



MYSTERIES UNDER MOONLIGHT PART 1: TESTAMENT OF SOULS

By Alexander Augunas



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HOW TO PLAY

Pathfinder Society Scenario #10-05: Mysteries Under Moonlight Part 1: Testament of Souls is a Pathfinder Society Scenario designed for 3rd-through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it 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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GM RESOURCES

Testament of Souls makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG Occult Adventures* (OA). 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 scenario for the GM's convenience.

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MYSTERIES UNDER MOONLIGHT

PART 1: TESTAMENT OF SOULS

By Alexander Augunas



Established just over a century ago, Magnimar is well known as the City of Monuments. The metropolis earned this nickname with the completion of the Arvensoar, a grand tower that commemorates a miracle that spared the town from destruction during its early days. According to legend, founder Ordellia Whilwren called out to an angel who was said to watch over the local Varisians for protection from a mighty storm. Her prayers were answered with a dramatic flash of light that parted the clouds and cleared the skies. In the intervening years, Magnimar's people have constructed over a dozen additional monuments in and around the city, many of them commemorating historic moments or honoring the celestial beings who watch over them. Included among these monuments is the Glade of Silver Sparks, a humble dancing field dedicated to Ashava, empyreal lord of dancers, wayward spirits, and moonlight. Nestled deep within the Mushfens swamp to the south of Magnimar, this monument sees few visitors. Unbeknownst to most, the glade houses a relic called the *Soul Spark* that acts as a beacon for wayward souls, guiding the restless dead to the afterlife.

The glade has recently attracted the attention of a malevolent will-o'-wisp named Tulvhatha. In her wanderings through the Mushfens, Tulvhatha made a connection to a dark and inscrutable force that guided her to the *Soul Spark* and granted her visions of a profane ritual capable of corrupting Magnimar's monuments. Tulvhatha quickly set to enrapturing the hearts of denizens of the Mushfens through fear and false promises. With her expanded forces, she assaulted the Glade of Silver Sparks, subdued two of the three azatas protecting the glade, and began preparing her foul rituals. Unknown to Tulvhatha, one of the azatas, Luvyire, survived the attack and fled to Magnimar for help. Sensing the presence of Ordellia Whilwren, now a righteous ghost, Luvyire rushed to the side of Magnimar's founder. But when Tulvhatha learned of Luvyire's survival, she sent minions to hunt him down. These minions grievously injured Luvyire and disrupted Ordellia's spiritual essence, preventing her from manifesting properly. Still, Ordellia managed to provide an opening for Luvyire to escape and directed him toward her old townhouse as a safe place to rest.

Where on Golarion?

Mysteries Under Moonlight Part 1: Testament of Souls takes place in the free city of Magnimar, on the southwest corner of Varisia. For more information about Magnimar, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Magnimar, City of Monuments*. For more information about Magnimar's famous ghost, Ordellia Whilwren, see *Pathfinder Campaign Setting: Undead Unleashed*. These books are available in bookstores and game stores everywhere and online at paizo.com.



Two weeks have passed since this attack, and while Luvyire is recovering, Ordellia hasn't been seen since. Meanwhile, Tulvhatha's followers have corrupted three of the city's monuments: the Mistress of Angels, the Founder's Flame, and the Cenotaph. Magnimar's Lord-Mayor Grobaras had all but ignored the peculiarities that have befallen the monuments, but his priorities shifted when eerie moaning and spectral lights began accosting the Cenotaph, prompting public outcry in the city's Capital District. To combat this menace and appease the populace, Grobaras hired a supernatural investigator—Inspector Theodorus Ichonvarde—to investigate and ultimately thwart the supernatural occurrences. After several days of investigations, however, Theodorus has not uncovered the cause, and some are beginning to question his methods.

PATHFINDER SOCIETY SCENARIO

With few leads, Theodorus has begun questioning citizens whom he has identified as suspicious, the majority of whom have been native Varisians. After hearing concerned reports from numerous Varisians, the Varisian Council reached out to Venture-Captain Sheila Heidmarch, requesting the Pathfinder Society's experienced and unbiased hand to also take part in the investigation.

SUMMARY

The PCs begin the adventure at Heidmarch Manor, where they receive a briefing from Venture-Captains Sheila and Canayven Heidmarch. After providing the PCs with supplies, the venture-captains direct the PCs to Davorge, an acquaintance of Canayven who is knowledgeable about spiritual matters. Davorge eagerly agrees to assist the PCs. At the corrupted Mistress of Angels monument, the PCs encounter Inspector Theodorus, who is interrogating several witnesses regarding recent events at the monument. The PCs have the opportunity to interview Theodorus and the witnesses themselves, and, with Davorge's help, summon the ghost of Ordellia. The PCs attempt to communicate with Ordellia's ghost and then investigate the other two corrupted monuments, the Cenotaph and Founder's Flame. At the Cenotaph, the PCs discover that the spirits of the dead entombed at the Cenotaph are restless, and the PCs must calm them to locate the source of this disturbance in the Cenotaph's catacombs. As the PCs reach this source, however, several restless undead rise and attack them. At the Founder's Flame, the PCs discover fiery monsters tainted with Tulvath's influence.

With the monuments quelled, the PCs return to Ordellia and find the town's namesake ghost properly manifested. Ordellia informs the PCs of her battle against a group of cultists and the victim she managed to rescue—a yamah azata named Luvyire that she hid away in her townhouse. The PCs enter and find Luvyire, but before he can explain what is happening, a soul eater working for Tulvath arrives to finish off the azata. With the soul eater defeated, Luvyire offers the PCs a blessing and asks them to put an end to the will-o'-wisp's corrupting influence.

GETTING STARTED

The PCs arrive in Magnimar at the request of Venture-Captain Sheila Heidmarch. The PCs made good time getting to the Magnimar Lodge, and Sheila is out performing some

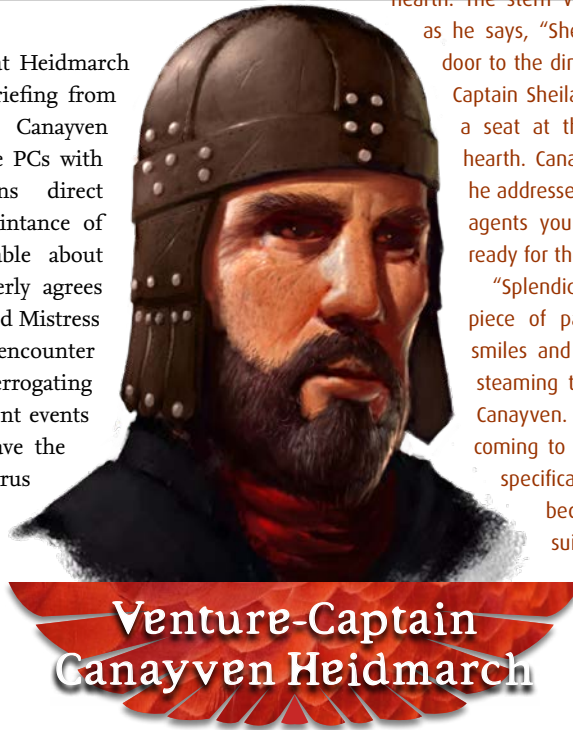
final investigations prior to giving the mission briefing. Her husband, Venture-Captain Canayven Heidmarch, treats the PCs to brunch while they wait.

The sound of footsteps echoes down the hallway outside of Heidmarch Manor's cozy dining room. Venture-Captain Canayven Heidmarch sets down his fork and rises from his chair by the hearth. The stern Venture-Captain's eyes brighten a bit as he says, "Sheila's footsteps." Moments later, the door to the dining room swings open, and Venture-Captain Sheila Heidmarch enters the room, taking a seat at the head of the table opposite the hearth. Canayven pours her a cup of hot tea as he addresses her, "Welcome back. The Pathfinder agents you requested have been fed and are ready for their briefing."

"Splendid," Sheila replies as she sets a folded piece of parchment down on the table. She smiles and gracefully takes a small sip of the steaming tea, savoring the flavor. "Thank you, Canayven. And Pathfinders, thank you all for coming to Magnimar on such short notice. I've specifically requested your presence here because I believe that you're uniquely suited to helping the city of Magnimar with a problem that seems to be spreading in recent weeks. As you're likely aware, Magnimar is known across the Inner Sea region as the City of Monuments for the dozens of monuments within city

itself and the surrounding region. These monuments are well known for their sacred properties—performing any number of respectful acts at their bases provides a pilgrim with a minor boon. Adventurers and mystery cultists by the droves make pilgrimages to Magnimar for a chance to experience the touch of the divine. But recently, something appears to have changed with several of these structures.

"A friend of mine in the Varisian Council, one of Magnimar's governing bodies, has alerted me that several key monuments—namely, the Mistress of Angels in Ordellia, the Founder's Flame in Naos, and the Cenotaph in the Capital District—have all been sites of strange supernatural occurrences ranging from eerie wailing and spectral lights to magical conflagrations. Lord-Mayor Grobaras appointed a sleuth specializing in the supernatural, a man named Theodorus Ichonvarde, to investigate. However, my contact reports that Ichonvarde's attempts have borne little fruit thus far, and the council has accused Theodorus of badgering Varisian witnesses. Moreover, several innocents have been harmed in the occurrences at the Founder's Flame. The implication that someone—or something—has tampered with Magnimar's legacy leads me to believe that this is a case best suited to our interests and your abilities."



Sheila picks up the folded piece of parchment next to her teacup, "I've secured an official writ from the Varisian Council to grant you legal permission to investigate. If you're willing to help Magnimar, I can also lend you some supplies."

The supplies Sheila is referring to are listed in the Treasure entry on page 6. If the PCs agree to help, Canayven provides additional information.

Canayven adds, "Davorge. If anyone would know what's been going in the district of Ordellia, it'd be him. He's a mystery cultist. He's also an expert in supernatural matters, particularly those tied to Ordellia. Look for him in the tavern next to the Rose and Rake Theatre. He eats lunch there often. If he's not there when you arrive, you might find someone who knows where to find him."

The PCs may have questions for the venture-captains. The following are likely questions and responses.

Do you have any theories about what's causing the disturbances?

Sheila furrows her brow as she speaks, "Currently, my best guess is that this is some sort of supernatural haunting. The bouts of supernatural activity and the ghostly wailing coming from the Cenotaph seem to support this theory, but ultimately no one's truly sure what's going on."

What is a mystery cultist? Canayven answers, "A follower of the empyreal lords who watch over Magnimar. They're private about matters of faith, but they're trustworthy."

How should we proceed with the inspector? Sheila ponders the question a moment before responding. "I have heard of Ichonvarde before. He's closed several cases attributed to occult phenomena over the past few months, and in so doing earned the trust of the lord-mayor. Whether or not you choose to work with Theodorus is up to your discretion and his willingness, I suppose. Regardless, it would be unwise to antagonize him."

Why is the Varisian Council undermining the Lord-Mayor? Sheila replies, "The primary duty of the Varisian Council is to protect the rights and traditions of native Varisian people. They're likely seeking to ensure that no Varisian is unjustly blamed for what is transpiring across the city. Beyond that, the council knows that it is in no one's best interest to allow these dangerous events to continue."

Can you tell us more about the monuments? If the PCs ask about the monuments, Sheila gives further details, giving the information the PCs would have received if they rolled a 15 on

all Knowledge checks to learn more about the monuments (see below).

Will the authorities help us? Sheila nods as she speaks. "You've been deputized by the Varisian Council, and that will be enough to earn at least a measure of cooperation from the average citizen. That being said, the lord-mayor has officially cast his lot with Theodorus, and as a result there's the possibility that some authorities might not recognize you as an official legal presence in the matter."

DIPLOMACY (GATHER INFORMATION), KNOWLEDGE (GEOGRAPHY), OR KNOWLEDGE (LOCAL)

The PCs may know more about Magnimar's monuments. Each PC can attempt one check for each monument.

They learn all the information whose DC is equal to or less than the result of their check.

10+ (Any): As its moniker implies, Magnimar is home to dozens of monuments, typically erected to honor Magnimarian deities, folk heroes, and historic events. Most monuments can grant a unique boon to those who pray before them.

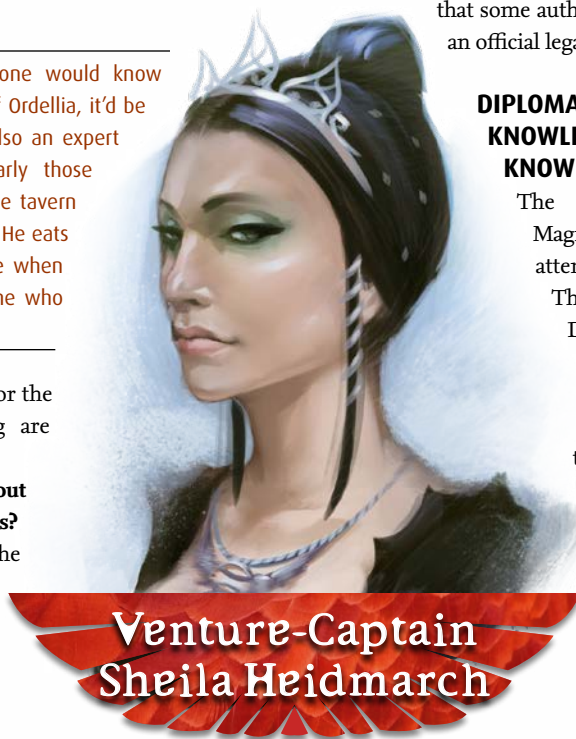
15+ (Cenotaph): The Cenotaph is a memorial to Alcaydian Indros, one of Magnimar's

founders. Originally designed as an empty tomb, residents of Magnimar pay significant sums of money to be entombed near or within the Cenotaph, as doing so is seen as a postmortem status symbol.

20+ (Cenotaph): Countless famous personalities have been entombed within the Cenotaph. While under the official care of the Church of Pharamasma, its catacombs are open to the public. Over the past few years, Sheila Heidmarch has been entombing fallen Pathfinder agents from all walks of life in the Cenotaph out of respect for their sacrifices, to the displeasure of some local elites.

15+ (Founder's Flame): The Founder's Flame is in Naos, home to many of Magnimar's prosperous merchants. Erected by Antholus Kaddren shortly after the city's founding, the monument is said to sport a constant halo of multicolored fire.

20+ (Founder's Flame): The Founder's Flame's truest marvel lies not within its impressive pyroclastic displays, but in its endless supply of fuel. The monument stays ablaze via a mysterious green oil that never seems to deteriorate or deplete and is capable of creating flames in a scintillating array of colors.



Respect for the Dead

During this scenario, the PCs will have the opportunity to wander into the Cenotaph, a mausoleum to Magnimar's esteemed elite. At the beginning of the adventure, the GM should ask the PCs if any character they've played has permanently died during any Season 4 scenario, *Pathfinder Society Scenario #7-03: The Bronze House Reprisal*, *Pathfinder Society Scenario #7-25: Orders From the Gate*, *Pathfinder Society Scenario #8-01: Portent's Peril*, *Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen*, or *Pathfinder Society Scenario #9-09: Beyond the Halflight Path*. The names of any such fallen PCs appear on a plaque on one of the tombs in area **A**, along with a bouquet of flowers and other honoring trinkets left to them by Sheila Heidmarch.

15+ (Mistress of Angels): The Mistress of Angels is in Ordellia, a district located on an island on the Yondabakari River. It was built in honor of Ordellia Whilwren, one of Magnimar's most beloved founders, just outside of her former townhouse.

20+ (Mistress of Angels): The Mistress of Angels was erected following Ordellia's murder several years after Magnimar's founding. In the years since, countless locals claim to have seen Ordellia's ghost, who has a reputation for helping the meek and persecuted throughout the Ordellia District.

Treasure: The Heidmarches provides each PC with a *potion of cure moderate wounds*. They also supply the group with two *potions of protection from evil*, three *oils of magic weapon*, and a *wand of lesser restoration* (7 charges). In Subtier 6–7, the healing potions are instead *potions of cure serious wounds*, and the Heidmarches also lend the PCs a +1 *longspear*. Sheila adds that if the PCs are successful, she'll consider these items part of their compensation.

To receive access to these items on their Chronicle sheets as well as their monetary value, the PCs must progress further with the investigation.

Development: Before the PCs leave, Sheila provides them with the Varisian Council's writ of authority (**Handout**, see page 19).

INVESTIGATION IN ORDELLIA

Although Ordellia lies on the opposite side of Magnimar from Heidmarch Manor, it's relatively simple for the PCs

to find the Rose and Rake Theatre. The Rose and Rake is a large, open-air playhouse which frequently hosts town hall meetings and other large gatherings. In the playhouse's shadow is a well-kept tavern known for its dashing waitstaff and their slick, trimmed uniforms. A sign above the tavern depicts a rose and a small garden rake. The tavern's owners have been petitioning the city for permission to formally name their establishment after the famous theater and civil center next door, to no avail.

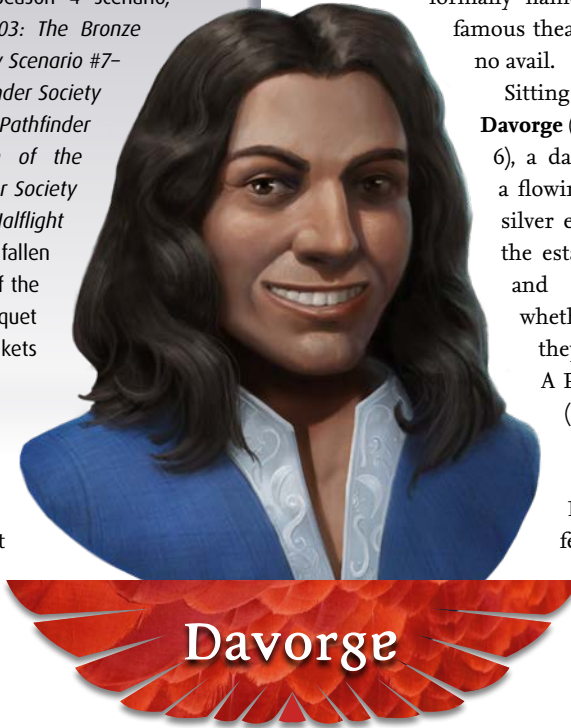
Sitting near the back of the tavern is **Davorge** (CG male human cleric of Ashava 6), a dark-haired Varisian man wearing a flowing tunic and trousers, both with silver embroidery. When the PCs enter the establishment, he waves them over and introduces himself, inquiring whether they have any ghost stories they'd be willing to share with him.

A PC can attempt a DC 10 Perform (oratory) or Perform (sing) check to tell her story with grandeur. On a success, Davorge purchases the PC a drink. Davorge is a cheerful fellow who moves and speaks with a melodic rhythm, as if he were constantly dancing. If the PCs ask him about Ordellia or the Mistress of Angels, he can share any information from the scenario's background

(except as regards the azata Luvyire and recent events). He greatly admires Ordellia for her role in founding the city and her continued vigil over the city. He can also tell them the gist of how Ordellia died—two Chelaxian merchants associated with a Skinsaw cult murdered her as part of a failed conspiracy to discredit local Sczarni merchants.

If the PCs inquire about the ghost of Ordellia Whilwren or the supernatural happenings in the Ordellia district, read or paraphrase the following.

"You say you're looking for strange happenings here, in Ordellia?" Davorge laughs, a merry ringing with no hint of malice. "My friend, what's strange to you is commonplace here! After all, we happen to have our own resident ghost—the ghost of one Ordellia Whilwren, in fact, whose mortal abode happens to be 'round the corner from where we sit. You see, I'm something of an aficionado of Ordellia. I'd love nothing more to see that poor, lost soul move peacefully from our life to the next. But lately, I've heard strange reports about her. She appears lost, scared, desperate even. I was going to investigate the matter myself, yet now that you're here I wonder if our dances are, in fact, a duet. What do you say? Care to investigate the matter together?"



If the PCs refuse Davorge's assistance, he nods and promises that they can always change their minds if they decide they want his help later. If the PCs accept his offer, Davorge eagerly leaps from his table and walks the PCs out of the tavern, dropping some coins on the counter for his drinks as he goes.

When the PCs are ready to visit the Mistress of Angels, with or without Davorge, read or paraphrase the following.

A small crowd has gathered in front of the Mistress of Angels, a marble statue of a Chelaxian woman with flowing hair and plain clothing. The statue carries a butterfly emblem in her right hand and a starknife in her left, and her eyes stare out over the sea to the north. Behind the statue is a large wooden townhouse. A brass plaque labeled "Ordellia's Townhouse" marks the building's southernmost entrance.

When the PCs arrive at the Mistress of Angels, Inspector Theodorus Ichonvarde has lined up five witnesses and is in the process of interrogating them for information regarding the disturbances. Among them are a pair of women—one Chelaxian and the other Varisian—holding hands, a Chelaxian man who appears bored with the exchange, a young Varisian man who looks close to tears, and a Varisian woman in dancer's garb glancing impatiently at a nearby sundial. The PCs can engage Inspector Theodorus Ichonvarde himself and question the witnesses (respectively Eylvian and Vonysa Ameluri, Havaroc Tharvius, Kysu Xitan, and Ysandre Glitterwing) themselves. Alternatively, they can inspect the Mistress of Angels for additional clues. If Davorge accompanies the PCs, his attention immediately goes to the Mistress of Angels.

The PCs may try to enter Ordellia's Townhouse. If they do so before investigating all three monuments, Ordellia's distressed ghost interferes with them. The strong wooden doors and windows are all secured with good-quality locks (Disable Device DC 30), and if the PCs make any attempt to enter the building, the door or window they are trying to enter flashes with light in the shape of a silver butterfly. They hear a woman's voice screaming, "Stay Out!" This is a fragment of Ordellia's disrupted essence trying to protect Luvyire. Davorge informs the PCs that this is Ordellia's voice and strongly insists that they talk to Ordellia and alleviate her suffering before forcing their way into her home. If the PCs persist, they find Luvyire within, in the same physical state he has later in the adventure (see area C). The yamah is distressed not only by the sudden intrusion but also by Ordellia's reaction to it. He begs the PCs to leave and to do what they can to assist the kindly ghost who has been helping him. So far, his attempts to reach out to her have failed, but he refuses to stop trying to help her or to leave the townhouse until he can be sure that she is not in danger.

Skill Check DCs

Use the following DCs for skill checks during the PCs' investigation at the Mistress of Angels, as well as for their efforts to sanctify monuments (see sidebar on page 10) and to pacify spirits at the Cenotaph (see page 11).

Subtier	Clue 1	Clue 2	Clue 3
3-4 (4 players)	13	16	19
3-4 (5+ players)	14	17	20
6-7 (4 players)	16	20	23
6-7 (5+ players)	17	22	26

CONDUCTING THE INVESTIGATION

The PCs can either investigate the Mistress of Angels or speak to the inspector and the assembled witnesses. While the PCs don't need to speak with Theodorus and his witnesses, doing so makes it easier to perform the ritual to sanctify the monument and contact Ordellia later (see Ritual of Sanctification on page 9).

The PCs can question an NPC or investigate the Mistress of Angels with a series of skill checks. For each subject, each PC can attempt a single check. The skills that can be used to question an NPC or investigate the monument are listed in the Investigation Skills entry for each subject. PCs can attempt to assist each other using aid another, but a PC who aids another cannot attempt her own skill check for the same task. The PC receives all clues whose DC is less than or equal to the result of her check. The DCs to uncover each clue are listed in the sidebar above. Feel free to reward creative solutions and uses of appropriate skills that are not mentioned in the text.

INSPECTOR THEODORUS ICHONVARDE

Inspector Theodorus Ichonvarde is the supernatural sleuth officially hired to investigate the occult occurrences at Magnimar's monuments. He is well-liked and trusted by Lord-Mayor Grobaras after successfully solving a string of small supernatural crimes over the past year. By the time the PCs arrive in Ordellia, Theodorus has gathered five witnesses near the Mistress of Angels and has begun interviewing them.

Theodorus is initially dismissive of the PCs and their efforts. He sees them as civilians meddling in his professional work and firmly requests that they leave him to his work without engaging or answering any of their questions. If the PCs show Theodorus their writ, he becomes more cooperative, begrudgingly treating them as colleagues and with more respect. In truth, the revelation that the Varisian Council requested the PCs' assistance rattles Theodorus, his inflated self-confidence quickly infested with seeds of doubt. If the PCs act aggressively toward or threaten Theodorus, he calmly reminds the PCs that Lord-Mayor Grobaras appointed him specifically and threatens to have the PCs arrested and imprisoned if they continue to interfere with his work.

PATHFINDER SOCIETY SCENARIO

Although Theodorus isn't actively malicious, he's bitter about the PCs' authority in what he considers his case. He makes snide comments whenever the PCs ask the witnesses questions he believes are inappropriate or fail a skill check to discover a clue—particularly toward PCs who are ethnic Varisians. If the PCs call out Theodorus's biases, he claims that he is impartial and then questions the PCs' competence and experience with investigating crimes.

Investigation Skills: Theodorus ignores any questions that the PCs ask him until they show him their writ. After seeing the writ, he offers the PCs the assistance he feels professionally obligated to give. He informs them of the general timetable of the hauntings—first the Mistress of Angels 2 weeks ago, followed by the Founder's Flame last week and the Cenotaph 4 days ago—and allows them to question his witnesses under his supervision. Theodorus does not volunteer any further information beyond this, as he worries doing so will enable the PCs to solve the case before him.

However, the PCs may be able to pry more information out of him if they chose their words correctly. Theodorus is vulnerable to flattery (Diplomacy) as well as repeated insinuations of his incompetence (Bluff, Perform [comedy], or a relevant Profession check). If a PC succeeds at such a check to influence him, he quietly reveals that he has seen signs of vampire attacks in the area over the last few days: bloodless bodies turning up with characteristic puncture wounds on the neck. He believes (correctly) that these attacks are connected to the disturbances at the monuments (see page 16). However, he also (incorrectly) believes that vampires play a larger role in the plot to use the monuments. He asserts that some citizens are actively impeding his investigation, whether because they are under the vampire's influence or because they simply don't respect the concept of law and order (a stereotype typically attributed to ethnic Varisians). After sharing this information, he asks PCs to keep his statements about vampires secret from the public to avoid inciting panic.

Learning Theodorus's suspicious about vampire spawn does not give the PCs direct mechanical benefits, but it can help them prepare for the final encounter.

EYLVIAN AND VONYSA AMELURI

Eylvian and Vonyisa are newlyweds from Kaer Maga who are spending a month-long honeymoon in Magnimar. Eylvian is Chelaxian, with dark hair and eyes and pale skin, while

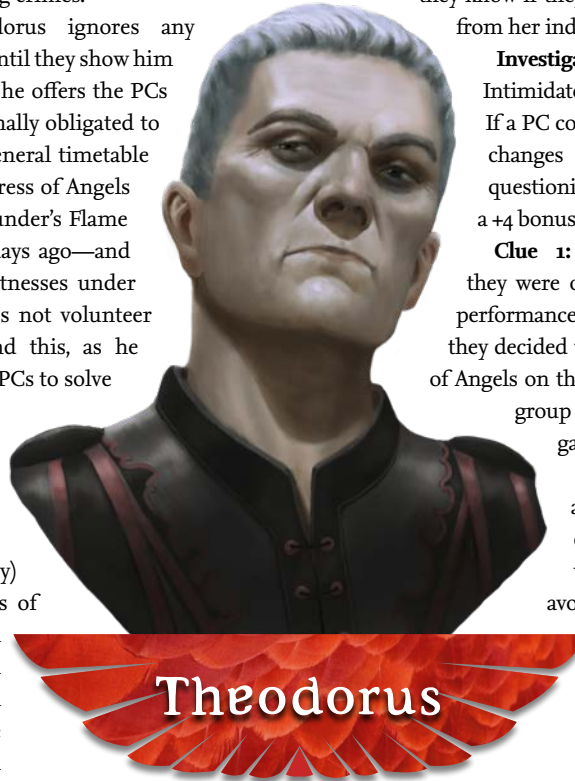
Vonyisa is a Varisian woman with curly raven hair, brown skin, and dichromatic eyes. They wear matching silver-and-pearl wedding rings. Eylvian grasps Vonyisa's hand tightly during their interview with the inspector, gesticulating wildly with her free hand as she combats the inspector's rudeness with barbs of her own. Vonyisa is content to stand in place and listen, quiet as the dead. The PCs can convince the Ameluris to share what they know if they can calm Eylvian or rouse Vonyisa from her indifference.

Investigation Skills: Acrobatics, Diplomacy, Intimidate, Perform (any), or Sleight of Hand. If a PC compliments their rings or otherwise changes the topic from the investigator's questioning to their honeymoon, all PCs gain a +4 bonus on checks to investigate the couple.

Clue 1: Eylvian informs the PCs that they were on their way home from a theatre performance staged by a local dancer when they decided to ask for a blessing at the Mistress of Angels on their way back to the inn. They saw a group of shady individuals in black garb gathering around the monument.

Clue 2: To the Ameluris, it appeared as if these people were drawing something in chalk around the monument. They wanted to avoid trouble, so they moved quickly and pretended to see nothing.

Clue 3: Vonyisa describes the appearance of some sort of unholy symbol around each of the cultist's necks—an image of a faintly glowing skull.



HAVAROC THARVIUS

Havaroc is a male Chelaxian sculptor working out of Magnimar's Golemworks but happens to live in Ordellia. He seems rather bored with the investigation and complains that he simply wants to return home after a long day's work. To get the PCs to share what he knows with them, they'll need to convince him that talking to them is worth his time.

Investigation Skills: Diplomacy, Intimidate, or Profession (barrister). PCs using Diplomacy to investigate Havaroc take a -4 penalty on their checks, as he is in a foul mood.

Clue 1: Havaroc works an overnight shift at the Golemworks twice a week, so he was on his way to work when he happened past the crime. He recalls seeing strange people wearing heavy cloaks and some sort of glowing necklaces.

Clue 2: Havaroc called out to the shady group, asking them what they were doing loitering in a place like the Ordellia's Townhouse. Someone—he presumes their leader—responded angrily, speaking Common but with an accent Havaroc wasn't familiar with.

Clue 3: Havaroc recalls the group's leader saying that they needed to find someone named "Looney Vire." A PC who succeeds at a DC 15 Linguistics check concludes that Havaroc likely misheard the name.

KYSU XITAN

Kysu is a young adult male Varisia-born kitsune currently in his human form, which passes as a Varisian human with curly brown hair. He stands before Inspector Theodorus carrying two armfuls of heavy groceries, and being stuck here for hours while being interrogated has him close to breaking down in tears. When the PCs address him, he cries out that he should have never moved to the city. The PCs can convince Kysu to share what he knows with them if they prove themselves kindly and trustworthy or if they promise to get him away from Inspector Theodorus.

Investigation Skills: Bluff, Craft (any), Diplomacy, or Perform (any). If a PC temporarily relieves Kysu of his groceries, all PCs gain a +2 bonus on checks to investigate him. Kitsune PCs who are not in human form receive a +4 bonus on their skill check to investigate Kysu.

Clue 1: Kysu informs the PCs that he noticed a group of cloaked individuals chasing what looked like a blue-skinned human with magnificent butterfly wings through the streets. Kysu confesses that he quickly hid in a nearby alley when he realized what was going on.

Clue 2: Kysu speaks Celestial, and he distinctly remembers the winged man calling out for Ordellia Whilwren in Celestial as he fled through the streets, though Kysu is unsure what business a butterfly man would have with the town's ghostly guardian.

Clue 3: Kysu realizes that he recognizes the butterfly man's appearance, having seen a tapestry that depicts three people who look like him dancing in a swamp along a riverbank. This clue serves as foreshadowing for Part 2 of the adventure.

YSANDRE GLITTERWING

Ysandre is a middle-aged female Varisian woman who works as a classically trained dancer and dance instructor at a small school connected to the Rose and Rake. She teaches classic Varisian folk dances and traditional Chelaxian waltzes. On stage, Ysandre's personal style is blend of Ashavic and Desnan religious dances. She is best known for her silver-trimmed butterfly wing cloak, from which she derived her stage name Glitterwing. Theodorus's questioning has her late for her next dance class. Furthermore, she is growing increasingly annoyed with Theodorus's rudeness and focus on questioning ethnic Varisians. The PCs can convince Ysandre to help them with the investigation if they address her politely and respectfully.

Investigation Skills: Bluff, Diplomacy, or Perform (dance). If a PC flatters Ysandre for her style and skill at dancing or openly identifies as a follower of Ashava or Desna, all PCs gain a +4 bonus on checks to investigate her.

Clue 1: Ysandre recalls that after her last performance at the Rose and Rake, she spotted a group in dark cloaks headed west away from the Mistress of Angels. There was a faint smell of decay in the air as they passed, like rotting vegetation. Out of curiosity she inspected the area, only to find it marred with some sort of strange graffiti that reminded her of the Thassilonian runes that have been appearing in museums over the past decade. She admits that she has no genuine experience with Thassilonian lore, however.

Clue 2: Ysandre noted that whatever the runes did, they seemed to have reversed the monument's blessings. Instead of invigorating the heart, they now seem to fill it with doubt and indecision.

Clue 3: Last night, Ysandre saw the ghostly visage of Ordellia Whilwren appear before her at her namesake theatre. The ghost is an uncommon sight around the city, but Ysandre notes that she seemed distant, terrified, and desperate for help. Ordellia left abruptly without saying anything—an unusual occurrence.

THE MISTRESS OF ANGELS

Depicting the Magnimarian founder Ordellia Whilwren, this monument stands in testament to the welcoming, accepting spirit of Magnimar and its citizens.

Investigation Skills: Knowledge (arcana), Knowledge (religion), Perception, or Spellcraft. If the PCs asked Davorge to assist them in their investigation, his familiarity with the area grants the PCs a +8 bonus on checks to investigate the monument.

Clue 1: A strange, chalky substance coats the ground around the monument even after several weeks. Markings resembling runes are scrawled upon the ground.

Clue 2: The butterfly emblem in the statue's hand is a holy symbol of Desna. However, in place of the typical images of stars within the symbol's wings, there are leering skulls.

Clue 3: A spot of dried blood is splashed on the side of the monument, indicating that something violent occurred here recently. Based on the blood's location, it stands to reason that there was once more blood here, but it was cleaned up in a hurry. This is Luvyre's blood, left behind when Tulvatha's cultists attacked him.

RITUAL OF SANCTIFICATION

After the PCs have investigated all the witnesses and the monument, Davorge suggests they perform a ritual to purge the corruption at the Mistress of Angels and summon Ordellia Whilwren. If the PCs didn't invite Davorge to the investigation, he arrives as they are wrapping up their investigation with the intent to summon her as he originally intended, explaining that "Ordellia is something of a guardian of her namesake town, and she might know what's going on." Davorge asks for the PCs' aid, emphasizing that the ritual is likely to fail if it involves too few participants.

Sanctifying a Monument

The ritual to sanctify a monument from corruption requires the PCs to work together to overcome Tulvhatha's influence. Each PC can attempt one skill check using one of the following skills: Diplomacy, Knowledge (arcana), Knowledge (religion), Perform (dance), or Spellcraft. The PCs cannot use aid another on these skill checks. The DC for this skill check is equal to the Clue 3 DC in the Skill Check DCs sidebar on page 7. However, the PCs can lower this DC depending upon the success of their investigation. For each piece of Clue 2 or Clue 3 information the PCs discover, lower the DC by 1 (to a minimum of the Clue 1 DC). These benefits apply at all monuments, not just the Mistress of Angels. To sanctify a monument, the PCs need to succeed at four or more skill checks, or at least three skill checks for a group of fewer than six PCs. For the ritual at the Mistress of Angels, Davorge's participation reduces the required number of successes needed to three (or two, for smaller groups).

If the PCs sanctify a monument, then each PC can attempt to gain a boon from the monument. Monument boons are listed in their respective sections (see pages 10, 12, and 15). A PC can benefit from only one monument boon at a time.

Once the PCs are ready, Davorge takes out a symbol of a woman dancing in front of a moon and places it around his neck. PCs who worship Ashava or succeed at a DC 15 Knowledge (religion) check recognize this necklace as a holy symbol of Ashava, empyreal lord of dancers, lonely spirits, and moonlight. Davorge begins the ritual by drawing a circle on the ground and spreading blue flower petals across the circle. Then he stands in the center and begins to sing an old Desnan lullaby while dancing.

See the Sanctifying a Monument sidebar above for the rules for performing this ritual.

The blue petals rise into the air and clump together in groups of four, creating the likeness of a dozen butterflies that flit about before

resting on the ground in calm silence. Moments later, a spectral visage of a Chelaxian woman with black hair and plain clothes appears in a nearby alleyway, clutching a silver butterfly in one hand and a starknife in the other. She stares off into the distance, terrified, and mutters a single word: "Help!"

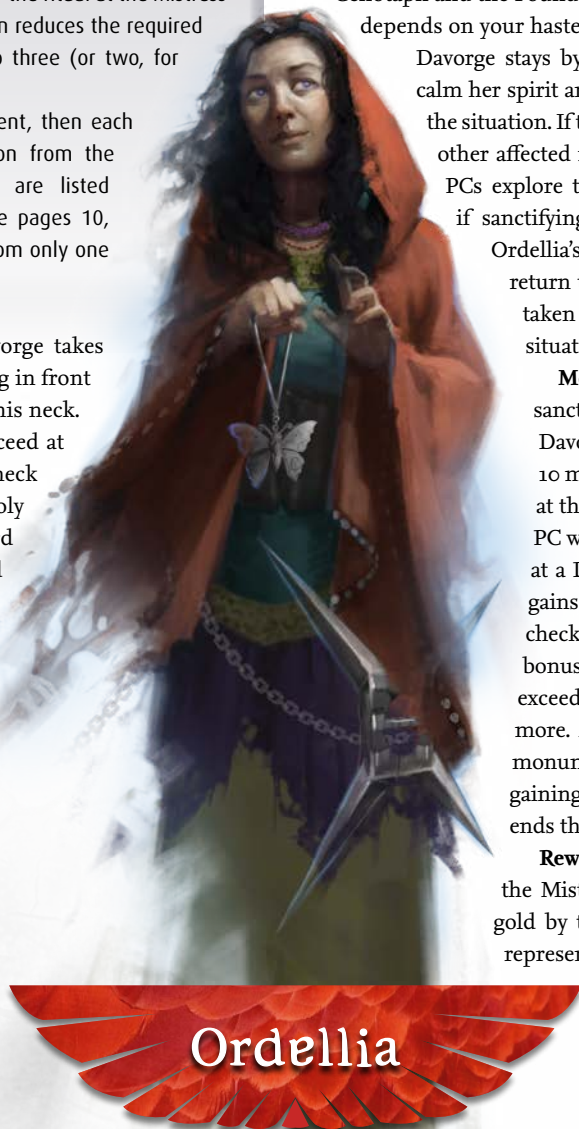
Regardless of how well the PCs assisted Davorge, he summons Ordellia's ghost, but her state depends upon whether or not the Mistress of Angels was sanctified. If the PCs did not sanctify the monument, the ghost of Ordellia Whilwren is frantic. She rebukes all attempts to approach her, wailing louder and forcing Davorge to beg the PC to step away. If the PCs succeeded at their sanctification ritual, Ordellia has a greater semblance of her former self, but still struggles. She can speak a mere 25 words per hour and uses them as follows, "Monument corruption siphoning my essence. Cannot manifest properly. Please, sanctify the Cenotaph and the Founder's Flame. You must hurry. A life depends on your haste!"

Davorge stays by Ordellia, doing what he can to calm her spirit and gain a better understanding of the situation. If the PCs or Ordellia mentioned the other affected monuments, he suggests that the PCs explore those locations, wondering aloud if sanctifying them is the key to alleviating Ordellia's suffering. He asks the PCs to return to speak with him after they have taken what steps they can to address the situation elsewhere in the city.

Monument Boon: If the PCs sanctified the Mistress of Angels, Davorge points out that a PC can take 10 minutes to offer a dance or a prayer at the monument to gain a blessing. A PC who spends this time and succeeds at a DC 15 Knowledge (religion) check gains a +1 morale bonus on initiative checks for the rest of the scenario. This bonus increases to +2 if the PC's result exceeds the DC of the check by 10 or more. A PC can benefit from only one monument boon at a time—successfully gaining the boon of a new monument ends the effects of the previous boon.

Rewards: If the PCs do not sanctify the Mistress of Angels, reduce each PC's gold by the following amount. This gold represents the value of the items that

Sheila Heidmarch gives to the PCs. If the PCs earn this gold, they also earn access to the items she lends them on their Chronicle sheets.



Ordellia

Subtier 3–4: Reduce each PC's gold earned by 227 gp.

Out of Subtier: Reduce each PC's gold earned by 434 gp.

Subtier 6–7: Reduce each PC's gold earned by 641 gp.

THE CENOTAPH

The Cenotaph is a cylindrical building that towers over Mourner's Plaza. At 10 stories high, it is one of Magnimar's tallest structures.

Tulvatha's plan to beckon lost souls to the Glade of Silver Sparks came to fruition 4 days ago, causing unquiet spirits to manifest within the Cenotaph. Most of these spirits were drawn out of the city and into the Mushfens, but a few were left behind. The Pharasmin clerics who regularly patrol the square have been monitoring the structure, but they haven't been able to calm the spirits. When the PCs arrive, read or paraphrase the following.

Red light engulfs the Cenotaph, emanating from the grand, cylindrical monument's core as ghostly murmurs echoes from within. Ghostly apparitions occasionally flicker into sight, confused and distorted, before fading back into the stone.

As the PCs approach the Cenotaph, the Pharasmin priests first attempt to discourage entry, though they quickly change their tone if the PCs present their writ from the Varisian Council or indicate that they're part of the Pathfinder Society. The priests warn the PCs that unquiet spirits linger within the monument and suggest that if the PCs can find a way to calm these spirits, they might find a way to purge the monument's corruption.

Within the catacombs, on the route to the location the spirits indicated, each PC who succeeds at a DC 10 Perception check notices that several of the sarcophagi in this area are marked with the Glyph of the Open Road. All of these tombs are in pristine condition, decorated with fresh flowers and several small trinkets. If the PCs take the time to ask the Pharasmin guards about the sarcophagi as they exit the Cenotaph, the guards inform the PCs that the Heidmarches personally pay to have all Pathfinder agents who perish during their missions in Varisia entombed within the Cenotaph, and that Sheila makes time to visit the Cenotaph and care for their remains on a regular basis.

The PCs encounter five spirits within the Cenotaph, the first near the entrance and the others subsequently further within the structure (with the last along the staircase descending to area C). The PCs can interact with a spirit using the rules for investigating the witnesses in Ordellia, except the skills a PC can use to interact with a spirit are listed in the Influence Skills entry for each spirit below, and the skill checks use the Clue 2 DC from the Skill Check DCs sidebar on page 7. Mediums, spiritualists and other PCs with a particularly strong connection to spirits gain a +4 circumstance bonus on their skill checks. If a PC fails

her check by 5 or more, the spirit's influence overtakes her, and she takes the penalties listed in the spirit's Overshadow entry for 24 hours. A PC cannot be under the effects of more than one spirit at once—if a second spirit overshadows her, she takes only the most recent penalties.

BLESSED SPIRIT

The spirit glows with goodly radiance and has a joyous cadence to its voice.

Influence Skills: Diplomacy, Fly, Knowledge (religion), Perform (sing).

Overshadow: A halo of light manifests above the PCs head. While under this effect, the PC finds any form of deception or subtlety to be challenging. The PC takes a –10 penalty on Bluff, Disguise, Sleight of Hand, and Stealth checks, and she cannot willingly accept polymorph effects.

DISORIENTED SPIRIT

This spirit's movements are erratic, and its eyes are pits of gray smoke.

Influence Skills: Diplomacy, Knowledge (local), Knowledge (religion), Sense Motive.

Overshadow: The PC feels slightly out of touch with his own body, memories, and sense of self. The PC takes a –2 penalty to Dexterity, Intelligence, and Charisma.

GAUNT SPIRIT

The spirit is tired and emaciated.

Influence Skills: Bluff, Diplomacy, Heal, Knowledge (religion).

Overshadow: The PC thins and grows weary. The PC gains the fatigued condition and takes 5 points of nonlethal damage (10 points in Subtier 6–7). The PC cannot recover from this damage while he remains under the influence of this spirit.

SCARRED SPIRIT

The spirit wails in eternal agony, its body covered in glowing red scars.

Influence Skills: Bluff, Diplomacy, Intimidate, Knowledge (religion).

Overshadow: Scars erupt across the PC's body, wracking her with endless pain. The PC gains the sickened condition.

YOUTHFUL SPIRIT

The spirit takes the shape of a carefree child who perished before her time.

Influence Skills: Bluff, Craft (any), Knowledge (religion), Perform (dance).

Overshadow: The PC's features appear more youthful, and he loses some of the fortitude and wisdom he gained with age. The PC takes a –2 penalty to Constitution, Strength, and Wisdom.

Scaling Encounter A

Make the following adjustments to accommodate a party of four PCs.

Subtier 3–4: The mummy is disoriented from its sudden and jarring creation. It takes a –2 penalty on all d20 rolls and damage rolls, as well as a –2 penalty to the DCs of its abilities and a –2 penalty to its AC and touch AC. Additionally, it begins the encounter with only 46 hit points. Remove two zombies from the encounter.

Subtier 6–7: The mohrg is disoriented from its sudden and jarring creation. It takes a –2 penalty on all d20 rolls and damage rolls, as well as a –2 penalty to the DCs of its abilities and a –2 penalty to its AC and touch AC. Additionally, it begins the encounter with only 67 hit points. Remove one skeletal champion from the encounter.

Development: If the PCs successfully calm at least three of the five spirits, the Pharasmin clerics are impressed with the PCs' skill at guiding the dead and reward the PCs after they emerge from the catacombs (see Treasure below and Rewards on page 13).

A. CENOTAPH CATACOMBS (CR 6 OR CR 9)

As the PCs head down the stairs to the lowest level of the catacombs, read or paraphrase the following.

A musky spell permeates this well-kept tomb. Several ornaments to commemorate the dead lay atop the many sarcophagi herein, while haunting moans echo throughout the halls. Suddenly, a crash of stone breaks the silence, and a slow shuffling echoes throughout the catacomb.

Creatures: When Tulvhatha completed the initial test of her ritual and drew the spirits from the Cenotaph, the majority of them were forced to approach her lair in the Glade of Silver Sparks. But her actions also caused several undead to rise within the Cenotaph. Newly birthed, these creatures reach out and attack the PCs.

SUBTIER 3–4 (CR 6)

MUMMY CR 5

hp 60 (*Pathfinder RPG Bestiary* 210; see page 21)

TACTICS

During Combat The mummy moves to include as many PCs in its aura as it can before attacking. It targets PCs with visible holy symbols or sources of fire first.

Morale The mummy fights until destroyed.

ZOMBIES (4) CR 1/2

hp 12 each (*Pathfinder RPG Bestiary* 288; see page 22)

TACTICS

During Combat The zombies mindlessly attack the nearest living creature.

Morale The zombies fight until destroyed.

SUBTIER 6–7 (CR 9)

MOHRG CR 8

hp 91 (*Pathfinder RPG Bestiary* 208; see page 21)

TACTICS

During Combat The mohrg enters melee, preferring PCs with visible holy symbols. If it successfully paralyzes a PC, it temporarily loses interest in that PC, preferring to make full attacks on other opponents.

Morale The mohrg fights until destroyed.

SKELETAL CHAMPIONS (3) CR 2

hp 17 each (*Pathfinder RPG Bestiary* 252; see page 21)

TACTICS

During Combat The skeletal champions recognize that the mohrg is much stronger than they are. They try to move to flank with the mohrg, as long as doing so doesn't cause them to provoke too many attacks of opportunity.

Morale The skeletal champions fight until destroyed.

Treasure: After the PCs emerge from the Cenotaph, the priests of Pharasma praise the PCs for their decisive action. If the PCs calmed at least three spirits within the Cenotaph, the priests give the PCs a *scroll of restoration*. If the PCs defeated the undead in the catacombs, the Pharasmins also give the PCs a *lesser talisman of life's breath* (*Pathfinder RPG Occult Adventures* 263). In Subtier 6–7, the PCs receive both of these magic items for calming the spirits and instead gain a *strand of prayer beads* (lesser) for defeating the undead.

Development: After the PCs defeat the undead, they discover the remains of a strange object adhered to one of the catacomb's walls. A PC who succeeds at a DC 17 Knowledge (arcana) check (DC 22 in Subtier 6–7) knows that this object is a beacon that allows someone to conduct a ritual from a distance but center the ritual's effects wherever the beacon was placed at the time of completion. With this knowledge, the PCs (or one of the Pharasmin priests) conclude that such a ritual must have caused the Cenotaph's corruption. With the undead destroyed, the PCs can attempt to sanctify the Cenotaph (see the Sanctifying a Monument sidebar on page 10). If the PCs succeed at this sanctification ritual, they can attempt to earn the Cenotaph's monument boon (see below).

Monument Boon: If the PCs sanctify the Cenotaph, a character can take 10 minutes to attempt a DC 15 Knowledge (religion) check at the monument. A PC who spends this time and succeeds at the skill check gains a +1 morale bonus on Fortitude saves for the rest of the scenario. This bonus increases to +2 if the result of the PC's check exceeds the DC

A. Cenotaph Catacombs



1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set

by 10 or more. A PC can benefit from only one monument boon at a time—successfully gaining the boon of a new monument ends the effects of the previous boon.

Rewards: If the PCs do not successfully calm a majority of the spirits and also do not defeat the undead in the Cenotaph, reduce each PC's gold earned by the following amount. If they succeed at only one of these objectives, reduce each PC's gold by the amount listed in parentheses.

Subtier 3–4: Reduce each PC's gold earned by 433 gp (or 216 gp).

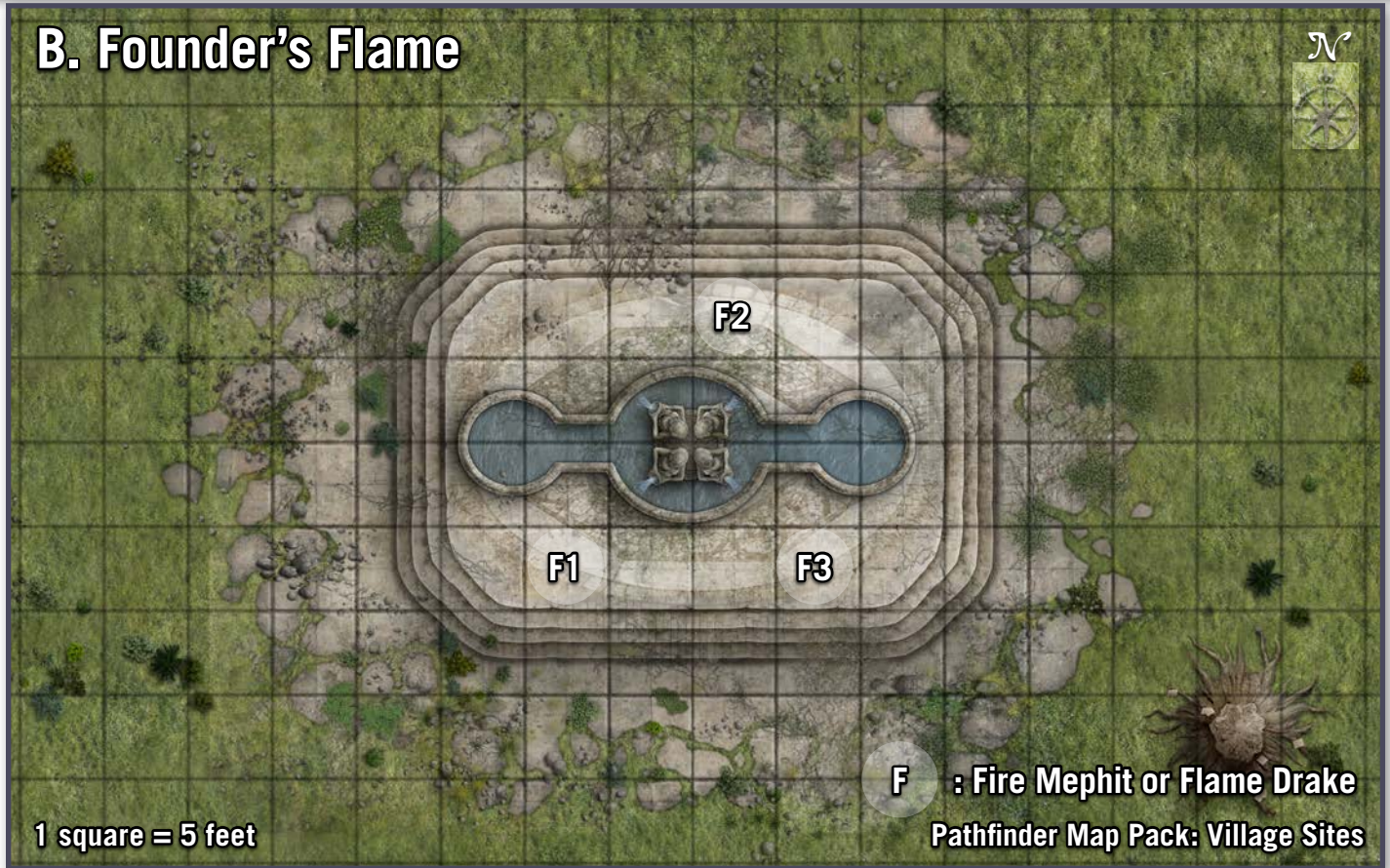
Out of Subtier: Reduce each PC's gold earned by 833 gp (or 416 gp).

Subtier 6–7: Reduce each PC's gold earned by 1,233 gp (or 616 gp).

B. THE FOUNDER'S FLAME (CR 6 OR CR 9)

This relatively unassuming monument stands at the center of a small park in Magnimar's Naos district. The Founder's Flame consists of a pedestal bearing a small bowl filled with green oil. Normally, this oil burns in an eternal flame of scintillating,

B. Founder's Flame



Scaling Encounter B

Make the following adjustments to accommodate a party of four PCs.

Subtier 3–4: Remove one fire mephit from the encounter.

Subtier 6–7: Remove one flame drake from the encounter. Each fire elemental the PCs defeat deals 11 points of damage to the haunt.

multicolored fire, but the monument's corruption has given it a sickly green hue. Although the Founder's Flame wasn't crucial to Tulvhatha's plans, it did make an effective test for the horrors she planned to inflict upon the Cenotaph.

Creatures: As the PCs approach the monument, its flames surge violently. Creatures begin manifesting from the monument's fire at an alarming rate.

Haunt: The corruption within the Founder's Flame functions as a haunt (*Pathfinder RPG GameMastery Guide* 242).

SUBTIER 3–4 (CR 6)

FIRE MEPHITS (2)

CR 3

hp 19 each (*Pathfinder RPG Bestiary* 202; see page 20)

TACTICS

During Combat The mephits catch as many PCs as they can in

their breath weapons before closing to melee.

Morale The mephits flee if reduced to 5 hit points or fewer.

FLAMESPAWN SPIRIT

CR 3

CE persistent haunt (10-ft.-by-10-ft. monument)

Caster Level 3rd

Notice Perception DC 0 (to see fire spewing forth from the Founder's Flame)

hp 13; **Trigger** proximity; **Reset** 1 day

Weakness susceptible to cold damage

Effect Each round on the haunt's initiative count, the haunt spews forth 1 Small fire elemental, as if casting *summon monster II*. The elementals persist until destroyed, but the haunt does not create more if three already exist. Each time the PCs defeat a fire elemental, the haunt takes 5 points of damage.

Destruction Ritually cleansing the corruption of the Founder's Flame permanently destroys the haunt.

SMALL FIRE ELEMENTAL

CR 1

hp 11 (*Pathfinder RPG Bestiary* 124; see page 20)

TACTICS

During Combat Fire elementals appear in combat only as a result of the flamespawn spirit haunt. When they appear, they approach and attack the nearest PC.

Morale The elementals fight until destroyed.

SUBTIER 6–7 (CR 9)

FLAME DRAKES (3)

CR 5

hp 57 each (*Pathfinder RPG Bestiary* 2 106; see page 20)

TACTICS

During Combat The flame drakes keep their distance from the PCs, relying on Flyby Attack and their fireball breath to deal damage while keeping themselves out of harm's way. If an enemy approaches the Founder's Flame, one drake engages in melee, using its speed surge to approach.

Morale The flame drakes are bound to the corrupted monument and its twisted spirits, which force them to fight to the death.

FLAMESPAWN SPIRIT

CR 5

CE persistent haunt (10-ft.-by-10-ft. monument)

Caster Level 7th

Notice Perception DC 0 (to see fire spewing forth from the Founder's Flame)

hp 22; **Trigger** proximity; **Reset** 1 day

Weakness susceptible to cold damage

Effect Each round on the haunt's initiative count, the haunt spews forth 1 Medium fire elemental, as if using *summon monster IV*. The elementals persist until destroyed, but the haunt does not create more if three already exist. Each time the PCs defeat a fire elemental, the haunt takes 8 points of damage.

Destruction The Founder's Flame must be successfully sanctified.

MEDIUM FIRE ELEMENTAL

CR 3

hp 30 (*Pathfinder RPG Bestiary* 124; see page 20)

TACTICS

During Combat Fire elementals appear in combat only as a result of the flamespawn spirit haunt. When they appear, they approach and attack the nearest PC.

Morale The elementals fight until destroyed.

Treasure: If the PCs defeat the haunt, the flame ejects beautiful spheres of magically crystallized fire. The largest of these spheres is an *elemental gem* (fire), while the others act as a *necklace of fireballs* (type I, or type IV in Subtier 6–7).

Development: After defeating the monsters and the haunt, the PCs can attempt a DC 20 Perception check (DC 26 in Subtier 6–7) to notice that the same chalky runes seen around the Mistress of Angels are also present at the Founder's Flame. The PCs can also attempt to sanctify the monument (see the sidebar on page 10).

Monument Boon: If the PCs sanctify the Founder's Flame, the PCs can attempt to gain its boon. A PC can take 10 minutes to commune with the flame and attempt a DC 15 Spellcraft check. On a successful check, the PC increases the save DC of all of his fire spells by 1 for 24 hours. A PC can benefit from only one monument boon at a time—successfully gaining the benefits of a new monument ends the effects of the previous boon.

Scaling Encounter C1

Make the following adjustments to accommodate a party of four PCs.

Subtier 3–4: The vampire spawn in this encounter took damage from one of Davorge's attacks. They begin the encounter with 30 hit points each. In addition to their other effects, Ordellia's starknives also sicken their target.

Subtier 6–7: Remove two vampire spawn from the encounter. Ordellia's starknives can target only one vampire spawn per round, but they sicken their target in addition to their other effects.

Rewards: If the PCs do not defeat the mephits or drakes and the flamespawn spirit haunt, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 325 gp.

Out of Subtier: Reduce each PC's gold earned by 481 gp.

Subtier 6–7: Reduce each PC's gold earned by 637 gp.

C. ORDELLIA'S TOWNHOUSE

Once the PCs have investigated the strange occurrences at the Cenotaph and the Founder's Flame, they are likely to return to Ordellia to speak with Davorge. If the PCs do not seem interested in this task, they eventually receive a panicked and disjointed *sending* spell from Ordellia begging them to return to her monument. When the PCs return to the Mistress of Angels, they find the streets empty. The sun has recently set, but the nearly full moon and streetlamps provide ample illumination as the PCs approach. Ordellia briefly appears in the window of her townhouse, anxiously waving to the PCs.

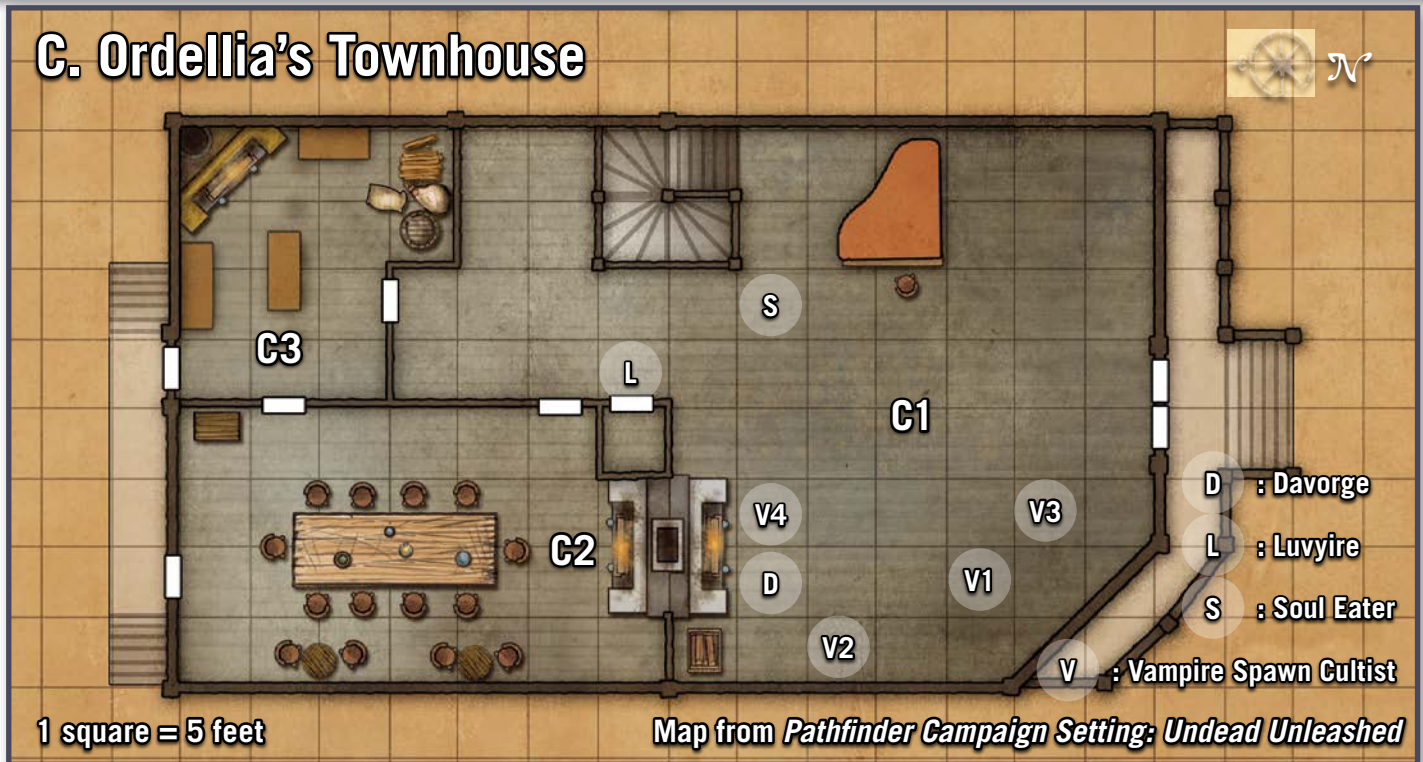
The map of her townhouse depicts three rooms—the front room (C1), the dining room (C2), and the kitchen (C3). There are also two bedrooms and a study on the second floor. These rooms are all well kept, but contain no food or objects of significant value. The only valuable items are in Ordellia's bedroom upstairs (see Treasure on page 18).

C1. FRONT ROOM (CR 7 OR CR 10)

This centuries-old room is clean and well kept despite its antiquity and lack of inhabitants, a luxury afforded by the love and care of the town's citizens. An old fireplace in the room lies cold and bare, and dozens of knickknacks and baubles lay on display. A stately grand piano decorates the room's eastern wall.

When the PCs arrive in Ordellia's townhouse, they find Luvyire and Davorge unconscious, their bodies guarded by a group of Tulvath's minions. These minions waited until sunset to strike, allowing them to escape the sun's rays that some of them find particularly distasteful (see page 16).

C. Ordellia's Townhouse



Creatures: Infuriated with her minion's inability to find Luvyire, Tulvathatha demanded that one of her lieutenants summon a creature with the means of tracking the azata down once and for all. After spending the past 2 weeks divining information about Luvyire, this lieutenant conjured a mighty soul eater to complete this task. With the assistance of a group of vampire spawn, the malevolent creature seeks Luvyire's soul to fulfill its obligation to its conjurer. The vampire spawn served a full-fledged vampire until recently, when Tulvathatha killed their former master. They have since pledged their loyalty to Tulvathatha, and they are among the cultists who have been enacting rituals at the monuments.

In Subtier 3–4, by the time the PCs arrive, Davorge and Luvyire managed to defeat the soul eater and some of the vampire spawn with some assistance from Ordellia, but they were eventually overwhelmed and two of the vampire spawn remain. These creatures are currently debating whether it is better to kill Davorge themselves or to bring him back to their master.

In Subtier 6–7, the soul eater's forces were greater, and it sent the vampire spawn in first to soften up its prey. While Davorge and Luvyire managed to defeat some of the vampire spawn, they were overwhelmed when the soul eater joined the fight. The four remaining vampire spawn and the soul eater are arguing over who should kill the interloping cleric, but their common allegiance to Tulvathatha has prevented them from solving this dispute with violence. Regardless, once the PCs arrive, these foes do not attack Davorge or Luvyire further unless the PCs retreat.

Luvyire is in terrible shape. His robes, dark hair, and splendid wings are matted with dirt and blood, and his pale blue skin is covered in festering wounds. He is unconscious but stable at –1 hp, and with a Wisdom score of 15, he has taken 13 points of Wisdom damage. Furthermore, he has sustained severe internal injuries that limit the effectiveness of healing magic on him—he cannot be restored to more than 10 hit points through cure spells. He has also been disarmed, and his +1 *starknife* has been unceremoniously dropped on the seat in front of the piano. If the PCs revive him, he is too disoriented to fully participate in the fight. He acts on initiative count 10 and casts *invisibility* on the first two PCs to end their turns adjacent to him.

Davorge is also in dire straits. He is unconscious but stable at –1 hp, and he has taken 3 negative levels (or 1 negative level, in Subtier 6–7). His holy symbol of Ashava rests on the piano chair next to Luvyire's *starknife*. If the PCs revive Davorge and retrieve his holy symbol, he can channel positive energy to assist them. After being revived, he acts at initiative count 10. He can channel three times, restoring 2d6 hit points (or 3d6 in Subtier 6–7) to all allies without healing his opponents. He can also channel to harm undead (Will DC 16 half).

Ordellia may not be able to manifest fully, but she is still capable of providing aid in short bursts, which is the assistance she provided to Davorge and Luvyire. Each round at initiative count 20, Ordellia creates a cloud of tiny silver *starknives* that menaces one of the vampire spawn. These *starknives* suppress the spawn's energy drain ability, channel resistance, and DR for 1 round. In Subtier 6–7, she can target two vampire spawn at a time with her *starknives*.

SUBTIER 3–4 (CR 7)

VAMPIRE SPAWN CULTISTS (2) CR 5

Variant vampire spawn human rogue 5 (*Pathfinder RPG Monster Codex* 244)

NE Medium undead (augmented humanoid, human)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 46 each (5d8+20); fast healing 2

Fort +3, **Ref** +6, **Will** +4; +4 vs. fear

Defensive Abilities channel resistance +2, evasion, trap sense +1, uncanny dodge; **DR** 5/silver; **Immune** undead traits;

Resist electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+6 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 14), sneak attack +3d6 plus 3 bleed

TACTICS

During Combat The vampire spawn team up against a PC, flanking to benefit from their sneak attack.

Morale If one cultist is defeated, the other cultist uses *gaseous form* and attempts to flee if reduced to 20 hit points or fewer.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 19

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Finesse, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +4, Perception +12, Sense Motive +9, Stealth +18; **Racial Modifiers** +8 Acrobatics, +8 Stealth

Languages Common

SQ gaseous form, minion of Tulvathatha, rogue talents (bleeding attack +3, slow reactions), shadowless, spider climb, trapfinding +2

Gear leather armor, chalk, necklace with a faintly glowing skull pendant, wool cloak

SPECIAL ABILITIES

Blood Drain (Su) A vampire spawn can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire regains 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its maximum hit points) each round it drains blood.

Energy Drain (Su) A creature hit by a vampire spawn's slam gains 1 negative level. This ability can be used only once per round.

Gaseous Form (Su) As a standard action, a vampire spawn can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Minion of Tulvathatha (Ex) The vampire spawn's connection to Tulvathatha has modified its abilities. It loses a vampire spawn's typical resistance to cold and dominate ability, and gains a +4 bonus on saving throws against fear.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage to a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

SUBTIER 6–7 (CR 10)

SOUL EATER CR 7

hp 82 (*Pathfinder RPG Bestiary* 2 254; see page 22)

TACTICS

During Combat The soul eater prioritizes the PC that appears easiest to hit with its claw attacks.

Morale The soul eater is bound to serve, and fights to the death.

VAMPIRE SPAWN CULTISTS (4) CR 5

hp 46 each (see Subtier 3–4)

TACTICS

During Combat The vampire spawn attempt to flank the PCs. They begin by attacking in pairs, with two cultists going after each of the two most dangerous-seeming PCs.

Morale If the soul eater is defeated and all remaining vampire spawn are under the effects of Ordellia's starknife, the remaining spawn attempt to flee.

Treasure: If the PCs defeat Tulvathatha's cultists, Ordellia rewards them with a magical treasure from her bedroom wall—a *four-leaf clover* (*Pathfinder RPG Occult Adventures* 258). In Subtier 6–7, she instead gives the PCs a *dreamcatcher* (*Occult Adventures* 257) and a *lucky horseshoe* (*Occult Adventures* 260).

Rewards: If the PCs do not defeat Tulvathatha's cultists, reduce each PC's gold earned by the following amount.

Subtier 3–4: Reduce each PC's gold earned by 314 gp.

Out of Subtier: Reduce each PC's gold earned by 558 gp.

Subtier 6–7: Reduce each PC's gold earned by 803 gp.

CONCLUSION

If the PCs drive off the vampires (and the soul eater, in Subtier 6–7), Ordellia manifests fully. She channels positive energy to fully heal the PCs and Davorge, and to heal Luvyire as well as she can. If any PCs were afflicted with mummy rot in area A, she attempts to cure one of them by casting *remove curse* and *remove disease* (CL 9th), and insists that any PCs who remain infected return to her on following days to receive treatment from her until they have all recovered. Once Ordellia has finished with her treatments, Luvyire speaks.

Luvyire's wings shimmer in the light of the waxing moon as he speaks, heedless of the blood drenching his white robes, "Thank you for your assistance, heroes. I'd definitely have been slain if not for your help. I heard bits and pieces of your investigation from here while I rested, and I believe I have the answers you seek. You see, I am a servitor of the True Spark, Ashava. Along with two of my dearest friends, I watched over the Glade of the Silver Spark just outside your City of Monuments, longer than the Arvensoar has stretched toward Magnimar's sky. Two weeks ago, our home was attacked by a malevolent will-o'-wisp called Tulvathatha. She and her servants called upon dark powers to corrupt the glade, and they tore my friends apart," Luvyire stops, tears welling in his eyes. After a pause, he shakes them free and continues.

"I knew they were after the *Soul Spark*. It is a relic, a magical effigy that serves as a beacon for souls. Once the *Soul Spark* draws in wandering spirits, it is a simple matter for Ashava's servants to guide them to the great River where they can find peace. I knew I couldn't protect it alone, so I fled to Magnimar to seek aid. But my injuries slowed my flight, and the cultists tracked me down. They meant to kill me, and they nearly succeeded." Luvyire continues, stopping briefly to gesture to Ordellia. "If Ordellia had not come to my aid, I would have met my end at their hands. I am the one left to defend the *Soul Spark*, but I cannot defend it without help."

"Of course," Ordellia interjects. "By Desna's grace, we shall all do our part to quell the evil that lingers in the Mushfens."

Hope fills Luvyire's eyes. "That's excellent! Together, I just know we can," Luvyire's excitement is cut short as he winces in pain, fresh blood oozing from his wounds. "I... it might be better if you

go without me. But remember, heroes. Though alone you might dance, the True Spark is forever your audience. I believe I can give you a blessing in Ashava's name, should you choose to accept it."

If the PCs accept, Luvyire asks them to take his hand one at a time, and a full moon appears on the top of each PC's dominant hand. If a PC presses a finger to this marking, she is gifted with a vision from Ashava herself, who shows the PCs dancing in Magnimar under the light of the next full moon, slowly transforming from their usual appearance to that of a werewolf with silvery fur the color of moonlight. PCs who accept the gift receive the Celestial Lycanthropy boon on their Chronicle sheets.

Once each willing PC has received Luvyire's gift, read or paraphrase the following.

"Then it's settled," Luvyire finishes solemnly. "By the light of the next full moon, you shall hunt."

Later that week, Mayor Grobaras sends the PCs ribbons acknowledging their service to Magnimar, along with a commemorative certificate that claims that he hired the PCs in the first place. The slight infuriates Theodorus, who scours the city for critical information the PCs may have missed in hopes of regaining favor in the mayor's eyes.

If the PCs did not defeat Tulvathatha's minions, the minions kill Davorge and Luvyire before returning to the Mushfens to report their success to Tulvathatha. Ordellia is devastated, but she is eventually able to manifest properly again. When she does, she is able to piece together enough information from Luvyire's statements to her and the conversations of Tulvathatha's minions to learn that something terrible is happening out in the Mushfens. She uses a *sending* spell to inform Davorge (or Sheila Heidmarch, if Davorge was slain) of her concerns. Meanwhile, Theodorus gathers enough evidence to conclusively pin the cause of the corruption on vampires. When the vampire attacks stop, Theodorus takes credit for saving the city and enjoys lavish praise from Mayor Grobaras.

PRIMARY SUCCESS CONDITIONS

If the PCs rescue Luvyire from the cultists, they fulfill their primary objective and earn 1 Prestige Point. Each PC earns the Grobaras's Gloryhounding boon on her Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

If the PCs sanctify all three monuments (the Cenotaph, the Founder's Flame, and the Mistress of Angels) and prevent Davorge from dying, they each earn 1 additional Prestige Point. Each PC earns the Monument's Blessing boon on her Chronicle sheet.

Handout: Varisian Council Writ of Authority

A DECREE BY THE VARISIAN COUNCIL AND ITS RIGHT AND
HONORABLE SPEAKER, HASTOFF MARAMEZ.

To the Honorable Lady Sheila Heidmarch, Venture-Captain of the
Pathfinder Society:

Whereas, by this Council's commission, under the seal of
Magnimar bearing this day's date, the 26th of Rova in the year
4718 by Absalom Reckoning and 110th year since the Founding,
do appoint and Charge Lady Sheila Heidmarch as Executor
of the Council's law and do authorize her and require her to
go forth, with any deputies she shall see fit to appoint, and
investigate the occult happenings of Magnimar's monuments
or any structure or property deemed associated with these
occurrences. Lady Heidmarch and her deputies shall possess
the full force and authority to act in this manner, including
and limited to the following: search any monument or public
property housing a monument, to question witnesses who are
amenable to serving their fair city, and to detain any persons
found to be engaged in the defilement of our city's beloved
legacy.

Signed and warranted this day by Remeria Callinova, Leader of
the Council

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario and are presented below for the GM's convenience.

DRAKE, FLAME

This ferocious creature looks like a red-and-yellow scaled dragon, but with only two legs.

FLAME DRAKE CR 5

Pathfinder RPG Bestiary 2 106

CE Large dragon (fire)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d12+18)

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

Immune fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +10 (2d6+5 plus 1d6 fire), tail slap +5 (1d6+2)

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

Special Attacks fireball breath

STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Fly +8, Intimidate +9, Perception +10, Stealth +6, Survival +10

Languages Draconic

SQ speed surge

SPECIAL ABILITIES

Fireball Breath (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a *fireball*. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

ELEMENTAL, FIRE

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

MEDIUM FIRE ELEMENTAL CR 3

Pathfinder RPG Bestiary 124

N Medium outsider (elemental, extraplanar, fire)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

SMALL FIRE ELEMENTAL CR 1

Pathfinder RPG Bestiary 124

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

MEPHIT, FIRE

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

FIRE MEPHIT CR 3

Pathfinder RPG Bestiary 202

N Small outsider (fire)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +3

Immune fire; **DR** 5/magic

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

MYSTERIES UNDER MOONLIGHT PART 1: TESTAMENT OF SOULS

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 fire, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—*heat metal* (DC 14), summon (level 2, 1 fire mephrit 25%)
1/hour—*scorching ray*

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Ignan

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG

CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. Fast zombies are similar to standard zombies, except they have no DR, a speed of 40 feet, 14 Dexterity, and instead of being staggered, they can make two slam attacks as a part of a full attack. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it regains 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

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

Skills Perception +16, Stealth +11

Languages Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must attempt a DC 16 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.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

SKELETAL CHAMPION

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETAL CHAMPION

CR 2

Pathfinder RPG Bestiary 252

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

PATHFINDER SOCIETY SCENARIO

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative⁸, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword

SOUL EATER

Two elongated and deathly pallid arms protrude from this creature's smoky body as it slithers silently through the air.

SOUL EATER CR 7

Pathfinder RPG Bestiary 2 254

NE Medium outsider (evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., all-around vision; Perception +14

DEFENSE

AC 21, touch 17, flat-footed 14 (+6 Dex, +1 dodge, +4 natural)

hp 82 (11d10+22)

Fort +5, **Ref** +13, **Will** +7

DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stunning

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +18 (1d6+1/19–20 plus 1d6 Wisdom damage)

Special Attacks find target, soul drain

STATISTICS

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +11; **CMB** +12; **CMD** 29 (can't be tripped)

Feats Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +20 (+8 when jumping), Escape Artist +20, Fly +28, Intimidate +14, Knowledge (planes) +15, Perception +14, Stealth +20 (+28 darkness or smoke)

Languages Abyssal, Infernal

SQ caster link

SPECIAL ABILITIES

Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see the find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane (regardless of plane-traveling interruptions), it can use its find target ability to locate its conjurer.

Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a *locate creature* spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must speak the target's name.

Soul Drain (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by succeeding at a (DC 17) Fortitude save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the soul eater. A victim slain in this manner can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster succeeds at a DC 30 caster level check. If the soul eater is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at –1 hit point. This is a death effect. The save DC is Constitution-based.

Wisdom Damage (Su) A creature hit by a soul eater's claw must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

ZOMBIE

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

ZOMBIE CR 1/2

Pathfinder RPG Bestiary 288

NE Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

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

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness⁸

Special Qualities staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

MYSTERIES UNDER MOONLIGHT PART 1: TESTAMENT OF SOULS

Pathfinder Society Scenario #10-05: Mysteries Under Moonlight Part 1: Testament of Souls

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge ☐ Concordance
☐ A ☐ B ☐ C ☐ D

Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character # _____  Prestige Points


Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character # _____  Prestige Points


Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character # _____  Prestige Points


Character Name _____

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Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character # _____  Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

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Pathfinder Society Scenario #10-05: Mysteries Under Moonlight Part 1: Testament of Souls

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Celestial Lycanthropy:** You have received a blessing from the azata Luvyire that has imbued you with a spark of celestial energy, which will transform you into a celestial werewolf when the time is right. You can check the box that precedes this boon to gain a portion of that power, gaining resistance 5 to acid, cold, and electricity for 1 hour. This boon will provide additional benefits in a future scenario.

Grobaras's Gloryhounding: You now own a ribbon and a commemorative certificate for services to the city of Magnimar, both of which falsely claim that Lord-Mayor Grobaras hired you to assist the city. If you destroy these objects, cross this boon off your Chronicle sheet.

Monument's Blessing: By sanctifying several of Magnimar's monuments, you have created a small enduring link with the sacred forces that give the city's monuments their power. You can perform a particular action tied to one of the five monuments below and attempt a skill check to gain a particular benefit. If you succeed at the check, gain the listed benefit for 24 hours, and then cross this boon off your Chronicle sheet.

Battle of Charda: Practice weapon play for 10 minutes and succeed at a DC 20 Intimidate check to gain a +1 morale bonus on attack rolls made with melee weapons.

Cenotaph: Pray for 10 minutes on behalf of lost spirits or the dead and succeed at a DC 15 Knowledge (religion) check to gain a +1 morale bonus on Fortitude saves.

Founder's Flame: Meditate for 10 minutes before a flame and succeed at a DC 15 Spellcraft check to increase the DC of your fire spells by 1.

Mapstone: Study a map for 10 minutes and succeed at a DC 15 Knowledge (local) check to gain a +1 morale bonus on Will saves.

Mistress of Angels: Meditate for 10 minutes with any object that reminds you of the events of this scenario and succeed at DC 15 Religion to gain +1 morale bonus on Initiative checks.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	650	1,299

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,154	2,307

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,657	3,314

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	GM's Initials
	XP Gained (GM ONLY)
	Final XP Total

FAME		
	Initial Prestige	Initial Fame
		GM's Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

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

Subtier 3-4

Subtier 6-7

fire elemental gem (2,250 gp)
four-leaf clover (3,750 gp; *Pathfinder RPG Occult Adventures* 258)
talisman of life's breath (lesser; 3,500 gp; *Occult Adventures* 263)
necklace of fireballs (type I; 1,650 gp)
scroll of restoration (1,700 gp)
wand of lesser restoration (7 charges; 630 gp; limit 1)

dreamcatcher (2,800 gp; *Pathfinder RPG Occult Adventures* 257)
elemental gem (fire; 2,250 gp)
talisman of life's breath (lesser; 3,500 gp; *Occult Adventures* 263)
lucky horseshoe (6,800 gp; *Occult Adventures* 260)
necklace of fireballs (type IV; 5,400 gp)
prayer beads (lesser; 9,600 gp)
scroll of restoration (1,700 gp)
wand of lesser restoration (10 charges; 900 gp; limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #