torvad's dinner before stopping to investigate the commotion on the northern side of the house. When the servants entered the sitting room, they were attacked by Zaashakar's minions. Two double doors, one on the eastern wall and one on the western wall, lead to each wing of the manor.

Be sure to track how long the PCs remain in this area, as the fire in area **A6** continues to spread while they are engaged here.

Creatures: Zaashakar has commanded her minions (two gold-clad festrogs in Subtier 1–2 or two gold-clad festrogs and one gold-clad mummy in Subtier 4–5) to accompany her to the Mendalari estate, using them as high-powered insurance to prevent intervention by the Pathfinder Society or the Pure Legion.

Each of these creatures is coated in what appears to be pure gold, as they were formed from the necromantic magic harnessed by Vaultkeeper (see page 27). Thanks to the gold

PATHFINDER SOCIETY SCENARIO

enveloping their bodies, neither set of creatures seems to pay much attention to the flames gathering around them and even move into burning squares without hesitation.

SUBTIER 1-2 (CR 3)

GOLD-CLAD FESTROGS (2) CR 1

NE Medium undead (*Pathfinder RPG Bestiary* 3 115)

Init -2; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 13, touch 8, flat-footed 13 (-2 Dex, +5 natural)

hp 15 each (2d8+6)

Fort +3, **Ref** -2, **Will** +4

Immune undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

TACTICS

Before Combat PCs must succeed at a DC 16 Stealth check to avoid notice when approaching this area; otherwise the gold-clad festrogs hear the party approaching from the courtyard and conceal themselves behind the two northernmost couches (requiring the PCs to succeed at a DC 11 Perception check to detect the festrogs).

During Combat The festrogs attempt to flank any party member with visible divine implements (such as a holy symbol), or that they see using divine spells or abilities (such as channel energy). If the flames push out into area **A5** or even into this room, the gold-clad festrogs capitalize on their fire resistance, attempting to maneuver the PCs into the fire.

Morale The festrogs fight until destroyed.

STATISTICS

Str 17, **Dex** 7, **Con** —, **Int** 12, **Wis** 12, **Cha** 17

Base Atk +1; **CMB** +4; **CMD** 12 (16 vs. trip)

Feats Weapon Focus (claw)

Skills Acrobatics -6, Climb +4, Escape Artist -6, Perception +6, Sense Motive +6, Stealth -1, Survival +3, Swim -1

Languages Common

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt a combat maneuver check to trip its opponent. This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with pus-like fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points.

The festrog cannot have more than 5 temporary hit points from this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

SUBTIER 4-5 (CR 6)

GOLD-CLAD FESTROGS (2) CR 1

hp 15 each

TACTICS

Use the tactics from Subtier 1-2.

GOLD-CLAD MUMMY CR 5

LE Medium undead (*Pathfinder RPG Bestiary* 210)

Init -3; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., DC 19)

DEFENSE

AC 19, touch 7, flat-footed 19 (-3 Dex, +12 natural)

hp 84 (8d8+48)

Fort +7, **Ref** -1, **Will** +8

DR 5/-; **Immune** undead traits; **Resist** fire 10

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus disease)

TACTICS

Before Combat If the gold-clad mummy detects the PCs approaching, it moves into the center of the room, hoping its presence will distract the PCs from the festrogs hidden behind to two northernmost couches.

During Combat The gold-clad mummy wades fearlessly into melee, focusing its attacks on opponents who fail their saving throw against the mummy's aura of despair.

Morale The mummy fights until destroyed.

STATISTICS

Str 24, **Dex** 4, **Con** —, **Int** 8, **Wis** 15, **Cha** 21

Base Atk +6; **CMB** +13; **CMD** 20

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Acrobatics -7 (-11 when jumping), Climb +14, Escape Artist -7, Perception +16, Stealth +4, Swim +3

Languages Common

SQ mummy rot

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 19 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Disease (Su) *Aurum Death:* contact; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage and 1d6 Cha damage

and target is fatigued; *cure* 2 consecutive saves. The save DC is Charisma-based.

Mummy rot can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other.

Fire-Resistant Wrappings (Ex) Gold-clad mummies' coated wrappings are resistant to flame, allowing them to ignore the first 10 points of fire damage they take from any source. Any damage from a single source in excess of 10 points is doubled as normal.

Treasure: As long as the PCs defeat the undead in this room in 5 or fewer rounds, a PC who succeeds at a DC 17 Perception check (DC 20 in Subtier 4–5) notices that one of the oil paintings in the room has been torn and some object is wedged between the picture and the back of the frame. Upon closer examination, the object is a linen envelope containing a will written in Osiriani by one Abbash Borkalik, naming his daughter Abeesa as his sole heir. Give the players **Handout #2**, Abbash Borkalik's final will.

Rewards: If the PCs do not defeat the undead in this room, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 126 gp.

Subtier 4–5: Reduce each PC's gold earned by 180 gp.

A5. HALLWAY

This narrow hallway is adorned with several oil paintings depicting abstract forms. Doors open to the north and south.

A6. SOLAR

This is a small, well-furnished room with two large skylights facing north. The doorframe, bookshelves, and paintings along the southern wall have shriveled into charred wisps under the intense heat of a raging fire.

Hazard: Zaashakar started the fire in this room in the square occupied by the southwestern bookshelf. It then spreads to occupy the 6 squares on the western side of the room, remaining in those 6 squares until the PCs enter area **A4**. Any creature that enters or begins its turn in a burning square must succeed at a DC 15 Reflex save (DC 19 in Subtier 4–5) or take 1d6 points of fire damage (1d6 +4 in Subtier 4–5) each round. If Torvad or Inusi (see area **A7**) occupy a burning square, they are automatically reduced to –1 hit points, and at the end of a second round spent in a burning square, they die (though killing Torvad in this way may be less engaging to the players, considering the situation he has found himself in below).

At the start of each round after the PCs enter area **A4** (regardless of which door they use to enter the building), the fire grows by 2 squares, spreading into any 2 squares adjacent to any square currently on fire. If a fire is separated into multiple noncontiguous fires as a result of actions the PCs take to combat it, the fires can expand only by 2 squares collectively per round, regardless of how many individual

fires exist. The fire can spread into any room in the manor, but most likely areas **A4**, **A5**, and **A7** (and to build the maximum amount of suspense with regard to the fate of the PCs and the occupants of area **A7**, it should spread ideally spread a square toward **A7** as well as a square toward the PCs, each round). If fires occupy more than half of the squares in any of these rooms, each creature in that room must attempt a DC 13 Reflex save at the start of its turn each round, taking 1d4 points of bludgeoning damage (DC 16, 2d4 in Subtier 4–5) on a failure, as the room's structural integrity becomes so compromised that flaming debris falls from the ceiling.

A PC can fight a fire in an adjacent square by beating the fire with a curtain, tapestry, or rug (such as those found throughout the manor) and succeeding at a DC 12 (DC 16 in Subtier 4–5) combat maneuver check as a standard action. Using magic to fight the fire (such as by casting *create water* or enlisting the aid of an *unseen servant*) grants a +4 bonus on this check. On a success, the PC extinguishes the fire in that square, but the square can still catch on fire in a later round if the fire keeps spreading.

Treasure: This room contains a marble bust of a lean and cruelly handsome woman. If the PCs travel directly to this room after entering the estate, the sculpture is easily noticed with a successful DC 10 Appraise or Perception check (DC 14 in Subtier 4–5 as the smoke has obscured the sculpture somewhat more thoroughly) as the most valuable and only undamaged item in the room. This DC increases by 1 for every 2 rounds it takes the PCs to reach this room and retrieve the bust after entering area **A4**. If the PCs take more than 20 rounds to retrieve the bust, it becomes too covered by soot and damaged by flames to be noticed, though the PCs can still attempt to salvage the remains if Inusi tells them about it after her rescue. If the PCs acquire this sculpture and succeed in rescuing Inusi Mendalari, she explains to them that the piece was actually acquired on behalf of her friend Pateba, a Mauxi man looking for historical artifacts related to one of his ancestors. Bringing this statue to Pateba in area **B4** enables the PCs to influence his behavior during the auction.

A7. INUSI'S BOWER

The master bedchamber is filled with a massive canopy bed draped with silk sheets and littered with an assortment of small trinkets and relics, all scattered among piles of scrolls and parchments. To the west, hunched at the foot of a small reading table, lies a bespectacled man with a sinister-looking dagger protruding from his abdomen. The man's right hand is chained to the right wrist of a woman who screams frantically as she thrashes to pull a second chain binding both parties to the flue of the fireplace. The chain rattles but doesn't give. Smoke billows throughout the room, as flames lick from burning overhead timbers.

PATHFINDER SOCIETY SCENARIO

Torvad and Inusi are chained to the fireplace in this room. A PC who succeeds at a DC 15 Perception check (DC 19 in Subtier 4–5) notices a deep gash in the center of the table, as if the dagger had been stabbed into it with significant force, as well as a small stack of gold coins placed suspiciously near the edge of the table. With a successful DC 15 Knowledge (local) or Profession (gambler) check, a PC can recognize that the arrangement resembles that of a brutal game called knivesies.

When Zaashakar confronted Inusi and Torvad here, she concocted a terrifying fate for them. Torvad was intimidated easily enough and readily surrendered the whereabouts of the Sacred Cobra auction house. The witch then proclaimed that “Today, thy truths shall be revealed.” Using a small box of antique manacles and chains that Inusi had acquired from a recent antique sale, Zaashakar cast *command* to render Torvad and Inusi immobile as she bound them together and then secured them to the latch of the fireplace flue, wrapping the chains around the latch several times before locking it tight. Zaashakar then intimidated Inusi into swallowing the lock’s key, just before stabbing the dagger the duo was studying (see Weeping Torment) into the table between them. Before leaving and setting the estate ablaze, Zaashakar calmly said “Place your bets,” as she placed the small stack of gold on the table, cackled, and walked away.

Panicked, Torvad lunged for the knife, believing that cutting the key out of Inusi was his only chance for survival. Inusi instead tried frantically to force herself to vomit, albeit unsuccessfully, and then became entangled in a skirmish with Torvad that left the dagger planted in his stomach. Torvad struggles and convulses so violently that the PCs are unable to treat his wound while within the burning manor—if they are to treat him, they must first remove him from the building.

A PC can free Torvad and Inusi from confinement with a successful DC 10 Disable Device check (DC 14 in Subtier 4–5) to pick the locks on the manacles. A PC who succeeds at a DC 15 Heal check (DC 19 in Subtier 4–5) can induce Inusi to vomit up the key. Finally, the rusted chains can be broken free from the fireplace by a PC who succeeds at a DC 22 Strength check to break them.

Once freed, Inusi rushes to the bed and begins gathering as many of the trinkets scattered about her bed as she can; PCs can assist her if they’d like. Torvad can’t move without

a PC’s assistance. At this point, the remaining fires are beginning to get out of control (and may even damage the characters from falling debris, as described in area A6).

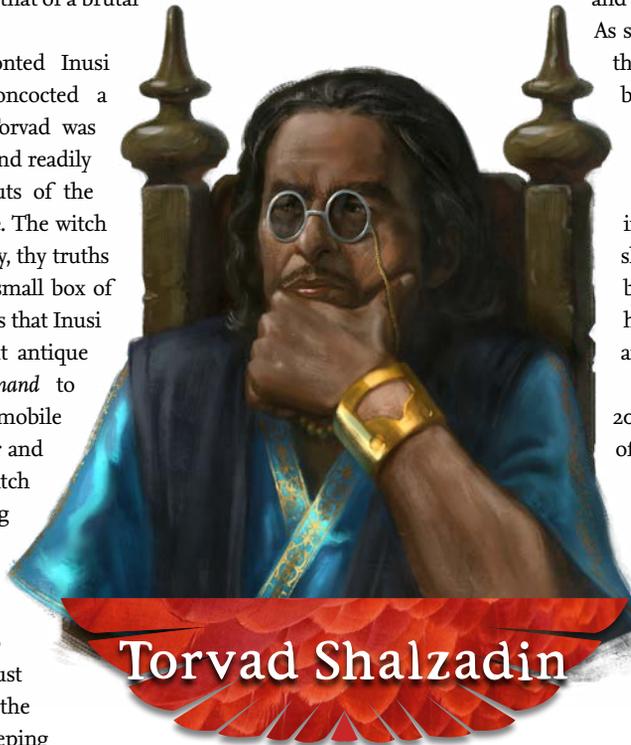
OUTSIDE THE MANOR

While the circumstances inside the burning manor are grim, the situation as the PCs return to the courtyard with Torvad and Inusi in tow is not much better. As soon as Torvad is safely away from the burning building, he collapses, blood spewing from the dagger wound in his stomach. At the same time, several members of the Pure Legion arrive on the scene, including Captain Kazima Rufah, if she is still alive. The Legionnaires begin to ask questions about what happened, forming a perimeter around the courtyard.

When he collapses, Torvad has 20 hit points, and he takes 2 points of bleed damage each round until his wound is dealt with. A PC who succeeds at a DC 15 Heal or Sleight of Hand check (DC 19 in Subtier 4–5) can remove the dagger from Torvad’s stomach without doing further damage, though each failure deals Torvad 2 points of slashing damage. A PC who succeeds at a DC 10 Heal,

Spellcraft, or Knowledge (arcana) check immediately realizes that the wound left by the dagger seeps with black, ichorous blood and refuses to close or clot. Closing the wound requires a PC to succeed at a DC 17 Heal check to stop the damage; the bleeding can also be stopped with a successful spell that restores at least 1 hit point to the target, but any attempt to magically heal a creature suffering from such a wound requires the caster to succeed at a DC 16 caster level check or the spell does not function. Success means healing works normally and stops all bleed effects on the victim. If any magical attempt to heal the wound is the result of a divine spell, the casting is considered to be a major offense by the Pure Legion (see Violating the First Law on page 9). As Torvad’s life bleeds away, he becomes increasingly frantic, begging the PCs for help.

A PC who magically identifies the dagger (CL 5th, DC 20) can determine its magical properties (see Weeping Torment on page 17). A close examination of the blade also reveals that it bears a small, engraved poem along the edge of its blade, written in a strange tongue. If any of the PCs understand Necril, cast *comprehend languages*, or use some other means of reading the inscription, the PC can read the following:



Scaling Area A

WEeping TORMENT

PRICE
9,000 GP

SLOT none

CL 5th

WEIGHT 1 lb.

AURA faint necromancy

This +1 dagger inflicts persistent wounds, dealing 2 points of bleed damage. Bleed from a wound caused by *Weeping Torment* is particularly difficult to stanch. A creature can stop the bleeding with a successful DC 17 Heal check, but any attempt to magically heal a creature wounded by *Weeping Torment* requires the caster to succeed at a DC 16 caster level check or the spell fails. On a success, the magic works normally and stops all bleed effects on the victim. A creature with *Weeping Torment* in her possession can recite the dagger's ritual verse to end all bleed effects caused by the dagger.

CONSTRUCTION REQUIREMENTS

COST 4,500 GP

Craft Magic Arms and Armor, *bleed*

*"Blood flows like pouring rain.
To the Midnight Lord, I devote this pain."*

Any PC who says these words aloud and succeeds at a DC 12 Knowledge (religion) check knows she is inciting a prayer to Zon-Kuthon, and Torvad's bleeding immediately stops. If the PCs have no means by which to read Necril on their own, Inusi can provide a *scroll of comprehend languages* from the pile of things she rescued from the burning building. Uttering such a prayer in the presence of the Pure Legion counts as a minor offense unless the PC is cunning enough to disguise the act. Muttering the prayer softly under her breath requires the PC to succeed at a DC 14 Bluff or Stealth check (DC 17 in Subtier 4–5). If they get a close look at it, the Pure Legion recognizes the dagger as a divine artifact and attempts to confiscate it. Any PC who wishes to keep it can attempt a DC 14 Sleight of Hand check (DC 17 in Subtier 4–5), though a failure is considered a minor offense against the First Law.

Regardless of whether or not the PCs are able to stanch his bleeding, Torvad reveals in a hushed whisper that the Sacred Cobra auction house is currently being staged right under the Pure Legion's noses, on the second floor of Azir's Museum of Philosophy, Logic, and Natural History in the Grand Souk—and is scheduled to begin at approximately 10 A.M. in the morning; he also surreptitiously hands over his bidder's banner. If Torvad doesn't survive long enough to relay this information, Inusi can inform the PCs of these details, as well as provide them with Torvad's bidder's banner.

If both Inusi and Torvad perish before this information can be gleaned, the PCs can find it described in a small ledger on Torvad's corpse.

If the PCs are aware that Torvad is wanted by the Pure Legion, or that the Pure Legion seeks the location of the Sacred Cobra auction house, a PC can identify Torvad or reveal the Cobra's location to any of the Pure Legion officers. Revealing either of these facts reduces the number of Legion Points that character has by 2, though only one PC can benefit from this reduction for each revelation. If the PCs reveal Torvad's identity to the Pure Legion, he is immediately arrested and is not heard from for the rest of the adventure. If the PCs reveal the location of the Sacred Cobra auction house to the Pure Legion, the PCs can cooperate with the Pure Legion to disrupt the auction (see areas **B2** and **B3**).

Rewards: If the PCs fail to rescue either Inusi or Torvad, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 126 gp.

Subtier 4–5: Reduce each PC's gold earned by 180 gp.

B. SACRED COBRA AUCTION

The Museum of Philosophy, Logic, and Natural History is one of the most prominent buildings within Azir's Grand Souk. The construction of the building itself was ordered by the current Keeper of the First Law, Malduoni, as a way of preserving Rahadom's culture, history, and influence, as well as reinforcing the positive impact of forbidding religion on Rahadom's development as a nation. As a purely academic and historical institution, the museum focuses on exhibits and displays related to anatomy, arcane studies, archaeology, astronomy, debate, law (including an exhibit focusing solely on the history, development, and evolution of the Laws of Man), mathematics, philosophy, science, secular history, and zoology. Constructed of three stories of stacked sandstone blocks, a prolific archway over the main entrance, and white marble columns accented with silver trim, the structure itself is already becoming an icon of the city as much as the Pure Legion patrols that often pass by its front steps. Many of Azir's residents spend time reflecting in the museum's main courtyard, which features a magic pool of eternally clear water surrounding a colossal, white marble statue of Kalim Onaku, author of the Laws of Man.

As a seasoned entrepreneur and criminal in her own right, **Aya Ajiri** (CN female human rogue 6) knows that the best place to hide is the last place anyone will look. As the managing proprietor of the largest traveling black market auction in Rahadom, Aya has made it her priority to discover the secrets of Azir's influential members so that she can exploit them to serve her ends. This is no different for Ulm Gurran, the museum's current high curator, whom Aya has been blackmailing over his hidden patronage of the goddess Desna. Were Gurran exposed as a patron of the Great Dreamer, his career would be over.

B. Sacred Cobra Auction



1 square = 5 feet

3RD FLOOR

Pathfinder Flip-Mat: Museum

Scaling Encounter B2

Both Subtiers: To accommodate a group of four PCs, Zaashakar's undead minion was recently and hastily created, imposing a -2 penalty on all its attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Aya has used this leverage to secure herself both a cover story of being a museum clerk and a place to hold her next auction.

When the PCs first arrive at the museum, Aya has guards at each of the entrances who check each prospective entrant's bidder's banner, the carefully woven scarves used as both entry tokens and bidding signals during the auction. The guards (N human fighters 2) inform anyone lacking a bidder's banner or not in the company of someone bearing a bidder's banner that the museum has been closed for a private lecture. PCs can attempt to distract the guards and sneak in with a successful DC 15 Bluff check followed by a DC 15 Stealth check (or through magical means such as turning invisible). Even inside, however, the guards closely watch the comings and goings of all auction guests and note any unexpected additions to the bidders, demanding to see the PC's bidder's banner or who their patron (any individual possessing a bidder's banner who is willing to speak on the PC's behalf) is. PCs confronted in this manner who are unable to produce a patron or bidder's banner are escorted to the nearest exit by two of the guards, who inform them that any further antics will lead to the auction being canceled. PCs can purchase a bidder's banner from the door guards for 1,000 gp, though the guards tack on a 250 gp "convenience fee" if they have previously caught one or more PCs attempting to infiltrate the auction.

There are five other bidders attending the Sacred Cobra's auction this day. Madame **Adenalar** (CN female human aristocrat 3) is a wealthy noblewoman fascinated with rare and exotic flowers. **Famish Squinwhisban** (LN male gnome expert 4) is a professional architect whose obsession drives him to constantly procure examples of new architectural techniques. **Abeesa Borkalik** (N female human aristocrat 1/expert 3) and her older brother **Abbashin Borkalik** (N male human fighter 2) clearly do not like each other; Abbashin is the head of the Borkalik household and would have already squandered the family's fortune on tasteless and expensive status symbols if Abeesa didn't accompany him on his "shopping excursions" to temper his greedy impulses. The final bidder, **Pateba** (CG male human bard 4), is a Mauxi citizen of Rahadom whose adventures as a younger man led him to convert to worship of the goddess Brigh. Despite the First Law banning Brigh's worship, Pateba could not bring himself to abandon her worship or his homeland, and so now he maintains a secret shrine which he occasionally supplements with relics

obtained from secret auctions such as the Sacred Cobra.

The PCs and other bidders gradually filter into the museum, where they wait in the Hall of Taxidermy (area **B4**) while Zaashakar (in the guise of Aya Ajiri) and the guards prepare the auction. The PCs can use this time to interact with and influence the other bidders as described in area **B4** (see page 21).

B1. OFFICES

There is little of interest to be found in these small, tidy offices, primarily used by the museum's legitimate clerks.

B2. CORNER OFFICE

A PC who succeeds at a DC 13 Perception check (DC 17 in Subtier 4-5, for Zaashakar has done a better job of hiding the body) in the large corner office see a small pool of blood forming below a combination safe under the large desk. The safe appears to have been damaged, and the combination lock clicks loudly, requiring only a successful DC 15 (DC 20 in Subtier 4-5) Disable Device check to crack the safe.

Development: If they successfully open the safe, the PCs discover the dismembered pieces of Aya Ajiri's body. They can show the body to the Pure Legion or otherwise inform them of the murder; if the PCs told the Pure Legion the location of the Sacred Cobra auction house outside the Mendalari Estate, Captain Kazima or another Pure Legion officer is already on patrol outside the museum. In this event, the Pure Legion quickly gathers a force and raids the auction before it can conclude. The PCs can attempt to use this confusion to grab the shard on the podium in the lecture hall (area **B3**) if they wish, though the undead creature flying above the lecture hall immediately descends and breaks through the glass (see area **B3** below).

B3. LECTURE HALL

This long and narrow room features a podium at the far end. Two columns of oak chairs with satin pillows cushioning the seats line the northern and southern walls.

This room is often used when the museum hosts scholars and archaeologists describing their latest studies or findings. It serves a very different purpose today as the shard of *the Shattered Shield of Arnisant* is prepared for auction.

PCs who manage to sneak into this room prior to the auction find little of interest, as the room is not normally used for storage and the shard itself is not brought into the room until 5 minutes before the Sacred Cobra guards begin ushering in the bidders.

During the auction, Zaashakar capably plays the role of Aya Ajiri, enjoying the deception. Each of the bidders in the auction bids on the items as described in their entries in area **B4** (see page 21). If the PCs are the only bidders

SACRED COBRA AUCTION ITEMS

Round	Item	Starting Bid	Bidders
1	<i>Bracers of divine range</i>	2,500 gp	Abbashin Borkalik
2	Clockwork statue of Brigh	1,000 gp	Pateba
3	<i>Phylactery of faithfulness</i>	500 gp	Abbashin Borkalik, Pateba
4	Kelksiomedes's grape trellis	2,500 gp	Madame Adenalar, Famish Squinwhisban
5	<i>Staff of healing, minor</i>	4,400 gp	—
6	Eldas's platinum drafting tools	1,500 gp	Famish Squinwhisban
7	<i>Incense of meditation</i>	1,650 gp	—
8	Golden statue of Ra	5,000 gp	Abbashin Borkalik
9	<i>Shard of the Shattered Shield of Arnisant</i>	5,000 gp	—

remaining when the auction starts, Zaashakar believes that she has been discovered and orders her undead minion to attack immediately, drinking a *potion of invisibility* and fleeing through the northern door near the podium.

The items and available during the auction, the starting bid (which all parties are aware of), and the parties interested in acquiring them are as follows:

The PCs are provided with a brief program detailing the items available and the opening bids when they first enter the lecture hall. Included in this auction is a special magic item: *bracers of divine range*, which function as *bracers of archery* but provide the bonuses only on ranged touch attacks and the associated damage rolls made as part of divine spells. If the PCs fail to acquire these bracers during the auction, cross them (and the lesser version for Subtier 1–2) off of their Chronicle sheets.

Creatures: If the PCs or Pure Legion confront Zaashakar, or just as the bidding for the shard is announced, Zaashakar signals her minion to attack (performing the signal is a free action that can be taken even when it is not Zaashakar's turn), at which point the undead minion immediately takes its readied action to burst through the glass window above. Any bidders still in the room attempt to flee the area, rushing for the western exit and fleeing the museum from there; this rush of bodies and breaking glass grants Zaashakar cover and concealment for the first round of combat. Any PCs in the area when the creature crashes through the window must succeed at a DC 12 Reflex save or take 1d4 points of piercing damage and be blinded for 1 round by falling glass. On a success, a character halves the damage and avoids the blinded condition. In Subtier 4–5, the falling glass instead deals 1d8 points of piercing damage, and the Reflex saving throw DC increases to 14.

Zaashakar's statistics can be found on page 28, though Zaashakar has already sent Vaultkeeper and the shard ahead to the Grave Wager (area C), and thus can't use her deliver touch spells ability. In the event that the PCs kill Zaashakar before she completes her escape, Vaultkeeper awaits the party at the Grave Wager, along with one of Zaashakar's necrocrafter servitors.

SUBTIER 1–2 (CR 3)

GOLD-CLAD NECROCRAFT CR 3

Variant necrocrafter (*Pathfinder RPG Bestiary* 4 200)

NE Medium undead

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

DEFENSE

AC 14, touch 8, flat-footed 14 (–2 Dex, +6 natural)

hp 38 (4d8+20)

Fort +5, **Ref** –1, **Will** +4

Immune undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee 2 claws +5 (1d4+2 plus bleed)

Special Attacks bleed (1d4)

TACTICS

Before Combat This necrocrafter waits above the large windows set over the lecture hall, visible only from the podium. It has readied an action to burst through the glass and into the room below as soon as it gets Zaashakar's signal.

During Combat The necrocrafter lashes about wildly, attempting to inflict bleeding wounds on as many of Zaashakar's enemies as it can manage. Only when it manages to inflict bleeding wounds on all of its opponents does it focus its attacks on the nearest target.

Morale The necrocrafter fights until destroyed.

STATISTICS

Str 15, **Dex** 7, **Con** —, **Int** —, **Wis** 10, **Cha** 19

Base Atk +3; **CMB** +5; **CMD** 13

Feats Toughness

Skills Acrobatics –6, Climb –2, Escape Artist –6, Fly –10, Stealth –6, Swim –2

SQ construction points (additional movement [fly], blade fists)

SUBTIER 4–5 (CR 7)

MONSTROUS GOLD-CLAD NECROCRAFT CR 7

Variant advanced fiendish necrocrafter (*Pathfinder RPG Bestiary* 4 288, 200)

NE Large undead

Init –1; **Senses** darkvision 60 ft.; Perception +2

THE SHATTERED SHIELD

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 80 (7d8+49)

Fort +8, **Ref** +1, **Will** +7

DR 5/good; **Immune** undead traits; **Resist** cold 10, fire 10; **SR** 12

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee 2 claws +12 (1d6+8 plus bleed)

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

Special Attacks bleed (1d4), smite good

TACTICS

Use the tactics for the gold-clad necrocraft from Subtier 1-2.

STATISTICS

Str 27, **Dex** 9, **Con** —, **Int** —, **Wis** 14, **Cha** 23

Base Atk +5; **CMB** +14; **CMD** 23

Feats Toughness

Skills Acrobatics -5, Climb +4, Escape Artist -5, Fly -11, Stealth -9, Swim +4

SQ construction points (additional movement [fly], blade fists, bone armor)

SPECIAL ABILITIES

Smite Good (Su) Once per day, the necrocraft can smite a good-aligned creature. As a swift action, the necrocraft chooses one creature within sight to smite. If the target is good, the necrocraft gains a +6 bonus on attack rolls and +7 on damage rolls for all attacks made against that creature. This effect persists until the target is dead or the necrocraft rests.

Treasure: Any items the PCs gain during the auction can be used in one of two ways. If the PCs turn at least two of the contraband items over to the Pure Legion, they are awarded with a +1 *disrupting mace*, crafted through alchemical means by Pure Legion smiths. This also reduces the PCs' total Legion Points by 1 per item handed over. If the PCs keep the items, each divine relic held by a PC grants that PC a cumulative +1 bonus on saving throws against Zaashakar's spells, the enfeeblement rays from her ritual, and her paralysis and aurum death.

Development: While Zaashakar stole the true shard of *the Shattered Shield of Arnisant* before the auction even began, the PCs have the opportunity to prevent her from acquiring any other relics. In addition, forcing Zaashakar's necrocraft minion into action gives the PCs a clear lead on Zaashakar's hideout. A pair of the distinctive "golden gargoyles" has been spotted lurking about the Alhanzir Cemetery over the last few weeks. If the PCs have been working with the Pure Legion up to this point, the legionnaires are willing share this information with the PCs and accompany them to the cemetery (see Alhanzir Cemetery on page 22), though the legionnaires are short-handed and focus on searching for more gold-clad undead and victims of the aurum death rather than accompanying the PCs into the Grave Wager. If the PCs have not been working with the Pure Legion but delivered at least one of the items from

the Mendalari Estate to the corresponding bidder, that NPC approaches the PCs once they have left the museum and informs them that creatures similar to the necrocraft from the lecture hall have been seen at the cemetery. If the PCs have not been working with the Pure Legion and did not deliver any of the items from the Mendalari Estate to any of the other bidders, they can obtain this information with a DC 12 Diplomacy check to gather information. In the event that the PCs all fail this Diplomacy check, they do not discover the Grave Wager, Zaashakar successfully delivers the shard to the Whispering Way, and the PCs fail their primary success condition.

Rewards: If the PCs do not defeat Zaashakar's undead minion and obtain at least two of the items on auction (including the false shard), reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 126 gp.

Subtier 4-5: Reduce each PC's gold earned by 180 gp.

B4. HALL OF TAXIDERMY

This room features a horseshoe-shaped walkway featuring displays of various taxidermy animals, most either rare or of historic significance to Rahadoum. When the PCs are brought into the museum, they are brought to this room where the other bidders wait for the auction to begin. The PCs have an hour to interact with the other bidders, whose motivations and actions before and during the auction are described below:

Abeesa and Abbashin Borkalik: Abbashin Borkalik is a prideful and short-tempered fop who recently inherited his family's estate after his parents' unexpected death. Abbashin has already depleted much of the family's wealth with his reckless spending and has come to the auction today to obtain a golden statue of the Osirian sun god Ra. Abeesa seeks to temper her brother's reckless spending, but foolish Abbashin pays his wiser sister little heed.

Unbeknownst to both siblings, their father Abbash had left the entirety of the family's wealth and holdings to his daughter. Unfortunately, only Abbash and his wife knew that the will was hidden inside the frame of Abeesa's favorite painting. After pirates killed Abbash and his wife during a routine shipping venture, Abbashin inherited the family's estate as the elder child and sold the painting in an act of petty cruelty against his younger sister.

Abbashin has brought 10,000 gp worth of bank notes to the auction, though the notes are in Abeesa's possession as Abbashin considers himself above such "mundane" tasks as handling money. He immediately bids the full sum minus any earlier successful bids on the golden statue of Ra during the auction. If the PCs discovered the will at Inusi Mendalari's estate, they can confront Abbashin with it prior to the auction and use the will's existence to badger him into dropping out,

at which point he quickly leaves, followed by his confused sister. If the PCs instead present the will to Abeesa, or both siblings together, the young woman thanks them profusely and offers them bank notes worth 2,000 gp as thanks before loudly informing her brother that he would be wise to find new lodging and a job. Abbashin is prideful and cruel, but given the circumstances, he does not challenge his sister and instead departs while casting hollow threats at both his sister and the PCs.

Famish Squinwhisban: Famish has come to the Sacred Cobra's auction on personal invitation from Aya Ajiri, who suspected that the gnome's obsession with architectural techniques and devices would be a perfect match for a set of platinum drafting tools blessed by Eldas, the empyreal lord of architecture and planning. Famish has brought 3,000 gp worth of bank notes for use at the auction and bids that amount minus any earlier successful bids on the drafting tools during the auction, though he tries to save as much of his wealth as possible and bids only in 100-gp increments unless forced to raise his bid due to a competing offer.

If a PC recovered Inusi's blueprints for the Pure Legion stables at the Mendalari estate and offers them to Famish, the gnome is willing to give the PCs half his bank notes in exchange before absconding from the building with his new prize, the drafting tools completely forgotten in his excitement.

Madam Adenalar: Madam Adenalar is an amateur horticulturist and flower enthusiast who came to the auction after receiving an invitation from Aya Ajiri. Aya believed that Madam Adenalar would not be able to resist a beautiful trellis of ever-blooming grape flowers purportedly planted and blessed by Kelksiomides, the Ibydan hero-god of gardens, orchards, and terraces. Madam Adenalar has brought 5,000 gp in bank notes, and she bids the entire sum minus any earlier successful bids on the trellis.

If a PC recovered the lily seeds from the body of Inusi's gardener at the Mendalari estate, Madam Adenalar offers them 2,000 gp worth of her bank notes in exchange for the seeds. She retains the remaining bank notes to bid on the trellis during the auction.

Pateba: The former adventurer Pateba always has an ear out for unique opportunities, and when his contacts informed him that a rare clockwork statue crafted by a high priest of Brigh was on auction at the Sacred Cobra, he leapt at the opportunity to acquire it. The timing was less than ideal for Pateba, and he only has 2,000 gp worth of bank notes to leverage at the auction.

If the PCs secured the marble sculpture at the Mendalari estate, Pateba is willing to bargain for it. If the statue is in good condition, Pateba offers the PCs the entirety of his bank notes and leaves the auction with his new prize. If the statue was damaged by the fire and the PCs have not restored it, Pateba can be convinced to drop out of the auction in exchange for the statue, but he is not willing to pay for it.

ALHANZIR CEMETERY

When the PCs arrive in at Alhanzir Cemetery (likely following one of the potential leads from area **B3**), read or paraphrase the following.

A field of arid soil the color of a rusty blade is littered with grave markers arranged in symmetrical rows. Despite the lack of water, the ground and gravestones are covered with mossy lichens, spiny cacti, and knotted, thorny brambles with pale blossoms that bloom in clumps. A few yucca trees stand between the graves, their trunks the color of bleached bone. None of the more recent, cleaner headstones show any signs of religious patronage, and many of the older headstones bear scars where religious iconography and aphorisms have been chiseled away or ground to dust. Toward the back of the cemetery stand a few cylindrical stone structures with tarnished metal doors.

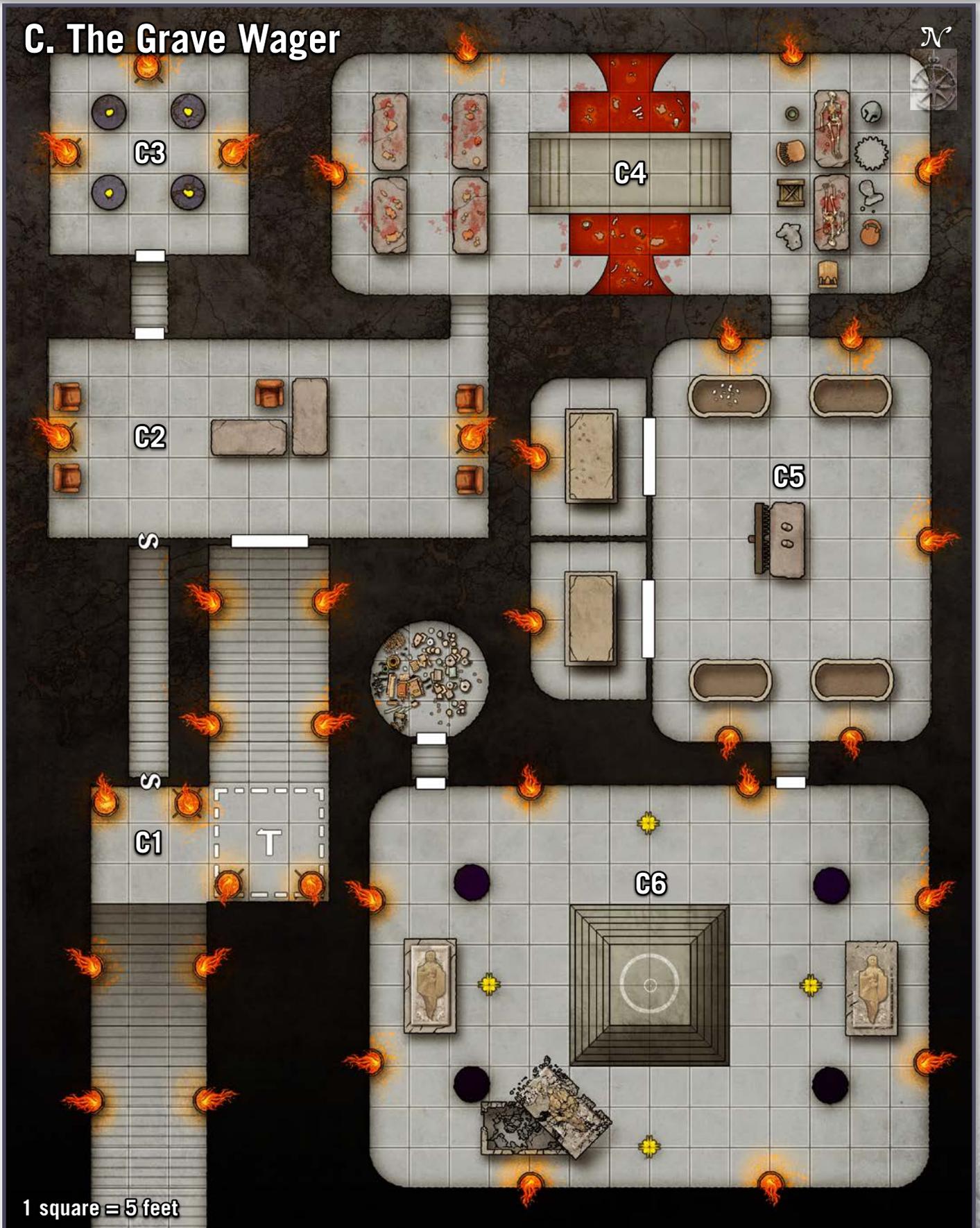
A PC who succeeds at a DC 15 Perception check (DC 19 in Subtier 4–5) can see that the doors to one of the tombs have been smeared with palm prints made out of what appears to be gold dust. However, closer examination shows this dust is exactly like the strange residue left behind by those afflicted with aurum death. The stone walls of the structure themselves appear to have once been covered with ornate, carved illustrations which have now been sanded or acid-stripped away. A PC who succeeds at a DC 15 Knowledge (religion) check can recognize that the unique shape of the building and doorway indicates that this is most likely an ancestral tomb reserved for one specific family, and that some of the residual “ghosts” of the illustrations on its outer walls could be forms associated with a deity (though it's now impossible to tell which one). While the door isn't locked, it does emit a grinding, sorrowful howl if pushed open. This sound does not alert any of the tomb's inhabitants, as the area is typically trafficked by the desperate souls who come to gamble for their lives at the Grave Wager gambling hall, hidden within the tomb below.

C. THE GRAVE WAGER

House Ul-Ravi is a noble family in Azir with roots dating back centuries. The family lineage is so old, in fact, that many of its members openly worshipped Abadar—the god of cities, law, merchants, and wealth—long before the First Law ever came to pass. When Rahadoun declared religious worship to be illegal, the ancestral tomb in Alhanzir Cemetery that had housed the remains of their family for centuries was stripped of any external evidence of the family's veneration of the Master of the First Vault.

In life, Zaashakar Ul-Ravi was born to parents who had excelled as merchants in Azir's Grand Souk (much in part, they believed, to their secret worship and devotion to Abadar in spite of the Pure Legion and the Laws of Man). Zaashakar exhibited an exceptional talent for and understanding of

C. The Grave Wager



mathematics throughout her adolescence, and her parents encouraged her to pursue a career as a merchant, professor, or politician. But as Zaashakar matured into a young woman, she learned to love a different side of mathematics, specifically probability. Harnessing and honing the ability to calculate outcomes quickly and commit complicated strategies and sequences of play to memory, Zaashakar made a name for herself in Azir not as a merchant but as one of the most formidable professional gamblers the city had ever produced. In secret, she also venerated Abadar, believing the god of profit and wealth to have blessed her with her talents so that she could use her winnings to better her community. Zaashakar was careful never to cheat or manipulate the rules of a game, always gambling fairly and earnestly. Astonishingly, she gambled herself into prominence and wealth before she was even 30, and she gifted most of her earnings to libraries, hospitals, and schools in Rahadoum.

Zaashakar's downfall came when she left the city to participate in a gambling tournament in Katapesh. Little did Zaashakar know the tournament was organized by a prominent crime family in the area who had arranged for certain other gamblers to win. In the first few days of competition, Zaashakar's skill allowed her to handily defeat several of the other players, using her intellect to place the right bets at the right times. As the tournament neared its end, Zaashakar had qualified for the final table and appeared to be the crowd's favorite to win it all. Just as she sat down to begin play on the final day of the tournament, however, she was approached by the owner of the gambling hall, who accused her of cheating. Though Zaashakar was innocent, the criminal organization paid several other gamblers to corroborate false accusations against her, fearing that Zaashakar could interfere with their plans. Zaashakar was removed from the tournament and kidnapped by the crime family that had conspired against her. That family attempted to torture and intimidate her into working for them, and when she refused, she was forced to fight for her life in a deadly competition that pitted desperate gamblers against undead monstrosities. Zaashakar was slain by a ghoul in combat and awoke later to find she had been transformed into a ghoul herself. Hungry for flesh and revenge, Zaashakar stalked and hunted the criminals and gamblers who had betrayed her, slaughtering many of them in one swoop as they gathered for a private game. Upon their deaths, a strange, dark force called to her, and Zaashakar felt compelled to desecrate their remains. Hardly aware of her actions, she crafted a poppet from their skin and filled it with their fingernails, hair, fat, blood, and flesh, adorning it with a sculpture of a jawless skull made from the gold awarded to the gamblers who won the tournament that had led to her downfall. On that day Zaashakar became a witch, gaining dark powers from her poppet, Vaultkeeper, which constantly whispers promises that Abadar still watches over

Zaashakar and that all will be made right as long as she follows Vaultkeeper's instructions.

Now Zaashakar has returned to Rahadoum, desecrating the Ul-Ravi ancestral tomb and the remains of her ancestors by transforming the tomb into a macabre gambling hall known to its unfortunate patrons as the Grave Wager. Over the last few months, the Grave Wager has gained more and more clientele, mostly desperate and damned citizens seeking fast wealth to solve a problem, pursue a dream, or leave the city.

Note that there are no repercussions for using divine magic in this area. Everyone at the Grave Wager is in violation of the First Law, and none of the living beings occupying the tomb would dare report on someone else for fear of also implicating themselves.

C1. STAIRWAY PASSAGE (CR 1 OR CR 4)

The door opens onto a long set of stone stairs that descend along a 15-foot-wide passageway, dimly lit by flaming torches set into wall sconces. The stairs descend to a small room with marble floors before descending further. A PC who succeeds at a DC 25 Perception check (DC 29 in Subtier 4–5) identifies a small trigger in the stone wall that, if depressed, opens a panel that leads to a narrow passageway lined with small, treacherous steps. That PC also notices that the marble slabs of the floor have been cut into two sections adorned with small, hard-to-spot hinges. Whether the PCs find the secret passage that bypasses the trap or otherwise survive or disable it and descend the stairs, they find themselves in the same location. Exits lead to stairways on both the north and south sides of the room.

Trap: On the eastern side of the room, the marble floor gives way to a pit trap the first time anyone steps into a square it occupies.

SUBTIER 1–2 (CR 1)

PIT TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

SUBTIER 4–5 (CR 4)

LESSER CAMOUFLAGED REPEATING SPIKED PIT TRAP

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Optional Encounter

If you are running short on time, the bouncer, dealers, and gamblers in area **C5** flee when the PCs enter, believing that they are being raided. Treat this as though the PCs had succeeded at sneaking past the room's occupants.

Treasure: If the PCs successfully disarm the trap or survive the fall, they find the broken body of one of the trap's previous victims at the bottom. While most of the body's possessions have long since rotted away, it wears a gleaming, black leather eye patch with a large ruby set in the center worth 432 gp. In Subtier 4–5 the body also wears a *tattered cloak of resistance +1* that is visibly damaged and offers little protection from the elements, but whose enchantment is still intact.

Rewards: If the PCs neither disable the trap nor trigger it and survive, reduce their gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 72 gp.

Out of Subtier: Reduce each PC's gold earned by 126 gp.

Subtier 4–5: Reduce each PC's gold earned by 180 gp.

C2. ANTECHAMBER

This crypt antechamber has been repurposed as a reception area. Four iron chairs, two on each side, sit against the walls. Two funeral beds, pushed together to form an "L"-shaped desk, stand in the middle of the room.

Creature: A gold-laced skeleton writing furiously in a large, lined book with an ink-dipped quill sits at the "desk" here. The employees of the Grave Wager call the skeleton **Ledgerbones** (use the statistics for a skeleton on page 250 of the *Pathfinder RPG Bestiary* if necessary), as all it ever does is sit and write in its book. Formed from the bones of a bookmaker in Azir whom Zaashakar persuaded to pray in the presence of Vaultkeeper, Ledgerbones sits here recording the names of anyone who enters the casino.

Lacking any true intelligence, Ledgerbones greets each person who enters this antechamber with a metallic "Welcome to the Grave Wager. Name?"

Ledgerbones is not programmed to speak any other words and, if questioned, only repeats this phrase. If a PC answers with her name, Ledgerbones neatly writes the name down into its book in a graceful, flowing hand. Ledgerbones fights only if attacked.

C3. REMEMBRANCE

This small room contains four sculpted bronze busts of four different human figures. Each of the figures has been defaced in some manner: scratched-out eyes, broken-off noses, and teeth blackened with foul, viscous substances. A PC who succeeds at a DC 20 Knowledge (history or nobility) check

recognizes these statues as ancient, prominent members of the Ul-Ravi family, a noble house in Azir known for its history of mercantile success and social prominence. The nearby shelves have been heavily ransacked, with urns and glassware that once contained incense, flower petals, or candles smashed, overturned, or scattered about the floor.

C4. LESSER CHAMBERS

Once home to dozens of sarcophagi and coffins, this chamber has become a macabre dining room for ghouls, festrogs, and other undead. On the west side, four different sarcophagi have been opened and their lids overturned to serve as makeshift tables, each strewn with decaying body parts and spatters of blood. The ashes of several of Zaashakar Ul-Ravi's ancestors have been scattered all over the room and portions of the staircase. No undead currently occupy the room, as Zaashakar took them with her to the Mendalari Estate, and none of those minions have managed to return.

A small bridge connects the two chambers, passing over a rancid pool of liquid filled with hunks of bone and other offal. Because of the massive amounts of carrion rotting in the pool, any creature passing over the bridge must succeed at a DC 14 Fortitude save (DC 19 in Subtier 4–5) or be sickened for 10 minutes (as the smell seems to linger with her no matter where she goes). At the ends of the pool stand two identical statues of an Osiriani man wearing a golden breastplate, dressed in an embroidered cloak and fine clothes, holding a gold ring adorned with hundreds of keys. Each of these statues has been defaced and scarred in a similar manner to those in area **C3**. A PC who succeeds at a DC 15 Knowledge (religion) check can identify that the statues depict the god Abadar.

On the eastern side, several funeral beds have been arranged to create a macabre banquet table, surrounded by overturned, rusted buckets, half-eaten torsos, crates, and helmets large enough to serve as makeshift footstools. The head of the table has an empty, iron chair that looks like it was taken from an actual banquet table and brought to the tomb. Just beyond the "table," a passage leads to the south.

C5. SHRINE (CR 4 OR CR 7)

This room holds four sarcophagi arranged around a large statue (very similar to the ones in area **C4**), this one broken off just below the knees so only the feet remain. The rest of the fragments are missing from the room.

Along the room's western wall, two small crypts, each adorned with a swinging bronze gate, once contained the unidentified remains of two individuals that perished in ways that were perceived to bring disgrace to the Ul-Ravi family. Now, their remains have been discarded and their sarcophaguses turned into playing surfaces for various casino games.

Creatures: Zaashakar's only mortal servitors work in this room. Despite many of the rumors of a casino operated by golden undead (a rumor likely started by individuals

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who fled after being greeted by Ledgerbones in area C2) Zaashakar's business would not hold a customer long enough to seal Vaultkeeper's deadly pact without mortal faces running games at the tables.

Three dwarves with stained teeth and deft hands stand behind the sarcophagi here, serving as the dealers for various casino games. In Subtier 4–5 there is an additional dealer, as well as an athletically built, half-elven bouncer. The lids of each coffin have been overturned to serve as playing surfaces for various games. There are currently two Rahadoumi citizens here playing games. These gamblers are gaunt and thin, with frantic, desperate expressions on their faces. A dwarf at an unattended table is eager for more players, and he motions for the PCs to join him for a game. Each of the dealers (and the bouncer in Subtier 4–5) believe the PCs to be potential customers and do not attack them unless the PCs attack first. If the PCs move toward the southern exit, the dealers give them a sharp order to back off and come play a game. If the PCs attempt to proceed through the southern exit, Zaashakar's employees attack.

SUBTIER 1–2 (CR 4)

DEALERS (3) CR 1

Dwarf rogue 2

CN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +7 (+9 to notice unusual stonework)

DEFENSE

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

hp 16 each (2d8+4)

Fort +1, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, evasion

OFFENSE

Speed 20 ft.

Melee dagger +2 (1d4+1/19–20) or
mwk heavy pick +3 (1d6+1/×4)

Special Attacks hatred, sneak attack +1d6 plus 1 bleed

TACTICS

Before Combat The dealers draw their daggers if the PCs move too close to the southern exit. If attacked, the dealers draw their heavy picks out from under their tables.

During Combat The dealers attempt to work together to flank the nearest PC.

Morale A dealer flees toward the northern exit if reduced to 4 or fewer hit points.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. bull rush, 18 vs. trip)

Feats Quick Draw

Skills Acrobatics +2 (–2 when jumping), Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +6, Perception +7 (+9 to notice unusual stonework), Profession (gambler) +7,

Sense Motive +7, Sleight of Hand +7, Use Magic Device +6;

Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ rogue talent (bleeding attack +1), trapfinding +1

Gear leather armor, dagger, mwk heavy pick

SUBTIER 4–5 (CR 7)

BRUTAL BOUNCER CR 5

Male half-elf alchemist 2/fighter 4 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +4 armor, +1 dodge)

hp 52 (6 HD; 2d8+4d10+18)

Fort +9, **Ref** +6, **Will** +1 (+1 vs. fear); +2 vs. enchantments and poison

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *sap* +9 (1d6+4 nonlethal)

Ranged bomb +8 touch (1d6+1 fire)

Special Attacks bomb 3/day (1d6+1 fire, DC 12)

Alchemist Extracts Prepared (CL 2nd; concentration +3)

1st—*comprehend languages*, *cure light wounds*, *enlarge person*

TACTICS

Before Combat The bouncer lingers near the southern exit, watching over the room's occupants. If the PCs argue with any of the dealers or ignore their implorations to come play a game, the bouncer drinks his *enlarge person* extract and "encourages" the PCs to play with an Intimidation check.

During Combat If the PCs attack the bouncer or any of the dealers, the bouncer draws and drinks his feral mutagen before attacking with his claws and bite. If the bouncer initiates combat (such as if the PCs attempt to push past him to the southern exit) he strikes at them with his *sap*, using his Enforcer feat to demoralize the PCs and try to convince them to leave.

Morale The bouncer draws and drinks his *cure light wounds* extract if reduced to 20 or fewer hit points. He flees if reduced to 7 or fewer hit points unless he is currently under the effects of his feral mutagen, in which case he fights to the death in a wild frenzy.

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 21

Feats Alertness, Brew Potion, Combat Reflexes, Dodge, Enforcer^{APG}, Improved Initiative, Power Attack, Skill Focus (Intimidate), Throw Anything

Skills Acrobatics +5, Climb +7, Craft (alchemy) +8 (+10 when creating alchemical items), Intimidate +9, Perception +11, Sense Motive +6; **Racial Modifiers** +2 Perception

Vaultkeeper

The ghoulish witch Zaashakar wields a powerful, wicked relic: the poppet she calls Vaultkeeper. Vaultkeeper is crafted from skin and stuffed with the blood, bones, fingernails, hair, and organs of the casino owners who framed Zaashakar and caused her transformation into a ghoul. A true believer and worshipper of Abadar in life, Zaashakar Ul-Ravi now sees a twisted view of the Master of the First Vault reflected in her poppet.

Zaashakar has learned that her poppet is far more powerful than she expected. It continues to grow in power as it absorbs necromantic energy every time the disease it bestows kills a victim, converting the corpse into a form of gold-clad undead. As a result, Zaashakar uses the promise of unimaginable wealth to draw in the desperate and impoverished of Rahadoum, promising them “their heart’s weight in gold” if only they will say a prayer to Abadar in the poppet’s presence. Unfortunately, the absence of divine lore and established religion in Rahadoum also prevents most people from realizing that this poppet is some sort of perverse artifact and not a lost key to Abadar’s First Vault.

Once per day, if a creature prays to Abadar in the presence of Vaultkeeper, the poppet creates a small, otherwise useless piece of gold-flaked ore that can afflict living creatures with aurum death (see page 8).

Languages Common, Elven, Osiriani

SQ alchemy (alchemy crafting +2), armor training 1, discovery (feral mutagen), elf blood, mutagen (+4/-2, +2 natural armor, 20 minutes), poison use

Gear +1 studded leather, +1 sap, formula book

SPECIAL ABILITIES

Feral Mutagen (Su) Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist’s full base attack bonus. The claw attacks deal 1d6 points of damage, and the bite attack deals 1d8 points of damage. While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

DEALERS (4)

CR 1

hp 16 each (see Subtier 1–2)

TACTICS

Use the tactics from Subtier 1–2.

Development: With the dealers defeated, the Rahadoumi gamblers attempt to flee the casino, pausing only to scoop up loose coins from their tables. If questioned, the Rahadoumi know little about the casino beyond the fact that it is protected by undead servitors and is said to offer the desperate a real chance at enough wealth to change their lives.

Zaashakar (or Vaultkeeper and its necrocraft servant, if Zaashakar was slain during the auction) is alerted by any sounds of battle, but she focuses on completing the required steps to prepare the ritual of ascension.

Reward: If the PCs fail to defeat or sneak past the dealers, reduce each PC’s gold earned by the following amount.

Subtier 1–2: Reduce each PC’s gold earned by 80 gp.

Out of Subtier: Reduce each PC’s gold earned by 280 gp.

Subtier 4–5: Reduce each PC’s gold earned by 479 gp.

C6. MASTER CHAMBER (CR 4 OR CR 7)

A grand burial chamber with a large dais in the center appears to have been converted into a ritual chamber. Two concentric circles of ornate runes have been scrawled in chalk atop the dais. The dais itself is surrounded by four obelisks, each of which is topped with an inverted tetrahedron clasped by a black stone claw. Each of the crystals emits a strange, crimson glow.

Creatures: Zaashakar is here, preparing the ritual for her ascension. In the event that Zaashakar was slain when the PCs encountered her at the Sacred Cobra auction, her poppet Vaultkeeper is here instead, chiming out instructions to a necrocraft minion (or monstrous necrocraft in Subtier 4–5; see page 20) in a sweet, childlike voice. Vaultkeeper has the same hit points, spells, hexes, and ability DCs as Zaashakar, but has an AC of 10 and cannot move from its spot on the pedestal unless it is carried by another creature. Any living creature that comes into direct contact with Vaultkeeper, (such as through a melee touch attack or attack with a natural weapon) risks contracting aurum death as though they had been struck by Zaashakar’s claws (see page 28). The shard of *the Shattered Shield of Arisant* is stored in the western sarcophagus.

When the PCs arrive, Zaashakar’s attitude is indifferent, as she sees herself, even in her ghoul form, as powerful enough to destroy them should they attack her. In the event that Vaultkeeper is here in her place, the tiny poppet cheerfully greets the PCs in its sickly sweet voice, asking them if they want to play a game.

When the PCs first enter the room, Zaashakar converses with Vaultkeeper as she continues working on the ritual. “Soon my little friend, soon we will ascend, and we will finally have the power to reach beyond this world!” Vaultkeeper responds to Zaashakar’s statements in a sweet, almost childlike voice, murmuring hopeful encouragements.

When Zaashakar notices the PCs entering the room, she smirks at them and says “Well, found us, have you? It’s too late now. As soon as my employer gets here I shall become something more powerful than you can possibly imagine!”

As Zaashakar cackles madly at her own declaration, the poppet Vaultkeeper interjects “Not fair, sweet queen, not fair! A game must be played before you can be declared the victor!”

At this, Zaashakar stops cackling and a strangely serious look comes over her face. “Quite right, quite right. Well,

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would-be heroes? Shall we play a game for the shard?"

Zaashakar proposes a simple game that involves spinning the shard upon the ground; if the shard comes to rest pointing at Zaashakar, the PCs must agree to leave the Alhanzir Cemetery and not return for exactly 24 hours. If the shard comes to rest pointing at any of the PCs, one of them must assist her in completing her ritual, after which she will relinquish the shard to them. Zaashakar's offer is sincere; she believes she understands the ritual and is desperate to begin her promised ascension. If Zaashakar was slain during the Sacred Cobra auction, Vaultkeeper proposes the game instead, explaining that the ritual will allow it to open the door to Abadar's First Vault, transforming Vaultkeeper into a powerful inevitable and granting the PCs endless wealth. If the PCs agree to play, select a d6 or d8, assigning one number to each PC and one number to Zaashakar. The character whose number comes up when the die is rolled is the one chosen by the shard. Any additional numbers in excess of the total number of PCs plus Zaashakar count as the shard selecting Zaashakar.

If the PCs agree to help Zaashakar, one PC must follow the witch's instructions as she ascends the pedestal. The PC must attempt five DC 20 Knowledge (arcana), Spellcraft, or Use Magic Device checks, succeeding at three or more checks to complete the ritual. If the PC succeeds, a blinding ray of black energy shoots forth from the crystals and envelops Zaashakar, instantly reducing the witch to a pile of fine dust. If the PC fails the checks (intentionally or otherwise), Zaashakar flies into a rage, accusing the PCs of incompetence and attacking with her hexes, spells, and the crystals. If Vaultkeeper was the one on the pedestal during a successful ritual, the poppet explodes in a massive shower of gore and gold dust that coats the PCs but is otherwise harmless; the poppet likewise attacks the PCs if they fail.

If the PCs instead attack Zaashakar, the witch withdraws up the pedestal steps, activating one of the gems to weaken the nearest PC. If the PCs are dealing with Vaultkeeper, the poppet is already on the pedestal and commands its necrocraft minion to attack before activating the crystals and unleashing its spells.

Hazard: As long as Zaashakar (or Vaultkeeper, in Zaashakar's absence) is standing on the pedestal in the center of the room she can activate any one of

the four crystals surrounding it as a swift action to cast *ray of enfeeblement* using Zaashakar's caster level (CL 3 in Subtier 1–2, CL 6 in Subtier 4–5), targeting any PC within 30 feet of a crystal. A PC can disable or destroy a crystal with successful attacks (hardness 3; 10 hit points) or a successful DC 25 Disable Device check (DC 29 in Subtier 4–5). A crystal that is disabled or destroyed cannot be used to create the *ray of enfeeblement* effect. If the PCs agreed to play Zaashakar's game for the shard but do not abide by the game's conditions, Zaashakar is strengthened by a strange magical effect from Vaultkeeper and can instead activate each crystal as a free action once per round from anywhere in the room, though she must target a different PC with each crystal she activates in a given round.

SUBTIER 1–2 (CR 4)

ZAASHAKAR

CR 3

Ghoul witch (gravewalker) 3 (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Ultimate Magic* 84)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +4 armor, +2 natural)

hp 34 (5 HD; 3d6+2d8+15)

Fort +4, **Ref** +5, **Will** +7

Defensive Abilities channel resistance +2;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +6 (1d6+2 plus paralysis), 2 claws +6 (1d6+2 plus paralysis and disease)

Special Attacks hexes (disguise, flight, misfortune), paralysis (1d4+1 rounds, elves are immune, DC 14)

Witch Spell-Like Abilities (CL 3rd; concentration +6)

At will—*feather fall* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 3rd; concentration +6)

2nd—*glitterdust* (DC 15), *summon monster II*

1st—*cause fear* (DC 14), *chill touch* (DC 14), *mage armor*

0 (at will)—*dancing lights*, *detect magic*, *message*, *resistance*

Patron deception

TACTICS

Before Combat Zaashakar casts *mage armor* on herself before beginning the ritual.



Zaashakar

THE SHATTERED SHIELD

During Combat Zaashakar ascends to the top of the pedestal, lashing out with her spells and hexes while activating the necromantic crystals to cast *ray of enfeeblement*.

Morale Zaashakar fights until destroyed.

STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** 17, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** +4; **CMD** 18

Feats Extra Hex^{APG}, Extra Hex^{APG}, Weapon Finesse

Skills Acrobatics +6, Climb +7, Disguise +11, Fly +8, Knowledge (arcana) +9, Knowledge (religion) +9, Perception +9, Spellcraft +11, Stealth +9, Swim +8, Use Magic Device +8

Languages Common, Infernal, Osiriani, Polyglot

SQ aura of desecration, bonethrall, deliver touch spells, witch's familiar

SPECIAL ABILITIES

Aura of Desecration (Su) A gravewalker can create a 25-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1.

Bonethrall (Su) A gravewalker can take control of an undead creature within her aura of desecration by forcing her will upon it (Will DC 14 negates). If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's.

Deliver Touch Spells (Su) At 3rd level or higher, a gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within range of her aura of desecration ability.

Disease (Su) *Aurum Death*: Claw—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves; *special* A humanoid that dies as a result of aurum death rises as a gold-clad ghoul (Subtier 1–2) or gold-clad ghost (Subtier 4–5) 2d4 hours later.

Disguise (Su) Vaultkeeper allows Zaashakar to use her disguise hex to take on the form of Small or Medium living humanoid creatures.

SUBTIER 4–5 (CR 7)

ZAASHAKAR

CR 6

Ghoul witch (gravewalker) 6 (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Ultimate Magic* 84)

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 15, flat-footed 13 (+1 deflection, +4 Dex, +2 natural)
hp 57 (8 HD; 6d6+2d8+27)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+2 plus paralysis), 2 claws +8 (1d6+2 plus paralysis and disease)

Special Attacks hexes (cackle, disguise, flight, misfortune), paralysis (1d4+1 rounds, elves are immune, DC 14)

Witch Spell-Like Abilities (CL 6th; concentration +10)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 6th; concentration +10)

3rd—*excruciating deformation*^{UM} (DC 17), *howling agony*^{UM} (DC 17), *vampiric touch*

2nd—*command undead* (DC 16), *glitterdust* (DC 16), *hold person* (DC 16), *summon monster II*

1st—*burning hands* (DC 15), *cause fear* (DC 15), *chill touch* (DC 15), *mage armor*

0 (at will)—*dancing lights*, *detect magic*, *message*, *resistance*

Patron deception

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** 18, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +6; **CMD** 21

Feats Extra Hex^{APG}, Extra Hex^{APG}, Improved Initiative, Weapon Finesse

Skills Acrobatics +6, Climb +10, Disguise +14, Fly +10, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +12, Spellcraft +15, Stealth +12, Swim +8, Use Magic Device +8

Languages Common, Infernal, Osiriani, Polyglot, Vudrani

SQ aura of desecration, bonethrall, deliver touch spells, witch's familiar

Gear *cloak of resistance +1*, *ring of protection +1*

SPECIAL ABILITIES

Aura of Desecration (Su) A gravewalker can create a 30-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1.

Bonethrall (Su) A gravewalker can take control of an undead creature within her aura of desecration by forcing her will upon it (DC 17, Will negates). If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's. This replaces the witch's hex gained at 4th level.

Deliver Touch Spells (Su) A gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within range of her aura of desecration ability.

Disease (Su) *Aurum Death*: Claw—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves; *special* A humanoid that dies as a result of aurum death rises as a gold-clad ghoul (Subtier 1–2) or gold-clad ghost (Subtier 4–5) 2d4 hours later.

Disguise (Su) Vaultkeeper allows Zaashakar to use her disguise hex to take on the form of Small or Medium living humanoid creatures of size.

Treasure: In addition to the shard of the *Shattered Shield of Arnisant*, tucked away into Zaashakar's sarcophagus is a roll of *bandages of rapid recovery*^{UE} and a *wand of inflict light wounds* with 16 charges remaining. In Subtier 4–5, there is also a *wand of vampiric touch* with 5 charges remaining.

Development: With Zaashakar defeated, the PCs have the opportunity to retrieve the shard of the *Shattered Shield of Arnisant* and leave the Grave Wager.

If the poppet Vaultkeeper was not destroyed during the conflict, it calls out plaintively to the PCs, imploring them to come and pick it up, crying “I’m free! Free from that evil witch! Please take me with you and allow me to serve Abadar with a righteous ally!”

A PC who succeeds at a DC 25 Sense Motive check (DC 28 in Subtier 4–5) recognizes that the tiny poppet is lying, desperately seeking a new host. All living creatures still risk contracting aurum death when coming into contact with Vaultkeeper, though a PC who uses a sack or spade to pick up the poppet avoids the risk of contamination.

If the PCs secure Vaultkeeper without destroying it, it counts as a successfully retrieved religious relic for the Dark Archive's faction mission (see Faction Notes below), and all PCs gain the Vaultkeeper boon on their Chronicle sheets. If the PCs instead destroy the poppet, any gold-clad undead still remaining in the city crumble to dust, and anyone currently afflicted with aurum death begins to recover as though they had succeeded at two consecutive saves against the disease.

Rewards: If the PCs do not defeat Zaashakar (or Vaultkeeper and its necrocraft servitor), reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 36 gp.

Out of Subtier: Reduce each PC's gold earned by 208 gp.

Subtier 4–5: Reduce each PC's gold earned by 380 gp.

C7. TREASURY

A small circular chamber once contained elaborate shelves that housed all of the Ul-Ravi's family's most sacred objects and artifacts. Most of these have been pilfered for

Zaashakar's own ends, and the room is now filled with a heap of knickknacks and mementos that the wayward gamblers in area C5 used as collateral to earn a chance to gamble for access to Abadar's vault. Zaashakar secretly delights in the fact that people bring so many precious family heirlooms to her, thinking they are important or valuable, and so she often keeps them as cruel mementos of the gambling hall's patrons who succumb to aurum death.

CONCLUSION

After the PCs defeat Zaashakar, they can easily find the shard of the *Shattered Shield of Arnisant* in the sarcophagus and begin the trek back to Manaket to deliver the shard to Venture-Captain Obo. If the PCs inform the Pure Legion about the events in the Grave Wager, the Legion ensures that the gambling hall is shut down once and for all.

Back in Manaket, Obo is pleased to find that the PCs recovered the shard but concerned that the unknown benefactor who asked Zaashakar to steal it in the first place remains hidden in the shadows. If the PCs developed a good working relationship with the Pure Legion during the adventure, Obo may suggest that the Society can collaborate with them in the future.

REPORTING NOTES

If the PCs successfully rescued Torvad and they did not reveal his identity to the Pure Legion, check box **A**. If the poppet Vaultkeeper was recovered and turned over to the Dark Archives, check box **B**. If Vaultkeeper was not destroyed and at least one member of the party had levels in the witch class, check box **C**.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully retrieve the shard of the *Shattered Shield of Arnisant*, they complete the primary success condition for this scenario and each earn 1 Prestige Point and the Whispers of Evil boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs successfully rescue Torvad and do not reveal his identity to the Pure Legion, they have protected a useful ally of the Pathfinder Society. The PCs each earn 1 additional Prestige Point. The PCs can also earn this additional Prestige Point even if they have failed to rescue Torvad or turned him over to the Pure Legion, so long as they have worked with the Pure Legion through the course of the scenario, rescuing Captain Kazima and completing the adventure with no more than 4 Legion Points accrued by the party as a whole.

FACTION NOTES

Members of the Dark Archives faction can earn additional rewards depending on their actions during the adventure.

THE SHATTERED SHIELD

Dark Archives: If the PCs successfully retrieved at least four religious relics (including the dagger *Weeping Torment*, the poppet Vaultkeeper, and any of the items other than the

shard on auction at the Sacred Cobra), all members of the Dark Archive faction earn the Relics of Rahadoum boon on their Chronicle sheets.

Handout 1: Samal's Instructions

The auction date approaches. Ajiri's gavel will fall tomorrow morning, marking our chance to acquire the shard for ourselves. The ones you're looking for should arrive on stinking camel before the sun sets. Ensure they are delayed from seeing the splendors of Azir by the light of the night moon. Place this one final wager for me and by my vow, the Vault will grant you all you need to kill the man who sundered your dream. Fortune guide you, Samal. As they say, a raise is best answered with aggressive play—that is, if you have the hand for it.

Handout 2: A Bash Borkalik's Final Will and Testament

Dearest Abeesa,

I know your brother will attempt to deprive you of the wealth you have rightfully earned for this house. I have little interest in seeing our family led to ruin by a drunkard and philanderer with no familial loyalty, and so I leave all that is mine to you. I have hidden this will inside your favorite painting, knowing that foolish Abbashin has no appreciation for ne art or subtle details.

THE SHATTERED SHIELD



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-10: The Shattered Shield

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____

Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

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Character # _____

Prestige Points

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Character # _____

Prestige Points

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Character # _____

Prestige Points

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Character # _____

Prestige Points

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Character # _____

Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

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Pathfinder Society Scenario #10-10: The Shattered Shield

Character Chronicle #

Core Campaign

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Vaultkeeper: Having taken possession of the poppet Vaultkeeper, you begin to hear it whisper arcane secrets into your ear. When using the rules for retraining (*Pathfinder RPG Ultimate Campaign* 188), you treat all classes as though they had retraining synergy with the witch class; those that already have retraining synergy with the witch class instead reduce the number of days required to retrain any class level into a witch level by 1. A witch retraining a witch class archetype also reduces the time spent by 1 day for every alternate class feature gained or lost.

You can check the box that precedes this boon when retraining to gain the gravewalker witch archetype (*Pathfinder RPG Ultimate Magic* 84) for free. If any other archetypes you have modify the same class feature as the gravewalker archetype replaces, you lose those archetypes at no cost. You can instead check this box and spend 2 Prestige Points to bequeath Vaultkeeper to one of your other characters, granting that character the effects of this boon instead. This allows you to use the archetype with that character as though it were allowed by Additional Resources, and you must have a copy of *Pathfinder RPG Ultimate Magic* and a copy of this Chronicle sheet with you when playing a character using this archetype.

Relics of Rahadom (Dark Archive): Retrieving religious relics from Rahadom is never an easy task, but your perseverance has allowed you to acquire rare treasures that might have otherwise been destroyed or languished in illegal collections. You gain a permanent +1 bonus on Sleight of Hand checks to conceal a wand, holy symbol, or similarly sized item on your person. Any one such item concealed in this manner and not worn on your person is protected from *detect magic* spells as if it is under the effects of a *nondetection* spell with a DC equal to 6 + your character level.

Whispers of Evil: Chasing the ghoulish witch Zaashakar throughout the city of Azir has left you with more questions than answers. A previously hidden evil has begun to stir, but now you're aware of its movements. You can check a box next to this boon at the beginning of an adventure to gain a +1 circumstance bonus on all Perception and Sense Motive checks during that adventure.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	589
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	928
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—

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

EXPERIENCE	GM's Initials
	Prestige Gained (GM ONLY)
	Prestige Spent
	Current Prestige

FAME	GM's Initials
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
	Gold Spent
GOLD	Total

Subtier 1-2	Subtier 4-5
<i>bracers of divine range, lesser</i> (functions as <i>lesser bracers of archery</i> ^{UE} but grants a bonus only on ranged touch attacks granted by divine spells; 5,000 gp, limit 1) <i>wand of inflict light wounds</i> (16 charges; 240 gp; limit 1)	<i>bracers of divine range</i> (functions as <i>bracers of archery</i> ^{UE} but grants a bonus only on ranged touch attacks and associated damage rolls granted by divine spells; 25,000 gp; limit 1) <i>tattered cloak of resistance +1</i> (functions as a standard <i>cloak of resistance +1</i> but imposes a -1 penalty on Diplomacy checks; 648 gp; limit 1) <i>wand of inflict light wounds</i> (16 charges; 240 gp; limit 1) <i>wand of vampiric grasp</i> (5 charges; 1,125 gp; limit 1)

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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