

# PATHFINDER SOCIETY®

## SEASON OF THE TEN



## PASSING THE TORCH PART 1: WHO WEARS THE MASK

By Cole Kronewitter



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## HOW TO PLAY

*Pathfinder Society Scenario #10-22: Passing the Torch Part 1: Who Wears the Mask* is a Pathfinder Society Scenario designed for 12th- through 18th-level characters (Tier 12-18; Subtiers 12-13, 14-15, and 17-18). 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](http://pathfindersociety.club).



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## GM RESOURCES

*Who Wears the Mask* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Adventurer's Guide* (AG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Bestiary 6*, *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](http://pfrd.info), and the statistics from the Bestiary volumes are reprinted in the back of the adventure for the GM's convenience.

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# PASSING THE TORCH PART 1: WHO WEARS THE MASK

By Cole Kronewitter



Shortly after the Pathfinder Society's creation, its members elected 10 leaders to oversee expeditions, manage funds, and provide direction. Known as the Decemvirate, these leaders performed admirably for decades, but their public personas made them as much targets of bribery and sycophancy as targets of assassination and blackmail. Following a failed coup, the Society determined that the best way to avoid these intrigues was to have the Decemvirate adopt anonymity, aided by potent Azlanti artifacts that came to be known as the *Decemvirate helms*. And so the Society knew peace and resumed exploring the world.

Anonymity may have shielded the Decemvirate from attack, but it also allowed villains to infiltrate and hide among the inscrutable leaders. In fact, the Pathfinder Elylsia deduced the identities of several disreputable figures among the new Decemvirate. Before she could unveil them and call for their removal, these villains tried to silence her in a battle that left several of her allies and one of the Ten dead. Elylsia fled, harried by a Decemvirate-posted bounty and the multitude of well-intentioned Pathfinders who aimed to fulfill it, believing her to be a dangerous criminal build on the Society's destruction. She has taken refuge on Mediogalti Island ever since, documenting history and the Society's accomplishments as an independent scholar. Her scrutiny has helped her maintain tabs on several Decemvirate members even still, and her intelligence could prove key to averting an imminent catastrophe: the Whispering Tyrant's conquest of Absalom.

After being sealed away for nearly a millennium, the powerful lich known as the Whispering Tyrant and his allies broken the seals that secured his prison. With the seals gone, the Whispering Tyrant was able to burst free, leaving behind a giant crater, as well as a warren of underground dungeons loaded with deadly wards and powerful undead. Since then, the Whispering Tyrant's sudden invasion of Lastwall has brought terror the Inner Sea region. Despite assistance from many of its neighbors, Lastwall has nearly fallen to the Whispering Tyrant's new undead horde. Among the groups helping to combat the Whispering Tyrant's actions is the Pathfinder Society, who sent many of its strongest agents to the Tyrant's prison to disrupt a ritual that could further

## Where on Golarion?

*Passing the Torch Part 1: Who Wears the Mask* takes place on Mediogalti Island, the stronghold of the infamous Red Mantis assassins. For more information on Mediogalti Island and its capital, the pirate haven Ilizmagorti, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Chronicles: Cities of Golarion*, available at book stores and game stores everywhere and online at [paizo.com](http://paizo.com).

### Mediogalti Island



devastate the shattered region (this group's adventures appear in *Pathfinder Society Scenario #10-98: Siege of Gallowspire*). Yet the lich has his sights set on an even greater prize—Absalom—and he has a secret weapon living within the city.

Among the Decemvirate is the powerful graveknight Vahlo Huovar, a secretive antipaladin who has spent the last 200 years directing Pathfinders to recover potent relics that could assist the Whispering Tyrant when he escapes. One such relic is a powerful Azlanti artifact tied to the demon lord Zura, capable of drawing life force from the living and using that power to conjure undead versions of long-dead heroes. With most of the Pathfinder Society away fighting against the Tyrant's ritual, Vahlo plans to seize the opportunity to take over the Grand Lodge, activate the artifact, and devastate Absalom's defenses in order to hand the city over to his emancipated master.

## Scaling DCs

Many DCs in this scenario are listed as Easy, Average, or Hard for ease of reading. See the GM Reference handout on page 37 for a reference for what these DCs mean at each subtler as well as instructions for applying the four-player adjustment to them.

However, if Vahlo's plans come to light too soon, centuries of scheming might be for naught. To this end, he has gathered the strongest Pathfinders who did not join the expedition. He plans to use them as weapons to eliminate the people he believes are most likely to deduce and unveil his plot: both Eylisia and the infamous Grandmaster Torch. Meanwhile, by keeping these Pathfinders occupied, he hopes to stop them from interfering with his grand designs. Finally, Vahlo has retained the Red Mantis assassins' services as a contingency plan, directing them to kill Eylisia if she doesn't meet her end by his own agents. However, the Red Mantis's leaders have figured out that Vahlo's other agents are Pathfinders. While they are still more than happy to kill Eylisia, they have also marked the Pathfinders for death.

## SUMMARY

The PCs receive their mission directly from Vahlo. He appears in his usual Decemvirate guise as a human man wearing a triple-spined helm. Recognizing their prowess, the graveknight tasks them with eliminating Grandmaster Torch. The location of Torch remains unknown. However, Vahlo has learned that Eylisia is one of Torch's chief informants and that she has hidden herself somewhere on Mediogalti Island. He orders the PCs to travel to the island. Once there, they are to gather intelligence, confront Eylisia to learn where Grandmaster Torch is, and then eliminate her if she does not agree to be arrested and returned to the Pathfinder Society.

After arriving on the island, the PCs first task is to learn Eylisia's location from retired pirate captain Stanton Strake. With some investigation, they discover that Strake has had his memories stolen by the Master of the Pagoda of the Mantis, an otherworldly being serving the evil assassins. After killing the Master, the PCs learn Eylisia's location, deep in the jungle interior of Mediogalti Island. While traveling there, they must deal with dangerous inhabitants of the island—a fearsome saurian with a herd of dinosaurs, and the Ghost Mantis, an enormous insect distantly descended from Achaekek. Once the PCs find Eylisia, they at last learn the truth of Vahlo's treachery. However, their conversation is interrupted by a band of Red Mantis assassins, hired by Vahlo to kill Eylisia. After defeating the assassins, the PCs can finally learn the truth about Vahlo.

## GETTING STARTED

The PCs are summoned to the depths of Skyreach by a member of the Decemvirate wearing a triple-spined mask. Direct summons from the Decemvirate are rare, indicating a mission of utmost importance. Read or paraphrase the following to get the adventure underway.

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"Greetings, Pathfinders," says a man wearing a triple-spined helmet as he strides purposefully into the room. The helmet marks him as a member of the Decemvirate, one of the enigmatic leaders of the Pathfinder Society. "You are here because you are the finest that the Pathfinder Society has to offer. Time and again, you have been entrusted with tasks of utmost importance, and you have always carried them through to success. I have personally summoned you here with yet another perilous mission—one that requires great discretion. As I am sure you have heard, the nation of Lastwall is reeling beneath the onslaught of an undead invasion, triggered by the release of the Whispering Tyrant from his prison."

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While the Whispering Tyrant's escape from his prison is common knowledge (DC 10 Knowledge [local]), it is a very recent event that players may not yet be aware of. A PC who succeeds at a DC 10 Knowledge (history) check knows that the Whispering Tyrant is one of the most infamous lichs in history. If the PC succeeds at this check by 10 or more, they also know the following. He was an immensely powerful wizard who terrorized Golarion about 3,000 years ago, conquering nations and ruling with an iron and merciless fist. His reign only ended when the god Aroden slew him personally. But death at the hands of a god wasn't the end of the Whispering Tyrant, who eventually rose again as a lich. Again, he conquered the nearby lands and re-established his rule. After almost a century of crusades against him, heroes were finally able to imprison him within the tower that had been the seat of his power—Gallowspire.

Once the significance of the Whispering Tyrant and his escape is clear, read or paraphrase the following to proceed.

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"The majority of our Pathfinder forces have been dispatched to deal with this grave threat, which leaves the Society open to threats from other enemies. In particular, I have received word that Grandmaster Torch is once again on the move and working to capitalize on the current crisis. Although Torch's past is complicated, his wanton disregard for bystanders and increasingly aggressive gambits against the Society have left us no choice: the time has come to kill Grandmaster Torch. We've long wondered where he acquired his most damning intelligence, and in the past year we identified his principal contact: a gnome named Eylisia who was once a member of the Pathfinder Society. She is not the same justice-minded visionary that she was in the Society's early days. It appears that a combination of estrangement, Torch's influence, and perhaps even the Bleaching have left blood on her hands—a great deal of blood. Together, the two of them are



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planning one last attack that could destroy the Society as we know it. At this point it's clear that even in apparent isolation, Eylisia poses an ongoing threat to the Society she once championed.

"Although Torch remains elusive, we have learned that Eylisia has hidden herself away on Mediogalti Island. I have arranged for you to be teleported to Azir, where a ship waits to carry to you to Ilizmagorti, a pirate haven located on Mediogalti Island. Once there, seek out the villa of Stanton Strake. He is a retired pirate captain who once served as a contact for the Pathfinder Society. Strake keeps abreast of Pathfinder news, and I believe he is in communication with Eylisia. Use Strake to discover her whereabouts, then confront her to learn Torch's location. If she proves unwilling to return to face justice, eliminate her. The Pathfinder Society can no longer afford to have enemies fomenting discord in the shadows.

"A final word of caution, Pathfinders. As you are likely aware, Mediogalti Island is the main stronghold of the Red Mantis assassins. Any Pathfinders discovered on the island are summarily executed. The assassins have considerable resources, both magical and mundane, that they use to ferret out spies. There are few places in Golarion more dangerous for a Pathfinder agent to travel. Be sure to take every precaution to conceal your presence there."

After conveying this information, the Decemvirate member remains behind for a brief time to answer questions.

**What else do you know about Eylisia?** "She is old enough to have witnessed the dedication of the Grand Lodge, and she was directly involved in the deaths of several members of the Ten. She was banished from the Society centuries ago. For many years, Pathfinders sought to track her down, though none found her. Learning information about her has been difficult. She has not been heard from for hundreds of years, and most assumed her dead. In the intervening time, her treachery was almost lost to memory. But recent events have allowed more of the past's secrets to come to light."

**What is the Bleaching?** Gnome PCs automatically know the answer to this question, as do PCs who succeed at a DC 15 Knowledge (local) check. If no PC knows the answer, the Decemvirate member explains that the Bleaching is a deterioration that happens to gnomes whose lives lack enough excitement. All color drains away from their body, and, if untreated, the Bleaching is often fatal.

**What is Torch planning?** "Other agents have uncovered preliminary plots against several lodges. However, his exact plans have yet evaded us, and we are bolstering security in the meantime." In truth, the Decemvirate member doesn't know for sure that Torch has such plans; killing Torch is a preemptive measure to protect the Decemvirate member's schemes. With a successful DC 34 Sense Motive check, a PC discerns that the leader is withholding information. If prompted about this, he insists that the less the PCs know of Torch's plans, the less biased their own research will be. If coerced much further, he concludes the briefing altogether.

## Rewards for Three Subtiers

The rewards that PCs earn for this scenario are structured a little bit differently than a typical scenario. Instead of having one level of Out of Subtier rewards, this scenario has two. Out of Subtier (Low) is for 12th- or 13th-level PCs playing in Subtier 14-15, and 14th- or 15th-level PCs playing in Subtier 12-13. Conversely, Out of Subtier (High) is for level 14, 15, or 16 PCs in Subtier 17-18, and 16th-, 17th-, and 18th-level PCs playing in Subtier 14-15.



Decemvirate  
Member

## Short-Circuiting the Scenario

The PCs might attempt to use magic to interfere with Grandmaster Torch or Elylsia in ways that could short-circuit this scenario or its sequel. For specific advice about handling the *miracle* and *wish* spells, see the sidebar on page 8.

Grandmaster Torch has contingencies in place to protect him from being remotely defeated by magical means (such as being forced to appear before the PCs with a *wish* to transport travelers). However, if the PCs do make a concerted effort to interfere with Torch during this scenario, they earn the Nemesis of Torch boon on their Chronicle sheets, which has effects in this scenario's sequel, *Passing the Torch Part 2: Who Speaks for the Ten*.

Elylsia is protected against both divination magic and teleportation. There is a good reason that even the Decemvirate's resources proved insufficient to track her down in the past. During her battle against corrupt members of the Decemvirate, her magic resonated strangely with the power contained within their helms, imprinting upon her a measure of the helm's protective power. As a result, Elylsia gained the ability to cast *mind blank* once per day as a spell-like ability (CL 20th). She maintains this ability almost constantly, letting it lapse only to engage in carefully arranged communication with the few parties who have managed to earn her trust over the years. Additionally the temple where she spends most of her time is warded by an *unhallow* effect, to which a *dimensional anchor* spell is tied (see area D).

**How can we conceal our presence?** "The Red Mantis assassins keep a tight control of Ilizmagorti. They have informants everywhere, so using some sort of disguise would be wise. Certainly you should avoid displaying your *wayfinders* or any other signs of affiliation with the Pathfinder Society. Magical protections against divinations would also be of service, as the Red Mantis assassins have many powerful spellcasters within their ranks."

## JOURNEY TO MADIOGALTI ISLAND

Although time is growing short, the PCs do not need to rush off immediately. They have time to gather supplies and prepare spells as needed. After they complete their preparations, they are swiftly teleported to Azir and directed to a merchant ship called the *Eel Prince*, which transports them to Mediogalti Island.

As Pathfinder agents, merely setting foot on the island without raising suspicions is a difficult prospect. Spellcasters within the Crimson Citadel take precautions to detect agents from forbidden organizations, such as the Pathfinder Society and the Aspis Consortium. Each week, they cast a *divination*

spell tied to the task of rooting out the Pathfinder Society's influence on Mediogalti Island. If the *divination's* answer suggests that Pathfinder agents are planning something, the assassins put their servants on notice and raise security. This increases the Awareness counter by one. Avoiding this occurrence is difficult, since this spell is inquiring about a task and not the location of a specific PC. Common low-level concealment spells such as *nondetection* will not fool the *divination*, but multiple castings of other spells such as *limited wish*, *mask from divination* (*Pathfinder RPG Adventurer's Guide* 125), *mind blank*, or similar magic could prevent the assassins from learning of the PCs' arrival.

In addition the assassins have dozens of servants working the docks of Ilizmagorti. Any new arrivals exiting a ship wearing unusual, expensive, or extravagant gear are immediately flagged. If fewer than half of the PCs disguise themselves well, either through illusion magic or by succeeding at an Easy Disguise check or Hard Bluff check, they are flagged as suspicious, and the Awareness counter increases by one.

## AWARENESS COUNTER

Ilizmagorti is a hostile place for Pathfinder agents, and the Red Mantis assassins present a highly organized response to PCs that are not cautious. This potential threat is tracked throughout the scenario with the Awareness counter. In addition to the methods for raising Awareness listed elsewhere in this adventure, anytime the PCs openly reveal themselves to be Pathfinders increases the Awareness counter by two. The effects of this are summarized below.

**Awareness 0:** The Red Mantis assassins haven't noticed the PCs. The PCs are free to travel the city with ease.

**Awareness 1:** The city is on alert for potential threats. Any townsfolk the PCs talk to who are not detailed elsewhere in this adventure should be assumed to be Red Mantis agents. These townsfolk ask pointed questions aimed at exposing the PCs' secrets.

**Awareness 2:** The city guard, called the Blood Watch, patrols the streets and questions everyone they meet. Navigating the city without encountering a patrol requires at least half of the PCs (rounded down) to succeed at an Easy Survival or Stealth check. On a failure, the PCs are stopped for questioning and must succeed at a Hard Bluff, Diplomacy, or Intimidate check to talk their way out of it. Only one PC can attempt this check, but any number of PCs can aid. On a failure, the Awareness counter rises to 4, triggering a pitched battle with the patrol (see Pitched Battles on page 7).

**Awareness 3:** The PCs are identified as threats for elimination. Any food or drink they eat at Strake's party or from elsewhere in the city is poisoned with hemlock (*Pathfinder RPG Core Rulebook* 559). In Subtiers 14–15 and 17–18, a master poisoner brewed the hemlock, making it harder to resist. The saving throw DC increases to 22 in Subtier 14–15 or 24 in Subtier 17–18.



**Awareness 4:** A pitched battle occurs (see Pitched Battles below). If the Awareness counter is already at 4, any further increases trigger another pitched battle.

**Lowering Awareness:** Although there are no specific opportunities outlined to lower the Awareness counter, clever PCs could potentially do so by changing disguises at a key moment, silencing an important Red Mantis informant, or through other methods, subject to your discretion.

**Pitched Battles:** The Red Mantis assassins do not tolerate intruders and can dispense legions of assassins to deal with invaders. If they discover the PCs, they attack in a pitched battle. This occurs either immediately (if it makes sense to do so) or shortly after the PCs are discovered. A horde of 30 or more assassins, ranging from 1st to 7th level, descends on the PCs. Of course, the PCs in this scenario are quite powerful, so even this assault poses little threat to their lives. To avoid bogging the session down with a massive combat, instead go around the table, ask each player to narrate how their character deals with the attack, and have them each choose one cost from the list below, which occurs as a result of the fight.

- The PC takes 10d6 points of slashing damage (13d6 in Subtier 14–15, 15d6 in Subtier 17–18).
- The PC expends 2d6 spell levels (3d6 in Subtiers 14–15 and 17–18). For example, if a PC rolls an 8, they could expend eight 1st level spells or two 4th level spells.
- The PC expends 1/4 of their daily maximum uses for a key class ability, rounded down (a 12th-level barbarian might lose 3 rounds of rage, for example). A PC cannot select this option if it would not cause them to lose resources.
- The PC uses a consumable (such as a potion) worth 300 gp or more (500 gp or more in Subtiers 14–15 and 17–18).
- Other costs of other comparable nature to those above might be allowed, at your discretion.

This is not designed to be a significant punishment, but rather a way to illustrate the consequences of being discovered by the Red Mantis. Try not to get too caught up with the adjudicating the costs, and reward any creativity the players show while narrating the battle. This is also a great opportunity to make the players feel powerful, so be sure to narrate the devastation they bring as they lay waste to an army of assassins. Each time the PCs trigger a pitched battle, they must choose one more additional cost than the previous battle. PCs can pick the same cost more than once.

## THE ETERNAL BACCHANAL

The PCs easily locate the villa of Stanton Strake, who is well known throughout town. His home is located in the wealthy Dandy district, on the northeast side of Ilizmagorti. Read or paraphrase the following when the PCs arrive.

Four sleek pirate ships have been run aground near the harbor. The ships are laid out in a square and fashioned together with

## A Dangerous Mission

Beginning in Season 4, all scenarios operate under the assumption that there are six players in the group and provide notes for scaling down the adventures for smaller groups. *Who Wears the Mask* also provides notes for scaling the difficulty up. Playing an even harder version of the scenario doesn't offer extra rewards; it's available solely to provide groups a legal way to face a greater challenge and win bragging rights. Make this option available to the players before the game begins, and use the notes for scaling up only if all the players explicitly agree to take on the extra challenge. Be cognizant of the players' desires; if even one is hesitant or must be pressured into participating on "hard mode," don't use this option. Also keep in mind that tougher battles take longer to finish, so using this option could cause the adventure to run considerably longer than a 4- to 5-hour slot.

carpentry to form a walled enclosure. An open gate carved through the hull of the foremost ship leads into a pleasant garden, where a party is taking place. A stone villa rests near the back of the compound, protected by the ships' walls.

Stanton Strake was a successful pirate and amassed a great deal of plunder, which he now uses to live a life of decadence. For the last 20 years, Strake has hosted a continuous, 24-hour party in his villa. He comes and goes according to his whims, but he ensures that his staff of servants is always available for his guests and that his tables remain laden with limitless rum and food. There are always at least a few dozen notable citizens or pirates present at the party, and when the event is particularly lively, hundreds of people come and go.

On most nights, a steward stands guard at the gate with a list of guests approved for admittance. However, due to the strange circumstances of the previous evening, the villa staff is currently in disarray, so the PCs can simply walk into the party. Once they do, they immediately notice that the atmosphere of the party is uneasy and that something is amiss.

To unravel the mystery, the PCs can interrogate the guests and gather enough clues to piece together the events of the previous evening. This is intended to be a fun roleplaying opportunity rather than a true mystery scenario, so the PCs need not question every NPC, nor gather every clue. Unless time is not an issue, try to keep each interview brief and direct the PCs to the Pagoda of the Mantis (area A) after no more than 20 minutes or so. A list of potential party attendees worthy of interrogation is provided on page 8.

## Miracle and Wish

The inclusion of Subtier 17–18 in this scenario means that some PCs will be able to cast *miracle* or *wish*. These spells represent the most powerful tool in a spellcaster's arsenal, and this scenario is among a limited number of opportunities to use them. Their effects should be awesome and rewarding for the player, but not so much so that they single-handedly counter most of the scenario's challenges.

For more specific guidance, use the following tips. The list of spells and levels that *miracle* and *wish* can duplicate is the baseline for the power level of what the spell can accomplish. If the PCs want to do something that isn't specifically on this list, it's a good idea to compare that effect against other spells in the *Core Rulebook* of the corresponding level. Use 8th-level spells as a benchmark for effects that would be appropriate for a character with the corresponding type of magic (arcane for *wish*, or divine for *miracle*), and 7th-level spells for other effects. In general, if the PC is looking to create a version of a spell that normally affects one creature to allow it to affect many targets, the increase in targets is worth 4 spell levels. Spells with "mass" in their name are a good example of this principle in action. When *miracle* or *wish* duplicates the effect of an existing spell that has a long casting time, it's not necessarily appropriate to allow the PC to cast that spell as a standard action—a pure duplication would include the casting time. Consider the impact of shortening that casting time. Some spells, such as *geas/quest*, are balanced around the fact that their long casting time makes them impossible to cast in combat. Spells with long casting times may lack other safeguards that spells normally have, such as saving throws. When duplicating a spell with a long casting time, consider either giving the *miracle* or *wish* the spell's standard casting time, or placing some checks on the spell (such as adding a saving throw to a spell that wouldn't normally have one).

## PARTY ATTENDEES

While dozens of people are mingling about the party, the following are the most interesting and colorful characters. While the skill checks listed below are the most likely ones the PCs can use to influence the partygoers, the PCs may use other strategies to gather information at your discretion.

**Stanton Strake:** Strake is the source of unease at the party, as the attendees all believe he has lost his mind. The aging, dashing Strake currently sits at the feasting table in the garden, carefully polishing a shoe. If questioned, he insists that he has never heard of Stanton Strake in his life. He earnestly believes he is Kirhed, a humble shoemaker from Absalom. Strake (or Kirhed) has a passion for shoes. Any PCs who engage him

on the subject or who are wearing unique or magical shoes, receive a +4 bonus on all checks to interact with him.

Strake is able to go into intricate detail about his life as Kirhed. However, his memories about how exactly he ended up here or why he inhabits an unfamiliar body are hazy, and he finds it unpleasant to try to recall the subject. PCs who succeed at a Hard Diplomacy or Average Intimidate check can successfully press him for more details. In this case, he reveals that his last memory before arriving at this party is of a clawed and rubbery arm, covered in hideous blinking eyes, reaching from a robe to grab him—then everything went black.

A PC who succeeds at an DC 25 Arcana or Heal check while examining Strake realizes that his state does not come from a natural mental health condition, but rather from a magical effect that has transferred new memories into his body. The new memories could be expelled with a *break enchantment* spell or similar effect, but this would not restore Strake's memories, but rather leave him as a blank vessel—alive but with no living memories. To restore Strake to normal, the PCs must use a *break enchantment* spell on whatever creature currently has his memories. Alternatively, they could simply question that creature, who should theoretically know everything that Strake does.

**Doane the Stubborn:** A grizzled human man with an eye patch, Doane is an expert smuggler and former first mate of Strake. He now serves as Strake's head servant, and he observed much of what occurred the previous evening. Unfortunately, Doane is famously tight lipped. Revealing any information at all does not come naturally to him, even if it's for his own good. PCs must succeed a Hard Diplomacy, Intimidate, or Bluff check for each piece of information they pry out of him. On a failure, Doane refuses to answer any more questions about that subject.

Doane has a soft spot for "good-cop/bad-cop" routines, as they remind of some of his favorite interrogations from his youth. If two PCs attempt checks, one using Diplomacy and the other using Intimidate, give them each a +8 bonus and allow them to pick the highest roll as their final result.

**Jaxira Darlamir and Origent Gamaron:** Jaxira, a half-elf woman with green-tinted hair, tends a collection of parks in Ilizmagorti called the Songbird Preserve. Origent, a human bard wearing the finest clothes, serves at the artistic director of an amphitheater called the Nymphaleum. The pair appreciate the finer things in life and respond well to intellectual discussions. PCs who succeed at an Easy Knowledge or Performance check can successfully spark a conversation and gather information from them. They frequently refer to their efforts to bring some culture and sophistication to Ilizmagorti. Both Jaxira and Origent were both rather inebriated the previous evening—and they are still tipsy today—so their recollections may be somewhat hazy.



**Luna the Wild:** Luna is a retired pirate captain and former rival of Strake. She is also secretly a member of the Red Mantis assassins. She knows that Strake associated with Pathfinders in the past and is naturally suspicious of people asking too many questions. If interrogated, she responds well to flattery and reveals information easily (requiring a successful Easy Diplomacy check). She also asks the PCs several pointed questions of her own, inquiring as to the PCs' identities, occupations, and purposes for visiting Mediogalti Island. To successfully question Luna without blowing their cover, the PCs must also succeed at an Average Bluff or Disguise check. On a failure, Luna becomes suspicious of the PCs and makes a report to her superiors; this raises the Awareness counter by 2.

## INTELLIGENCE GATHERED

Unless otherwise noted, any of the party attendees can provide any of the intelligence below as the PCs question them. Feel free to modify the quotes below to better suit the direction of the PCs' questioning and the personality of the individual NPC.

**What happened last night?** "For the most part, it seemed like a normal night. Strake has been hosting this party for years, you know, and new people come and go each night. I do remember that a large palanquin, carried by a dozen servants and nearly fifteen feet wide, stopped in front of the gates for a while. Two servants wearing red robes came into the party for bit, but they didn't mingle much. Sometime after midnight, Strake disappeared. When he came back, he seemed to have lost his mind."

**What do you know about the servants in red robes?** "They are not servants at all. They're priests from the Pagoda of the Red Mantis, the main temple to Achaek here in town. Absolute fanatics. They call themselves the Claws of Achaek and they always travel in pairs of two. Each wields a single sawtooth sabre, and they think of themselves as the arms of the Mantis God. I hear they cannot speak or hear, and that they use a secret sign language to communicate." The attendee can also reveal that the Claws loitered around the party for half an hour before delivering a written message to Strake, who turned pale after reading it. Then they left.

**What do you know about the large palanquin?** "Yes, I remember a palanquin outside the front gate last night around midnight. It gave me chills. Not everyone knows, but I have heard rumors about the palanquin. It is said to belong to the Master of the Pagoda of the Red Mantis, who arrived years ago from a distant land to worship the Mantis God. Some say the Master is not human at all, but rather a terrible creature covered with hundreds of watchful eyes. Strake's condition is not unique. Others have entered the Pagoda of the Red Mantis in the past and emerged with different memories. I have heard that somewhere beneath the pagoda is a great hall with many prisoners, each filled with stolen

## Divination Spells at the Party

PCs might try to use magic to unravel the mystery of what happened to Strake and find the location of his memories. This is a tricky proposition since Strake is at the party (at least physically), so spells such as *locate creature* simply lead to Strake's villa.

Carefully worded questions through spells such as *divination* or *contact other plane* could yield more fruitful results. In general, the PCs can discover any of the details in the Intelligence Gathered section in this manner. Likewise, PCs could potentially learn useful details about the dangers of the Hall of Harmonic Memories, which are summarized in area A. Since the party interrogation is a relatively small part of the scenario overall, feel free to allow the PCs to use magic to solve this mystery if they are more interested in that approach. When determining which information to give, keep in mind that the walls of both the Pagoda of the Mantis and the Temple of the Ghost Mantis are lined with lead to protect against divinations.

memories." With this information for guidance, a PC who succeeds at a DC 25 Knowledge (dungeoneering) check infers that the Master is a hyakume (*Pathfinder RPG Bestiary* 4 153; see page 12), a terrible creature capable of transferring memories from one creature to another. For every 5 by which the PC's result exceeds the DC, they learn another fact about hyakumes, as typical for the Knowledge skill.

**Do you know where Eylisia is?** None of the attendees know someone named Eylisia. If the PCs describe her as an elderly gnome woman, however, the attendees do recall something. "Strake does have a gnome acquaintance named Fiseen. She is very old and always seems dressed for a jungle expedition. He mentioned once that he consults with her on historical matters. I have only seen her once or twice in the last decade, however, so she doesn't visit often." Fiseen is, of course, a false name Eylisia uses while in Ilizmagorti.

**Does Strake know any Pathfinders?** Strake keeps his Pathfinder contacts under wraps, so only Doane can answer this question. "Yes, he does hear an odd bit of information about Pathfinders from time to time, although few people in Ilizmagorti know it. He takes notes on any Pathfinder news he can gather and is particularly interested in the Decemvirate. Pathfinder agents are always scheming for influence and wealth, and their secretive Decemvirate are the worst of the lot."

## NEXT STEPS

After gathering information from the party guests, the PCs should eventually reach the conclusion that they must



venture beneath the Pagoda of the Red Mantis to find whatever creature currently has Strake's memories. If the PCs fail too many checks or seem stuck in their investigation, Luna the Wild notes their amateurish efforts and suggests they go to the pagoda herself. This is, of course, a trap and raises the Awareness counter by 2. The Pagoda of the Mantis is a prominent landmark, so the PCs have no trouble finding directions once they know where to go.

## THE PAGODA OF THE MANTIS

The Pagoda of the Mantis is located in the southwest section of the city. Read or paraphrase the following when the PCs arrive.

Two enormous statues of Red Mantis assassins stand on either side of an open gate, leading into a courtyard. Inside the courtyard stands an enormous stone pagoda. A crimson and white banner depicting crossed mantis arms hangs from the front of the temple.

The temple is open to the public during the day, and there are no guards posted. There is one significant danger to intruders, however—any creature that does not worship Achaekek and enters the courtyard or pagoda is branded by magical glowing symbol of Achaekek on their forehead. The pagoda is filled with worshippers of Achaekek who attack anyone bearing this brand, which makes moving through

the temple difficult. PCs can remove the brand through the use of *dispel magic*, *remove curse*, or similar magic (the brand has a CL of 15). Alternatively, PCs who succeed at an Average Disguise check can hide the mark. Similarly, PCs that succeed an Average Sleight of Hand or Hard Stealth check can safely navigate through the pagoda, using distractions or avoidance to hide their mark from passersby. If any PCs are spotted with a brand, the Awareness counter increases to four, triggering a pitched battle.

Once inside the pagoda, finding the Hall of Harmonic Memories is relatively easy. Four unguarded stairwells on the first floor lead down to the hall. If the PCs seem uncertain about where to look, numerous murals scattered through the pagoda depict pilgrims descending the stairs to kneel before the many-eyed Master in a water-filled room, providing a useful clue.

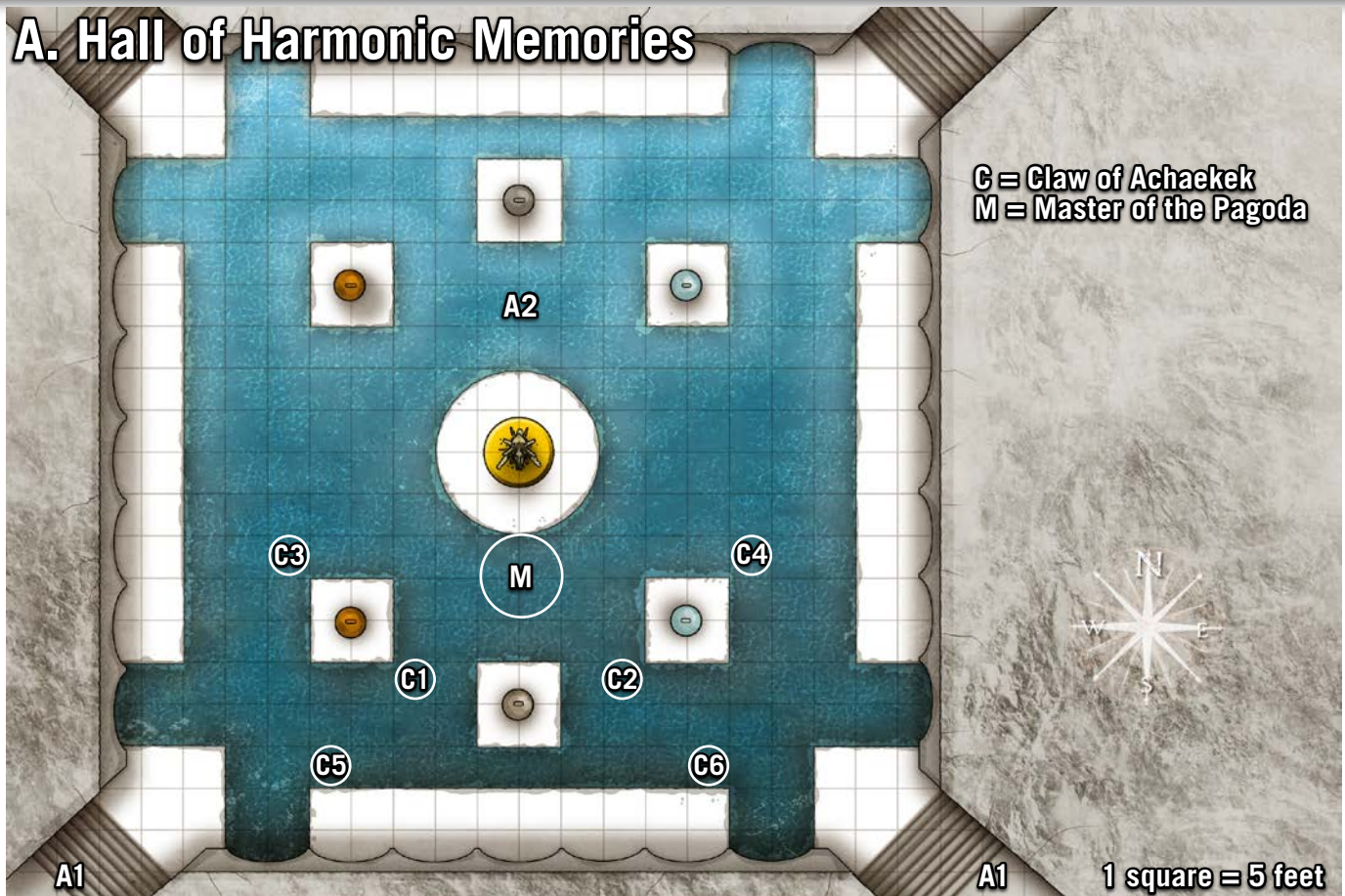
The walls of the Pagoda of the Mantis are lined with lead to block divinations.

## A. HALL OF HARMONIC MEMORIES

Decades ago, a nameless hyakume from the east came to Mediogalti Island to join the cult of Achaekek and assumed the title of Master of the Pagoda of the Mantis. Since that time, the hideous Master has served as a sort of vile “librarian” for the Red Mantis assassins. For years, the assassins have brought important captives with valuable



## A. Hall of Harmonic Memories



knowledge to the hyakume so that he can drain their memories. Until a suitable Red Mantis host can be found to hold these memories, the hyakume transfers them into a collection of captives he has imprisoned beneath the temple. To pacify his captives, the hyakume has created a tranquil hall filled with enchanted bells that lull creatures into a deep slumber.

### A1. STAIRS

Each stairway is 10 feet wide and descends 300 feet underground before opening into the main hall. The stairways are dark.

**Aura of Silence:** To prevent the enchanted bells from affecting the pagoda above, the entirety of each stairwell is under the effects of a permanent *silence* spell. The *silence* effect ends at the last step of each stairwell, so PCs stepping into the hall are immediately subjected to the harmonic bells.

**Traps:** In addition to this, the hyakume has used his knowledge of dark rituals to create a permanent *alarm* spell 100 feet down each stairwell, which gives 2 rounds of warning to the Master if it is triggered (the *alarm* is a mental alarm). The Master then signs to the Claws of Achaek so they can prepare for combat. PCs who are actively searching for traps can find the *alarm* by succeeding at a DC 26 Perception check.

### A2. MAIN HALL (CR 16, CR 18, OR CR 21)

Four stairwells lead into the corners of this large chamber. A reflecting pool, several feet deep and filled with tranquil water, fills almost the whole room. An assortment of stone platforms rises above the water. On the central platform stands an enormous golden statue of a praying mantis, embedded with gems. The walls of the room are lined with scores of alcoves, some of which contain slumped humanoid figures. Six massive silver, bronze, and steel bells gently float above the waters of the room. They ring of their own accord, creating a powerfully calming sound that echoes through the whole hall.

The ceiling of this room rises 20 feet above the ground level. The golden statue of a praying mantis in its center is 15 feet tall. Each of the bells glows with a soothing, warmly colored radiance, lighting up the room. The bells are 10 feet tall and 5 feet across at their base. The bells hover in the air, each floating 5 feet above a small platform as marked on the map.

**Water:** The water in this room is only 2 feet deep, meaning that Medium or Small creatures can wade through it, although they treat it as difficult terrain. Large and larger creatures can walk through the water as if it were normal terrain. The platforms around the room provide places to stand. The platforms below the bells also provide places to stand for



Medium or smaller creatures—taller creatures cannot fit beneath the bells without squeezing.

**Harmonic Bells:** When left alone, the drifting bells in the hall create a beautiful chiming noise that lulls creatures to sleep. Each round on initiative count 10, all creatures in the hall must succeed an Easy Will saving throw to avoid the bell's effects. Creatures on a platform beneath a bell take a –2 penalty on their saving throw against this sound. On the first failure, the creature becomes fatigued. After two failures, the creature becomes exhausted. After three failures, the creature falls asleep as per the *deep slumber* spell (with no Hit Dice limit). Deaf creatures and the Master of the Pagoda are immune to this effect. On a round in which someone rings a bell, this calming lull is disrupted, meaning that creatures do not need to attempt a saving throw. Disrupting the lull does not end the effects of failed saves, however; these effects persist until the affected creature has gone for 10 minutes without hearing the bells, or until the Master

of the Pagoda is slain. Spells and other effects that treat fatigue and exhaustion function normally, and sleeping creatures can be awoken as usual for the *deep slumber* spell. The westernmost bells are bronze, the easternmost bells are silver, and the bells in the center are steel.

**Ring the Bells:** A PC who succeeds at a DC 25 Knowledge (arcana) or Spellcraft check or a DC 20 Perform check recognizes that these ringing bells have additional magical properties that can be unleashed by ringing them in the right ways. PCs who are trained in Perform (percussion instruments) gain a +5 bonus on this skill check. Alternatively, the PCs may become aware of the existence of these effects if they see the Master of the Pagoda using them.

The PCs can activate the effects of the enchanted bells using one of two methods. They can ring a bell by succeeding a ranged or melee attack roll against it. The bell's AC is equal to an Average skill check DC. This attack can be made as a part of a full attack. Alternatively, PCs can ring a bell as part of a move action by jumping on top of it, which requires a successful Average Acrobatics check and costs 20 feet of movement. On a failure, the PCs moves the bell, but not enough to trigger an effect.

A PC who is trained in Perform gains a +5 bonus on attack rolls or Acrobatics checks to ring bells. A PC who is trained in Perform (percussion instruments) gains a +10 bonus instead.

Each creature can ring only one bell per round, and the same bell cannot be rung more than once per round. Each bell has a different effect, depending on the bell type, as shown below. The caster level for each spell is equal to the CR of the ringer (note that a PC's CR is equal to their character level). For companion creatures of the PCs that do not have a CR, such as animal companions, use the character level of the PC they accompany. The bell's effect activates against one creature within 60 feet of the bell, as chosen by the ringer. If the target is standing on the platform underneath the ringing bell, they take a –2 penalty on their saving throw. The target does not need to be able to hear to experience these effects.

**Bronze Bell:** When rung, a bronze bell triggers a sonic strike, battering the target's body with powerful sound waves. This deals a number of d6s of sonic damage equal to half the ringer's CR (Average Fortitude save for half). A bell ringer with ranks in Perform (percussion instruments) uses d10s for damage instead of d6s.

**Steel Bell:** When rung, a steel bell triggers an *inflict critical wounds* spell (Average Will save for half).

**Silver Bell:** When rung, a silver bell triggers a *cure critical wounds* spell (Average Will save for half).

**Captives:** Eight humans, two half-orcs, and one monkey goblin captive slump in the jagged alcoves on the side of the hall, fast asleep from the bells' *deep slumber* effect. Each one holds memories that are valuable to the Red Mantis assassins.



Master of the Pagoda



The monkey goblin holds the memories of Stanton Strake.

**Creatures:** The Master spends most days meditating in this hall, in tune with the harmonic bells. His servants, called the Claws of Achaekek, voluntarily deafened themselves to avoid falling asleep from exposure to the bells. They speak using a unique sign language known only to them and the Master. When the PCs enter the room, the Master and his Claw of Achaekek servants are standing at the locations indicated on the map. If the PCs avoid tripping the stair *alarm* and the Awareness counter is at 2 or less, the Master and his servants are sitting in meditation on the water's surface when the PCs arrive, and the servants have not cast many of their typical preparatory spells.

## SUBTIER 12-13 (CR 16)

### CLAWS OF ACHAEKEK (4)

CR 9

Human warpriest (mantis zealot) of Achaekek 10 (*Pathfinder RPG Advanced Class Guide* 60, *Pathfinder RPG Adventurer's Guide* 157)

LE Medium humanoid (human)

**Init** +7; **Senses** Perception +2 (all checks and activities that rely on hearing automatically fail)

#### DEFENSE

**AC** 21, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

**hp** 99 each (10d8+51)

**Fort** +11, **Ref** +9, **Will** +10

**Defensive Abilities** sacred reflexes (evasion, uncanny dodge)

#### OFFENSE

**Speed** 30 ft.; water walk

**Melee** +1 *sawtooth sabre* +19/+19/+14 (1d8+15/17-20)

**Special Attacks** blessings 8/day (*Death*: death's touch, from the grave, *Trickery*: double, greater invisibility), channel negative energy 3/day (DC 17, 3d6), fervor 7/day (3d6), sneak attack +2d6

**Warpriest Spells Prepared** (CL 10th; concentration +12)

4th—*divine power*

3rd—*bone flense*<sup>AG</sup> (DC 15), *cure serious wounds*, *water walk*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds* (2), *death knell* (DC 14)

1st—*comprehend languages*, *cure light wounds* (2), *deathwatch*, *shield of faith*

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *guidance*, *light*

#### TACTICS

**Before Combat** The Claws each cast *water walk* at the beginning of their mediation. If the Claws have 2 rounds to prepare, they drink their *potions of cat's grace* and use fervor to cast *bull's strength* as a swift action. On the next round, the Claws cast *bear's endurance* and use fervor to cast *divine power*. These spells have been incorporated into the Claws' statistics.

**During Combat** Moving in pairs, the Claws move toward the PCs and each cast *bone flense* on different targets. In subsequent

## Scaling Encounter A2

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

**Subtier 12-13:** Remove two Claws of Achaekek from the encounter. The Master is a weaker than a typical *hyakume*. He takes a -2 penalty to all d20 rolls and to his DCs, and his caster level is 13th.

**Subtier 14-15:** Remove the four Claws of Achaekek.

**Subtier 17-18:** Before he began his monastic training, the Master was weaker than a typical *hyakume*. When compared to the listed statistics, he takes a -2 penalty to all d20 rolls and to his DCs, and his caster level is 13th.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12-13:** The Master begins combat having used his eye probe ability to detach his eyes. Once per round as a swift action, the Master can utter a word and sacrifice one of his eye probes to target a creature within 30 feet of the eye probe with a *power word blind* spell. Once all six of his eye probes are destroyed or sacrificed, the Master can no longer use this ability.

**Subtier 14-15:** Replace the four claws of Achaekek with two greater Claws of Achaekek. Apply the same adjustments as Subtier 12-13, except the master can choose to use *power word stun* instead.

**Subtier 17-18:** Add two Greater Claws of Achaekek to the encounter. Apply the same adjustments as Subtier 12-13, except the Master can choose to use *power word stun* or *power word kill* instead.

rounds, they focus on melee attacks, using swift actions to apply the death touch blessing to a melee attack, to become invisible with their trickery blessing ability, or to use fervor to cast spells on themselves. The Claws believe that disrupting the harmony of the bells is sacrilegious and avoid ringing them if possible. If reduced to 40 hit points or fewer, they use the double blessing from their trickery blessing to make themselves harder to hit.

**Morale** The Claws fight to the death.

**Base Statistics** Without *bear's endurance*, *bull's strength*, *cat's grace*, and *divine power*, the Claw's statistics are **Init** +5, **AC** 19, **hp** 78, **Fort** +9, **Ref** +7, **Will** +10, **Melee** +1 *sawtooth sabre* +14/+9 (1d8+9/17-20), **CMB** +14, **CMD** 23

#### STATISTICS

**Str** 23, **Dex** 17, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +7; **CMB** +16; **CMD** 27

**Feats** Dodge, Greater Weapon Focus (sawtooth sabre), Improved Critical (sawtooth sabre), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Acrobatics), Toughness, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

# PATHFINDER SOCIETY SCENARIO

**Skills** Acrobatics +18, Climb +8, Intimidate +12, Stealth +12, Swim +8

**Languages** Common

**Combat Gear** *potion of cat's grace*; **Other Gear** +2 chain shirt, +1 sawtooth sabre<sup>AG</sup>, amulet of natural armor +1, cloak of resistance +1, mask of the mantis<sup>AG</sup>

## SPECIAL ABILITIES

**Crimson Gear** The +2 chain shirts, amulets of natural armor +1, and cloaks of resistance +1 the Claws wear were forged within a fountain of blood inside the Crimson Citadel. Such blood-forged items cost half as much to create, but they liquefy into a puddle of blood if transported more than 100 miles from the Crimson Citadel.

**Deafened (Ex)** The Claws long ago gave up their hearing to better serve the Master and have grown accustomed to being deaf. They take no penalties to initiative or opposed Perception checks and have no chance of spell failure due to the deafened condition.

## MASTER OF THE PAGODA

CR 15

Variant hyakume (*Pathfinder RPG Bestiary* 4 153)

NE Large aberration

**Init** +12; **Senses** all-around vision, darkvision 90 ft., low-light vision; Perception +19

## DEFENSE

**AC** 32, touch 18, flat-footed 23 (+8 Dex, +1 dodge, +14 natural, -1 size)

**hp** 218 (19d8+133)

**Fort** +13, **Ref** +14, **Will** +17

**Immune** cold; **Resist** electricity 10, fire 10; **SR** 26

**Weaknesses** light sensitivity

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +18 (3d6+4)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** drain memory, quivering palm (1/day, DC 25), stunning fist (4/day, DC 25)

**Spell-Like Abilities** (CL 15th; concentration +24)

At will—*air walk*, *clairaudience/clairvoyance*, *share memory*<sup>UM</sup> (DC 21)

5/day—*divination*

3/day—*cold ice strike*<sup>UM</sup> (DC 25), *sonic thrust*<sup>UM</sup> (DC 24)

## TACTICS

**During Combat** The Master keeps at range, targeting foes with *cold ice strike* and *sonic thrust*. He targets melee foes with his quivering palm and stunning fist abilities. Unlike his servants, he has no reservations about ringing the bells if doing so is to his advantage.

**Morale** If he is reduced to 30 hit points or less and he has the means to do so, the Master attempts to flee.

## STATISTICS

**Str** 18, **Dex** 27, **Con** 24, **Int** 19, **Wis** 22, **Cha** 29

**Base Atk** +14; **CMB** +19; **CMD** 38

**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Skill Focus (Sense Motive), Stunning Fist, Weapon Focus (slam), Wind Stance

**Skills** Acrobatics +23, Bluff +21, Craft (any) +10, Diplomacy +17, Intimidate +24, Knowledge (arcana, planes, religion) +12, Knowledge (geography, history) +10, Perception +19, Sense Motive +17, Spellcraft +22, Stealth +15, Survival +17, Swim +8, Use Magic Device +17

**Languages** Common, Undercommon; telepathy 60 ft.

**SQ** eye probe, monk abilities, transfer memories

**Gear** sawtooth robe

## SPECIAL ABILITIES

**Drain Memory (Su)** Once per day as a standard action, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a *charm monster* spell until those memories are regained (Will DC 28 negates). The hyakume absorbs the memories and can store and use them. It can store the memories of four creatures at one time. This is a mind-affecting effect. The save DC is Charisma-based.

**Eye Probe (Su)** Once per day as a full-round action, a hyakume can detach up to six of its eyes and send them on missions. An eyeball has AC 22, hp 5, and a fly speed of 60 feet with perfect maneuverability. A hyakume can see through all of its eye probes and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

**Monk Abilities** A hyakume's Stunning Fist feat and slam attacks function as though it were a 15th-level monk. It can also use the quivering palm class feature once per day (Fortitude DC 25). The save DC is Wisdom-based.

**Sawtooth Robe** Thirty ornamental (but deadly) sawtooth sabres dangle from the Master's silken robe. These sabres are easily detached and the Master can hurl up to 15 at a time using his *sonic thrust* spell-like ability.

**Transfer Memories (Su)** Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

## SUBTIER 14-15 (CR 18)

### CLAWS OF ACHAEKEK (4)

CR 9

**hp** 99 each (see page 13)

## TACTICS

Use the tactics from Subtier 12-13.

### GREATER CLAWS OF ACHAEKEK (2)

CR 14

Human warpriest (mantis zealot) of Achaekek 15 (*Pathfinder RPG Advanced Class Guide* 60, *Pathfinder RPG Adventurer's Guide* 157)



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

LE Large humanoid (human)

**Init** +4; **Senses** Perception +2 (all checks and activities that rely on hearing automatically fail)

## DEFENSE

**AC** 20, touch 10, flat-footed 19 (+8 armor, +1 dodge, +2 natural, -1 size)

**hp** 177 each (15d8+106)

**Fort** +18, **Ref** +9, **Will** +15

**Defensive Abilities** sacred reflexes (evasion, improved uncanny dodge); **DR** 10/good

## OFFENSE

**Speed** 30 ft.; *water walk*

**Melee** +2 *sawtooth sabre* +24/+24/+19/+14 (2d6+18/17-20)

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

**Special Attacks** blessings 10/day (*Death*: death's touch, from the grave, *Trickery*: double, greater invisibility), channel negative energy 4/day (DC 19, 5d6), fervor 9/day (5d6), sneak attack +3d6

**Warpriest Spells Prepared** (CL 15th; concentration +17)

5th—*righteous might* (2), *true seeing*

4th—*cure critical wounds* (2), *divine power*, *freedom of movement*

3rd—*blindness/deafness* (DC 15), *bone flense*<sup>AG</sup> (DC 15), *cure serious wounds* (2)

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds* (2), *death knell* (DC 14), *silence* (DC 14)

1st—*command* (DC 13), *comprehend languages*, *cure light wounds* (2), *deathwatch*, *shield of faith*

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *guidance*, *light*

## TACTICS

**Before Combat** The Claws each cast *water walk*. The Claws cast *divine power* and uses fervor to cast *bull's strength* as a swift action. Next round, the Claws cast *bear's endurance* and uses fervor to cast *righteous might*. These spells have been incorporated into the Claws' statistics.

**During Combat** The Claws cast *bone flense* on different PCs. In subsequent rounds, the Claws focus on melee attacks, using swift actions to apply the death touch blessing to a melee attack, to become invisible with their trickery blessing ability, or to use fervor to cast spells on themselves. The Claws believe that disrupting the harmony of the bells is sacrilegious and avoid ringing them if possible. If reduced to 60 hit points or fewer, they use the double blessing from their trickery blessing to make themselves harder to hit.

**Morale** The Claws fight to the death.

**Base Statistics** Without *bull's strength*, *bear's endurance*, *divine power*, or *righteous might*, the Claw's statistics are **Size** Medium, **Init** +5; **AC** 21 (touch 12, flat-footed 19); **hp** 116, **Fort** +14, **Ref** +10, **Will** +15; **DR** none; **Melee** +2 *sawtooth sabre* +19/+14/+9 (1d8+10/17-20), **Reach** 5 ft., **Str** 19, **Dex** 14, **Con** 12; **CMB** +15, **CMD** 27; **Skills** Acrobatics +21, Climb +3, Stealth +15, Swim +3.

## STATISTICS

**Str** 27, **Dex** 11, **Con** 20, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +11; **CMB** +27; **CMD** 31

**Feats** Canny Tumble<sup>AG</sup>, Dodge, Great Fortitude, Greater Weapon Focus (sawtooth sabre), Improved Critical (sawtooth sabre), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Acrobatics), Spring Attack, Toughness, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +20, Climb +14, Intimidate +17, Stealth +10, Swim +14

**Languages** Common

**Combat Gear** *potion of cat's grace*; **Other Gear** +4 chain shirt, +2 *sawtooth sabre*<sup>AG</sup>, *amulet of natural armor* +1, *cloak of resistance* +2, *mask of the mantis*<sup>AG</sup>

## SPECIAL ABILITIES

**Crimson Gear** The +4 chain shirts, amulets of natural armor +1, and cloaks of resistance +2 worn by the Claws were forged within a fountain of blood inside the Crimson Citadel. Such blood-forged items cost half as much to create, but they liquefy into a puddle of blood if transported more than 100 miles from the Crimson Citadel.

**Deafened (Ex)** The Claws long ago gave up their hearing to better serve the Master and have grown accustomed to being deaf. They take no penalties to initiative or opposed Perception checks and have no chance of spell failure due to the deafened condition.

## MASTER OF THE PAGODA

CR 15

Variant hyakume (*Pathfinder RPG Bestiary* 4 153, see page 14)

## TACTICS

Use the tactics from Subtier 12-13.

## SUBTIER 17-18 (CR 21)

## GREATER CLAWS OF ACHAEKEK (4)

CR 14

**hp** 177 each (see page 14)

## TACTICS

Use the tactics from Subtier 12-13.

## MASTER OF THE PAGODA

CR 20

Variant hyakume monk 10 (*Pathfinder RPG Bestiary* 4 153)

LE Large aberration

**Init** +14; **Senses** darkvision 90 ft., low-light vision; Perception +39

## DEFENSE

**AC** 41, touch 29, flat-footed 30 (+10 Dex, +1 dodge, +2 monk, +12 natural, -1 size, +7 Wis)

**hp** 372 (29d8+242)

**Fort** +18, **Ref** +19, **Will** +22; +2 vs. enchantments

**Defensive Abilities** all-around vision, evasion; **Immune** cold, disease; **Resist** electricity 20, fire 20; SR 31

**Weaknesses** light sensitivity

# PATHFINDER SOCIETY SCENARIO

## OFFENSE

**Speed** 60 ft., *air walk*

**Melee** unarmed strike +27/+22/+17/+12 (2d8+7) or unarmed strike flurry of blows +33/+33/+28/+28/+23/+18 (2d8+7) or 2 slams +28 (3d6+7/19–20)

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

**Special Attacks** drain memory, flurry of blows, quivering palm (1/day, DC 27), stunning fist (14/day, DC 31)

**Spell-Like Abilities** (CL 15th; concentration +26)

At will—*air walk*, *clairaudience/clairvoyance*, *share memory*<sup>UM</sup> (DC 21)

5/day—*divination*

3/day—*cold ice strike*<sup>UM</sup> (DC 25), *sonic thrust*<sup>UM</sup> (DC 24)

## TACTICS

**During Combat** The Master uses his flurry of blows, quivering palm, and stunning fist attacks. If necessary, he targets ranged foes with *cold ice strike* or *sonic thrust*. Unlike his servants, he has no reservations about ringing the bells.

**Morale** If he is reduced to 50 hit points or less and he has the means to do so, the Master attempts to flee.

## STATISTICS

**Str** 24, **Dex** 31, **Con** 24, **Int** 18, **Wis** 24, **Cha** 32

**Base Atk** +21; **CMB** +32 (+34 disarm); **CMD** 59 (61 vs. disarm)

**Feats** Ability Focus (quivering palm), Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Gliding Steps<sup>UM</sup>, Improved Critical (slam), Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Nimble Moves, Power Attack, Skill Focus (Sense Motive), Stunning Fist, Toughness, Weapon Focus (slam), Wind Stance

**Skills** Acrobatics +42 (+64 to jump), Bluff +23, Craft (any) +11, Diplomacy +19, Intimidate +43, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (history) +15, Knowledge (planes) +12, Knowledge (religion) +15, Perception +39, Sense Motive +22, Spellcraft +31, Stealth +38, Survival +18, Swim +11, Use Magic Device +19

**Languages** Common, Undercommon; telepathy 60 ft.

**SQ** eye probe, fast movement, high jump, ki pool (12 points, cold iron, lawful, magic, silver), maneuver training, slow fall 50 ft., transfer memories, wholeness of body (10 hit points)

**Combat Gear** sawtooth robe

## SPECIAL ABILITIES

**Drain Memory (Su)** Once per day as a standard action, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a *charm monster* spell until those memories are regained (Will DC 28 negates). The hyakume absorbs the memories and can store and use them. It can store the memories of four creatures at one time. This is a mind-affecting effect. The save DC is Charisma-based.

**Eye Probe (Su)** Once per day as a full round action, a hyakume

can detach up to six of its eyes and send them on missions.

An eyeball has AC 22, hp 5, and a fly speed of 60 feet with perfect maneuverability. A hyakume can see through all of its eye probes and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

**Monk Abilities** The hyakume's Stunning Fist feat, unarmed strikes, and slam attacks function as though he were a 20th-level monk. He can also use the quivering palm class feature once per day (Fortitude DC 27). The save DC is Wisdom-based.

**Sawtooth Robe** Thirty ornamental (but deadly) sawtooth sabres<sup>AG</sup> dangle from the Master's silken robe. These sabres are easily detached, and the Master can hurl up to fifteen at a time using his *sonic thrust* spell-like ability.

**Transfer Memories (Su)** Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

**Treasure:** If thoroughly scavenged, the gems and gold on the mantis statue are worth a total of 5,000 gp.

**Development:** Assuming the Master does not escape to find help, the PCs are free to wake and question the captives at their leisure. Once the Master dies, the enchanted bells all cease functioning. If the Master does escape, the Awareness counter is set to 4, and a pitched battle occurs as soon as the PCs return to the main floor.

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

*Subtier 12–13:* Reduce each PC's gold earned by 3,900 gp.

*Out of Subtier (Low):* Reduce each PC's gold earned by 5,250 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 6,600 gp.

*Out of Subtier (High):* Reduce each PC's gold earned by 9,450 gp.

*Subtier 17–18:* Reduce each PC's gold earned by 12,300 gp.

## QUESTIONING STRAKE

After brief questioning, the PCs should quickly realize that each captive in the main hall contains memories from a servant, guard, or relative of an important figure somewhere in Golarion. The Red Mantis assassins have collected these memories to aid them in upcoming assassination attempts. The most recent addition to the main hall is a monkey goblin, whose memories were erased completely to make room for the memories of Strake.

Dismayed by the monkey goblin body that he now occupies, Strake nonetheless thanks the PCs for rescuing him and asks if his old body is still doing well. He is happy to answer most questions, and after conversing for a few minutes, his rakish and daring personality emerges once again. He can answer the questions below.

**How do you know Eylaysia?** "In recent years, my lifestyle has started to seem stale. After a while, even the greatest parties



grow boring, you know, so I have taken up more scholarly pursuits. Elylsia has been helping me compile a history of Mediogalti Island. In return, I pass the odd bit of information about the outside world her way.”

**Where is she?** “I don’t rightly know. She keeps it a secret. She seldom visits the city, so when I need to make contact, I hire kobold messengers to deliver packages to a ruined pyramid deep in the jungle. She doesn’t live there, but she picks up my messages and leaves me notes in return. Perhaps you could pick up her trail from there? She must live somewhere nearby.”

**Where are these ruins?** “They are near the center of the island, in a section of jungle that few people travel to. There is a large stone spire near the ruins called the Horn that can be seen for miles around, so you can use that to navigate. A word of warning though—the area is guarded by Rurat, Champion of the Green. He’s a fascinating creature, a saurian who shepherds the dinosaurs of the island. I have been writing a book about him. His kind used to rule the island, but the Red Mantis have hunted them nearly to extinction. He kills all trespassers.”

**Why doesn’t Rurat kill Elylsia or the kobolds?** “I’m not sure exactly. Perhaps she has some sort of accord with Rurat? I tried sending human messengers once, but they didn’t return. The kobolds seem to get the job done.”

**We are here to kill Elylsia.** Strake grows troubled if the PCs make it clear they intend to harm Elylsia and tries to talk them out of it if possible. He considers her to be a friend. Beyond that, he knows that a revelation of Elylsia’s secrets could cause his own contact with the Pathfinder Society to be exposed, possibly leading to a threat on his own life. “Why? Did someone take out a bounty on her head? She’s harmless, and she’s near the end of her natural life anyway. If someone’s paying you to kill her, I’m sure I could pay you more to leave her alone.” If the PCs tell Strake that they come from the Pathfinder Society, he adds more, “Even after all these years and how they treated her, Elylsia still cares about you Pathfinders. Last time we spoke, she told me she’d discovered a terrible secret—something so dire that she couldn’t wait for me to sneak out messages. She said she had to do something more dangerous to contact the one person she could trust to do what needed to be done. She wouldn’t tell me more than that.”

## THE TRAIL OF EYLYSIA

From here the PCs have a couple of options in their pursuit of Elylsia. If they follow Strake’s advice, they can navigate through the jungle for roughly 80 miles to arrive at the ruined pyramid. On foot, this journey typically takes 12 days and requires hours of chopping vines to blaze a trail through the trackless jungle. PCs can speed their journey by succeeding an Average Survival check. On a success, the PCs find hidden trails left by the kobolds of the jungle and cuts the travel time

## Optional Encounter

The encounter in area **B** is optional. If fewer than 2-1/2 hours remain in which to complete this scenario, Rurat is dead. The ghost mantis killed him before dragging part of his body to its lair (area **C**). The mantis made no effort to hide its actions, so the PCs can follow the trail of blood and broken branches directly to the next encounter. Combine this encounter’s rewards section with the rewards from area **C**, granting or removing the rewards based on the results of that encounter. Move the magic items from the pirate sarcophagus to the ghost mantis’s lair.

in half. The PCs can also use various magical methods to increase their speed.

## B. RUINED PYRAMID (CR 16, CR 18, OR CR 21)

A combination of isolation and deliberate cover-ups by the Red Mantis assassins has made the truth about this jungle’s inhabitants and their history notoriously obscure. Even if the PCs don’t learn about this region from Strake, they know the following if they succeed at a Hard Knowledge (history) check. Long ago, a group of unique saurians ruled Mediogalti Island and shepherded the numerous reptilian creatures that live there. When the Red Mantis assassins built their original stronghold, the Temple of the Ghost Mantis in the center of the island, they clashed with the saurians and killed many of them. Eventually, the assassins retreated to their new mountain stronghold, the Crimson Citadel, leaving the interior of the island to the Ghost Mantis.

A PC who succeeds at a Hard Knowledge (nature) check knows about Rurat from their own research. Rurat and his family have battled the monstrous progeny of the Ghost Mantis on many occasions, and now Rurat is the last of his kind. Because of his history, Rurat reacts violently to anyone who remotely resembles a possible member of the Red Mantis assassins, finding kinship only in other reptilian creatures.

Rurat has animal minions throughout the jungle who alert him to any intruders that walk or fly toward the ruined pyramid, where he spends most of his days. If alerted, he uses *control weather* to summon a torrential storm within a 2-mile radius of the pyramid, in preparation for the coming battle. Flying PCs are automatically spotted, but PCs traveling on foot can avoid notice when entering Rurat’s territory by succeeding at a Hard Survival check. Only one PC can attempt this check, but any number of PCs can aid. If the PCs succeed, Rurat doesn’t have time to cast the spell.

Read or paraphrase the following when the PCs arrive at the pyramid.



## B. Ruined Pyramid





A steep stone pyramid squats amidst ruined buildings in this stretch of jungle. Patches of dense vegetation are clustered throughout the ruins and looming jungle trees cast much of the area in shade. Above the jungle canopy, a stone sarcophagus rests atop the pyramid.

These ruins were originally built to house the remains of a great pirate lord, whose name history forgot long ago. The pyramid's peak is Rurat's favorite perch for basking in sunlight. The pyramid is 40 feet tall.

**Terrain:** The patches of green vegetation shown on the map are tight clusters of plants. Treat these patches as difficult terrain to creatures of size Large or smaller. The jungle canopy, 30 feet off the ground, is thick enough that creatures on the ground have total concealment from those above. Only the top of the pyramid juts above this canopy. The stairs and the sides of the pyramid are exceedingly steep. Creatures climbing the stairs move at one-quarter their normal speed. They can increase this to half speed with a successful DC 25 Acrobatics check. A creature at the top of the pyramid can roll down the side as a part of their movement, taking 4d6 points of bludgeoning damage and then landing prone at the pyramid's base.

**Weather:** If Rurat uses *control weather*, a powerful tropical storm lashes this region. The jungle trees provide some protection from this weather. Below the canopy, the winds are severe. All creatures receive a -4 penalty on ranged attack rolls, Perception checks, and Fly checks. Small creatures are checked, and Tiny creatures are blown away (see *Pathfinder RPG Core Rulebook* 439 for more details on wind effects). Above the canopy, creatures are subjected to windstorm-level winds, making normal ranged attacks impossible and giving a -8 penalty on Perception checks that rely on sound and on Fly checks. Medium creatures are checked, and Small creatures are blown away.

**Creatures:** Whether Rurat expects the PCs or not, he and his dinosaur herd are not on the map at the beginning of the encounter. Even if he knows to expect the PCs, he allows them a few minutes to search the ruins while closing in around them and then runs forth from the jungle to attack. Neither he nor his dinosaurs are particularly stealthy. Let the PCs know that great creatures are crashing through the jungle toward them and give them 3 rounds to prepare. Rurat is much more friendly toward dinosaurs and other reptilian creatures. If the PCs are disguised as any of these sorts of creatures (such as kobolds or lizardfolk) he does not immediately attack them.

While most saurians have an affinity for volcanoes and tropical mountains, Rurat's tribe has an elemental connection to the sky. This gives him a different set of spell-like abilities than his distant cousins.

**Negotiating with Rurat:** Knowing Rurat's history, some PCs might wish to try and make peace with him. He is hostile toward and generally unwilling to bargain with non-reptiles.

## Scaling Encounter B

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

**Subtier 12-13:** Remove two tyrannosauruses from the encounter. Rurat has the sickened condition from the despair of his lonely situation.

**Subtier 14-15:** Remove two gigantosauruses from the encounter.

**Subtier 17-18:** Remove a gigantosaurus rampager from the encounter.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12-13:** Rurat gains the ancestral rage ability, which functions as follows. Each round on initiative count 0, Rurat can call upon the spirits of his ancestors to summon a ghostly horde of rampaging triceratops to sweep across the battlefield. All creatures on the map must succeed at an Average combat maneuver DC or take 1d8+12 damage and be knocked prone. Flying creatures are not exempt from this attack and can be knocked from the sky by the ghostly triceratops. The spirits harmlessly pass through any creatures with reptilian blood. This is a supernatural ability.

**Subtier 14-15:** Rurat gains the ancestral rage ability described above. Replace one of the gigantosaurus with a gigantosaurus rampager from Subtier 17-18.

**Subtier 17-18:** Rurat gains the ancestral Rage ability described above. Add another gigantosaurus rampager to the encounter. Apply the advanced simple template to Rurat; this gives him a +2 bonus on all rolls (including damage rolls), +4 to AC and CMD, 48 additional hit points, and a +2 bonus to all of his DCs. Rurat can use all of his 1/day abilities 3/day instead.

However, if all of the PCs appear to be reptiles, he does not attack and is instead willing to speak with them briefly.

If the PCs succeed at a Hard Bluff or Diplomacy check or an Average Intimidate check, they convince Rurat that they are trustworthy and capable. Rurat recognizes the name Eylysia, though he believes that she is a kobold rather than a gnome. He knows Eylysia lives within the Temple of the Ghost Mantis. He is willing to allow the PCs to travel to the Temple of the Ghost Mantis in exchange for their help with a great hunt. His family, he explains, has long battled the Ghost Mantis and its vile brood. If the PCs agree to help Rurat kill his ancient foes, he gives them leave to traverse his land. If the PCs agree, proceed with the combat at area C. The PCs have Rurat as an ally during this encounter (but not his dinosaur herd).

If the PCs fail their skill checks, he forcefully insists that the PCs return to Ilizmagorti rather than proceeding deeper into the jungle. He punctuates his insistence with his roar ability.

# PATHFINDER SOCIETY SCENARIO

and charges toward the PCs threateningly in an attempt to frighten them back the way they came from. However, he does not take further hostile action against them.

## SUBTIER 12–13 (CR 16)

### RURAT

CR 15

Variant saurian (*Pathfinder RPG Bestiary* 6 247)

N Huge monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +29

#### DEFENSE

**AC** 30, touch 11, flat-footed 27 (+5 armor, +2 Dex, +1 dodge, +11 natural, +3 shield, –2 size)

**hp** 199 (21d10+84)

**Fort** +13, **Ref** +14, **Will** +17

**Defensive Abilities** death ward

#### OFFENSE

**Speed** 30 ft.; *air walk*

**Melee** +1 *returning shortspear* +23/+18/+13/+8 (2d6+8/19–20), heavy shield bash +22 (2d6+3), bite +21

(2d6+3/19–20) or

bite +26 (2d6+7/19–20), 2 claws +26 (1d8+7)

**Ranged** +1 *returning shortspear* +22 (2d6+8/19–20)

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

**Special Attacks** roar

**Spell-Like Abilities** (CL 16th; concentration +19)

Constant—*air walk*, *death ward*, *speak with animals*

3/day—*lightning arc*<sup>UM</sup>

1/day—*chain lightning* (DC 19), *commune with nature*, *control weather*, *heal*

#### TACTICS

**Before Combat** If alerted to the PCs, Rurat uses *control weather* to summon a rainstorm.

**During Combat** Rurat opens combat with his roar ability, doing his best to avoid hitting his allies. He focuses on melee attacks, using his offensive spells on targets who stay out of his reach.

**Morale** If reduced to 20 hit points or less, Rurat flees.

#### STATISTICS

**Str** 24, **Dex** 15, **Con** 19, **Int** 12, **Wis** 21, **Cha** 17

**Base Atk** +21; **CMB** +30; **CMD** 43

**Feats** Blind-fight, Diehard, Dodge, Endurance, Great Fortitude, Improved Critical (bite), Improved Critical (shortspear), Improved Initiative, Improved Shield Bash, Intimidating Prowess, Two-Weapon Fighting

**Skills** Craft (weapons) +17, Intimidate +28, Knowledge (geography) +16, Knowledge (nature) +16, Perception +23, Sense Motive +20, Survival +23

**Languages** Common, Ignan, Sylvan; *speak with animals*

**SQ** dinosaur empathy +24

**Gear** +1 *hide armor*, +1 *spiked heavy shield*, +1 *returning shortspear*

#### SPECIAL ABILITIES

**Dinosaur Empathy (Ex)** This ability functions as a druid's wild empathy ability, save that

it works only on dinosaurs. A saurian gains a bonus on this check equal to its Hit Dice plus its Charisma modifier.

**Roar (Su)** As a standard action once every 1d4 rounds, a saurian can unleash a terrible roar, affecting all creatures in a 60-foot cone. Creatures in the area must succeed at a DC 23 Will save or be stunned for 1d4 rounds. A creature that



Rurat



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

succeeds at the save is instead staggered for 1d4 rounds. This ability is a sonic, mind-affecting effect. The save DC is Charisma-based.

**Stormbolts (Sp)** Once per day, Rurat can cause lightning to spill forth from his body in all directions. The bolts do not harm natural vegetation or creatures in the area he wishes to exclude from damage. Any other creatures within the area take 16d8 points of electricity damage and are stunned for 1 round. Targets that succeed at a DC 21 Fortitude save take half damage and negate the stun effect. This spell can be found in the *Pathfinder RPG Advanced Player's Guide*.

## TYRANNOSAURUSES (4) CR 9

**hp** 153 each (*Pathfinder RPG Bestiary* 86, see page 38)

### TACTICS

**During Combat** Each dinosaur moves to bite the nearest foe.

**Morale** If reduced to 20 hit points or less, the dinosaur flees.

## SUBTIER 14–15 (CR 18)

## GIGANTOSAURUSES (3) CR 13

**hp** 199 each (*Pathfinder RPG Bestiary* 6 94, see page 38)

### TACTICS

**During Combat** Each dinosaur moves to bite the nearest foe.

**Morale** If reduced to 20 hit points or less, the dinosaur flees.

## RURAT CR 16

Variant saurian (*Pathfinder RPG Bestiary* 6 247)

N Huge monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +31

### DEFENSE

**AC** 32, touch 13, flat-footed 27 (+5 armor, +4 Dex, +1 dodge, +11 natural, +3 shield, –2 size)

**hp** 241 (21d10+126)

**Fort** +15, **Ref** +16, **Will** +19

**Defensive Abilities** *death ward*

### OFFENSE

**Speed** 30 ft.; *air walk*

**Melee** +1 *returning shortspear* +25/+20/+15/+10 (2d6+8/19–20), heavy shield bash +24 (2d6+3), bite +23 (2d6+3/19–20) or bite +28 (2d6+7/19–20), 2 claws +28 (1d8+7)

**Ranged** +1 *returning shortspear* +24 (2d6+8/19–20)

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

**Special Attacks** roar

**Spell-Like Abilities** (CL 16th; concentration +21)

Constant—*air walk*, *death ward*, *speak with animals*

3/day—*lightning arc*<sup>SM</sup>

1/day—*chain lightning* (DC 21), *commune with nature*, *control weather*, *heal*

### TACTICS

**Before Combat** If alerted to the PCs, Rurat uses *control weather* to summon a rainstorm.

**During Combat** Rurat opens combat with his roar ability, doing his

best to avoid hitting his allies. He focuses on melee attacks, using his offensive spells on targets who stay out of his reach.

**Morale** If reduced to 30 hit points or less, Rurat flees.

### STATISTICS

**Str** 28, **Dex** 19, **Con** 23, **Int** 16, **Wis** 25, **Cha** 21

**Base Atk** +21; **CMB** +32; **CMD** 45

**Feats** Blind-Fight, Diehard, Dodge, Endurance, Great Fortitude, Improved Critical (bite), Improved Critical (shortspear), Improved Initiative, Improved Shield Bash, Intimidating Prowess, Two-Weapon Fighting

**Skills** Craft (weapons) +19, Intimidate +30, Knowledge (geography) +18, Knowledge (nature) +18, Perception +25, Sense Motive +22, Survival +25

**Languages** Common, Ignan, Sylvan; *speak with animals*

**SQ** dinosaur empathy +26

**Gear** +1 *hide armor*, +1 *spiked heavy shield*, +1 *returning shortspear*

### SPECIAL ABILITIES

**Dinosaur Empathy (Ex)** This ability functions as a druid's wild empathy ability, save that it works only on dinosaurs.

**Roar (Su)** As a standard action once every 1d4 rounds, a saurian can unleash a terrible roar, affecting all creatures in a 60-foot cone. Creatures in the area must succeed at a DC 25 Will save or be stunned for 1d4 rounds. A creature that successfully saves is instead staggered for 1d4 rounds. This ability is a sonic, mind-affecting effect. The save DC is Charisma-based.

**Stormbolts (Sp)** Once per day, Rurat can cause lightning to spill forth from his body in all directions. The bolts do not harm natural vegetation or creatures in the area he wishes to exclude from damage. Any other creatures within the area take 16d8 points of electricity damage and are stunned for 1 round. Targets that succeed at a DC 23 Fortitude save take half damage and negate the stun effect. This spell can be found in the *Pathfinder RPG Advanced Player's Guide*.

## SUBTIER 17–18 (CR 21)

## GIGANTOSAURUS RAMPAGERS (2) CR 17

Variant gigantosauruses (*Pathfinder RPG Bestiary* 6 94)

N Colossal animal

**Init** +5; **Senses** low-light vision, scent; Perception +29

### DEFENSE

**AC** 31, touch 3, flat-footed 30 (+1 Dex, +28 natural, –8 size)

**hp** 287 each (23d8+184)

**Fort** +21, **Ref** +14, **Will** +12

### OFFENSE

**Speed** 40 ft.

**Melee** bite +30 (6d6+21/19–20 plus grab), 2 claws +30 (1d8+21)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** fast swallow, swallow whole (3d8+21 bludgeoning damage, AC 24, 28 hp)

### STATISTICS

**Str** 52, **Dex** 13, **Con** 27, **Int** 2, **Wis** 17, **Cha** 10

# PATHFINDER SOCIETY SCENARIO

**Base Atk** +17; **CMB** +46 (+50 grapple); **CMD** 57

**Feats** Cleave, Critical Focus, Diehard, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Power Attack, Run, Staggering Critical, Stunning Critical

**Skills** Acrobatics +1 (+5 to jump), Perception +29

## RURAT

CR 19

Variant saurian (Pathfinder RPG Bestiary 6 247)

N Huge monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +34

## DEFENSE

**AC** 34, touch 13, flat-footed 29 (+5 armor, +4 Dex, +1 dodge, +13 natural, +3 shield, -2 size)

**hp** 355 (24d10+240)

**Fort** +20, **Ref** +18, **Will** +21

**Defensive Abilities** *death ward*

## OFFENSE

**Speed** 40 ft.; *air walk*

**Melee** +1 *returning shortspear* +32/+27/+22/+17 (2d6+14/19–20), heavy shield bash +31 (2d6+6), bite +25 (2d6+4/19–20) or bite +30 (2d6+9/19–20), 2 claws +30 (1d8+9) or +1 *returning shortspear* +36/+31/+26/+21 (2d6+14/19–20)

**Ranged** +1 *returning shortspear* +23 (2d6+14/19–20)

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

**Special Attacks** *roar*

**Spell-Like Abilities** (CL 19th; concentration +24)

Constant—*air walk*, *death ward*, *speak with animals*

3/day—*lightning arc*<sup>UM</sup>

1/day—*chain lighting* (DC 23), *commune with nature*, *control weather*, *heal*

## TACTICS

**Before Combat** If alerted to the PCs, Rurat casts *control weather* to summon a rainstorm.

**During Combat** Rurat opens combat with his roar ability, doing his best to avoid hitting his dinosaur companions. He focuses on melee attacks, using his offensive spells on targets who stay out of his reach.

**Morale** If reduced to 50 hit points or less, Rurat flees.

## STATISTICS

**Str** 28, **Dex** 18, **Con** 23, **Int** 16, **Wis** 25, **Cha** 25

**Base Atk** +24; **CMB** +35; **CMD** 50

**Feats** Blind-fight, Diehard, Dodge, Endurance, Great Fortitude, Improved Critical (bite), Improved Critical (shortspear), Improved Initiative, Improved Shield Bash, Intimidating Prowess, Power Attack, Two-Weapon Fighting

**Skills** Craft (weapons) +28, Intimidate +43, Knowledge (geography) +27, Knowledge (nature) +30, Perception +34, Sense Motive +31, Survival +34

**Languages** Common, Ignan, Sylvan; *speak with animals*

**SQ** dinosaur empathy +31

**Gear** +1 *hide armor*, +1 *spiked heavy shield*, +1 *returning shortspear*

## SPECIAL ABILITIES

**Dinosaur Empathy (Ex)** This ability functions as a druid's wild empathy ability, save that it works only on dinosaurs.

**Roar (Su)** As a standard action once every 1d4 rounds, a saurian can unleash a terrible roar, affecting all creatures in a 60-foot cone. Creatures in the area must succeed at a DC 27 Will save or be stunned for 1d4 rounds. A creature that successfully saves is instead staggered for 1d4 rounds. This ability is a sonic mind-affecting effect. The save DC is Charisma-based.

**Stormbolts (Sp)** Once per day, Rurat can cause lightning to spill forth from his body in all directions. The bolts do not harm natural vegetation or creatures in the area he wishes to exclude from damage. Any other creatures within the area take 19d8 electricity damage and are stunned for 1 round. Targets that succeed at a DC 25 Fortitude save take half damage and negate the stun effect. This spell can be found in the *Pathfinder RPG Advanced Player's Guide*.

**Treasure:** Inside the sarcophagus at the top of the pyramid are the remains of the nameless pirate lord. Avaricious to the extreme, the pirate lord commissioned clothing woven from cloth of gold and encrusted with gems. This outfit is worth a small fortune. In Subtier 12–13, the outfit includes a pair of *boots of speed* as well as garments worth another 1,000 gp. In Subtier 14–15, the boots are instead *boots of the battle herald* (*Pathfinder RPG Advanced Class Guide* 227). In Subtier 17–18, in addition to *boots of the battle herald*, the pirate captain is wearing a *belt of physical perfection* +4. The PCs receive these items on their Chronicle sheets even if they do not search the sarcophagus.

**Development:** If the PCs make peace with Rurat and earn his trust, he quickly leads them away from this site and to the Temple of the ghost mantis. Whether or not the PCs earn Rurat's assistance, if the PCs wish to loot the pyramid before leaving, he allows it. He cares little for human affairs or treasures sized for their relatively tiny bodies.

If the PCs kill Rurat, they are free to explore the area after his death. Several places scattered throughout the ruins still contain gnome-sized boot prints, and a small game trail leads from these ruins to the Temple of the Ghost Mantis.

**Rewards:** If the PCs fight Rurat and lose the battle, reduce each PC's gold earned by the following amount.

*Subtier 12–13:* Reduce each PC's gold earned by 2,600 gp.

*Out of Subtier (Low):* Reduce each PC's gold earned by 3,500 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 4,400 gp.

*Out of Subtier (High):* Reduce each PC's gold earned by 6,300 gp.

*Subtier 17–18:* Reduce each PC's gold earned by 8,200 gp.

## C. LAIR OF THE GHOST MANTIS (CR 16, CR 18, OR CR 21)

Upon arriving on Mediogalti Island, the cultists of the Red Mantis discovered an enormous deadly mantis egg. The



## C. Lair of the Ghost Mantis





white mantis that hatched quickly grew in both size and appetite. Recognizing this sign of Achaekek's blessing, they built a temple upon the site of the discovery, calling it the Temple of the Ghost Mantis. Though the cultists managed to placate the beast with sacrifices for the first few years of its life, its gluttony soon knew no bounds, and it devoured cultists and prisoners alike. After finishing construction of the Crimson Citadel, the cultists abandoned the temple, leaving the sacred Ghost Mantis behind to protect the structure from intruders.

The mantis continued to grow until it no longer fit inside its temple and now lairs outside the front doors, in a field strewn with dinosaur bones and tar pits. Just behind the field, the exterior of the temple looms, nearly obscured by dense vegetation. The exterior of the temple is not much to look at: it is a blocky structure with little beauty, built quickly after the Red Mantis assassins arrived on the island. A double door leads into the structure, and the temple is topped with a dome.

When the PCs arrive at the Temple of the Ghost Mantis, read or paraphrase the following.

An eerie mist settles heavy on the ground, as the lush jungle gives way to a desolate killing field. Enormous bones from countless creatures litter the barren field. A sulfuric stench rises from pits of a bubbly, black substance. On the far side of the clearing looms a stone structure—a bleak, gray shadow in a tomb of emerald trees.

**Creatures:** In the long years since its birth, the ghost mantis has laid eggs many times, but it typically eats all its young. Only a handful lived long enough to grow near full size. The survivors now help the original mantis hunt as a pack. The mantises grow stronger and mutate as they age, granting the older insects additional claw attacks. If the PCs do not have a *see invisibility* spell or some other ability that lets them see the Ethereal Plane, they will likely not detect the presence of the ghost mantises in the clearing. If Rurat is present, however, he can provide a warning, having battled here before and barely escaped alive.

**Hazard:** The black splotches shown on the map indicate tar pits filled with boiling tar. Creatures that stand on a pit (or are thrown into one by a ghost mantis's fling ability) take 10d6 points of fire damage. After entering a pit, the creature must attempt an Easy Reflex save. On a failure, the creature is entangled and continues to take 5d6 points of fire damage every round until they remove the tar. A creature can remove the tar as a full-round action without a check, or they can spend a move action to attempt a Strength or Escape Artist check to escape. The DC of this check is equal to the DC of the Reflex save. The mantises are large and strong enough that the pits do not hinder their movement.

## SUBTIER 12–13 (CR 16)

### GHOST MANTIS PROGENY (2)

CR 11

Variant deadly mantis (*Pathfinder Campaign Setting: Inner Sea Bestiary* 30)

N Colossal vermin

**Init** +4; **Senses** darkvision 60 ft., *true seeing*; Perception +4

#### DEFENSE

**AC** 25, touch 6, flat-footed 21 (+4 Dex, +19 natural, –8 size)

**hp** 152 each (16d8+80)

**Fort** +15, **Ref** +9, **Will** +5

**Immune** fire, mind-affecting effects

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +17 (4d6+13), 2 claws +17 (2d8+13 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (10 ft. with bite)

**Special Attacks** fling, ghost claw

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

Constant—*true seeing*

#### STATISTICS

**Str** 36, **Dex** 18, **Con** 21, **Int** —, **Wis** 11, **Cha** 11

**Base Atk** +12; **CMB** +33 (+37 grapple), **CMD** 47 (51 vs. trip)

**Skills** Climb +17, Perception +4; **Racial Modifiers** +4 Climb, +4 Perception

**SQ** ghost hunter

#### TACTICS

**Before Combat** The mantises lurk in the Ethereal Plane, moving toward approaching prey to use their ghost claw ability.

**During Combat** The mantises have learned to use the tar pits to boil their prey before eating. If not hard pressed, they use their fling attacks to throw targets into the tar. If more injured, they instead focus on making full attacks, trying to kill their prey quickly.

**Morale** If reduced to 15 hit points or less, the mantises retreat to the Ethereal Plane for good.

#### SPECIAL ABILITIES

**Fling (Ex)** If a ghost mantis begins its turn with a large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from that same distance.

**Ghost Claw (Su)** While in the Ethereal Plane, the ghost mantis can make attacks of opportunity against creatures in the Material Plane. If a claw attack hits and successfully grabs a creature, the creature is grappled as normal, but only the enormous claw of the ghost mantis actually enters the Material Plane. This claw has the same AC as the ghost mantis and is susceptible to damage as normal. Dealing 30 or more points of damage to the claw causes it to drop its prey. If the ghost mantis begins its turn with a creature grappled, it can use its ghost hunter ability leave the Ethereal Plane as a free action instead of a move action.

**Ghost Hunter (Su)** The ghost mantis can enter or exit the



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

Ethereal Plane as a move action. This ability otherwise functions like the *ethereal jaunt* spell. The ghost mantis has a constant *true seeing* effect in place. While in the Ethereal Plane, it can see 300 feet of the Material Plane, instead of the usual 60 feet.

## GHOST MANTIS

CR 15

Variant deadly mantis (*Pathfinder Campaign Setting: Inner Sea Bestiary* 30)

N Colossal vermin

**Init** +4; Senses darkvision 60 ft.; *true seeing*; Perception +7

### DEFENSE

**AC** 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, -8 size)

**hp** 240 (23d8+115)

**Fort** +20, **Ref** +13, **Will** +11

**Immune** fire, mind-affecting effects

### OFFENSE

**Speed** 60 ft.; fly 60 ft. (average)

**Melee** bite +22 (4d6+15), 4 claws +22 (2d8+15 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (10 ft. with bite)

**Special Attacks** fling, ghost claw, rending mandibles

**Spell-Like Abilities** (CL 15th; concentration +18)

Constant—*true seeing*

### TACTICS

**Before Combat** The mantis lurks in the Ethereal Plane, moving toward approaching prey to use its ghost claw ability.

**During Combat** The mantis has learned to use the tar pits to boil its prey before eating. If not hard pressed, it uses its fling attack to throw targets into the tar. If more injured, it instead focuses on making full attacks, trying to kill its prey quickly.

**Morale** If reduced to 15 hit points or fewer, the mantis retreats to the Ethereal Plane for good.

### STATISTICS

**Str** 40, **Dex** 22, **Con** 27, **Int** —, **Wis** 17, **Cha** 11

**Base Atk** +15; **CMB** +38 (+42 grapple); **CMD** 54 (58 vs. trip)

**Skills** Acrobatics +6 (+18 to jump), Climb +19, Fly +2, Perception +7; **Racial Modifiers** +4 Climb, +4 Fly, +4 Perception

**SQ** ghost hunter

### SPECIAL ABILITIES

**Fling (Ex)** If a ghost mantis begins its turn with a large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

**Ghost Claw (Su)** While in the Ethereal Plane, the ghost mantis can make attacks of opportunity against creatures in the Material Plane. If a claw attack hits and successfully grabs a creature, the creature is grappled as normal, but only the enormous claw of the ghost mantis actually enters the Material Plane. This claw has the same AC as the ghost mantis and is susceptible to damage as normal. Dealing 50 or more points of damage to the claw causes it to drop its prey. If the ghost mantis begins its turn with a creature grappled, it can use its ghost hunter

## Scaling Encounter C

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

**Subtier 12–13:** Remove one ghost mantis progeny from the encounter. Remove the rending mandibles ability from the ghost mantis.

**Subtier 14–15:** Remove one ghost mantis from the encounter.

**Subtier 17–18:** Remove one ghost mantis from the encounter, and remove the rending mandibles ability from the remaining ghost mantis (but not the elder mantis). The elder mantis recently ate the bodies of several people who had been poisoned to death. While it is too large to killed by such a toxin, it has the sickened condition.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** The ghost mantis gains the advanced simple template. This gives it a +2 bonus on all rolls (including damage rolls), +4 to AC and CMD, 46 additional hit points, and a +2 bonus to all of its DCs. It also gains the unweaving aura ability. Each round, creatures within 300 feet of the ghost mantis must succeed at an Average Will saving throw. Failure indicates that a random ongoing magical effect on the creature is dispelled, as if by a successful *dispel magic* effect. If the creature has no applicable magic auras to be dispelled, it takes 2 points of Charisma damage instead. This is a supernatural ability.

**Subtier 14–15:** All of the ghost mantises gain the benefits listed above.

**Subtier 17–18:** All of the ghost mantises gain the benefits listed above. For the elder ghost mantis, the advanced template instead grants 56 additional hit points.

ability leave the Ethereal Plane as a free action instead of a move action.

**Ghost Hunter (Su)** The ghost mantis can enter or exit the Ethereal Plane as a move action. This ability otherwise functions like the *ethereal jaunt* spell. The ghost mantis has a constant *true seeing* effect in place. While in the Ethereal Plane, it can see 300 feet of the Material Plane, instead of the usual 60 feet.

**Rending Mandibles (Ex)** If the ghost mantis hits with two claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +17 attack bonus and deals 4d6+7 points of damage. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 35 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.

## SUBTIER 14–15 (CR 18)

### GHOST MANTISES (3)

CR 15

hp 214 each (see page 25)

#### TACTICS

Use the tactics from Subtier 12–13.

## SUBTIER 17–18 (CR 21)

### ELDER GHOST MANTIS

CR 20

Variant deadly mantis (*Pathfinder Campaign Setting: Inner Sea Bestiary* 30)

N Colossal vermin

**Init** +9; **Senses** darkvision 60 ft.; *true seeing*; Perception +9

#### DEFENSE

**AC** 37, touch 11, flat-footed 28 (+9 Dex, +26 natural, –8 size)

hp 396 (27d8+324)

**Fort** +27, **Ref** +18, **Will** +14

**Immune** fire, mind-affecting effects

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +28 (4d6+16), 6 claws +28 (2d8+16 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (10 ft. with bite)

**Special Attacks** fling, ghost claw, rending mandibles, sneak attack 5d6

**Spell-Like Abilities** (CL 20th; concentration +25)

Constant—*true seeing*

#### TACTICS

Use the ghost mantis tactics from Subtier 12–13.

#### STATISTICS

**Str** 42, **Dex** 28, **Con** 35, **Int** —, **Wis** 21, **Cha** 11

**Base Atk** +20; **CMB** +44 (+48 grapple); **CMD** 63 (67 vs. trip)

**Skills** Acrobatics +9 (+21 to jump), Climb +20, Fly +5, Perception +9; **Racial Modifiers** +4 Climb, +4 Fly, +4 Perception

**SQ** ghost hunter

#### SPECIAL ABILITIES

**Fling (Ex)** If a ghost mantis begins its turn with a Huge or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

**Ghost Claw (Su)** While in the Ethereal Plane, the ghost mantis can make attacks of opportunity against creatures in the Material Plane. If a claw attack hits and successfully grabs a creature, the creature is grappled as normal, but only the enormous claw of the ghost mantis actually enters the Material Plane. This claw has the same AC as the ghost mantis and is susceptible to damage as normal. Dealing 100 or more points of damage to the claw causes it to drop its prey. If the ghost mantis begins its turn with a creature grappled, it can use its ghost hunter ability leave the Ethereal Plane as a free action instead of a move action.

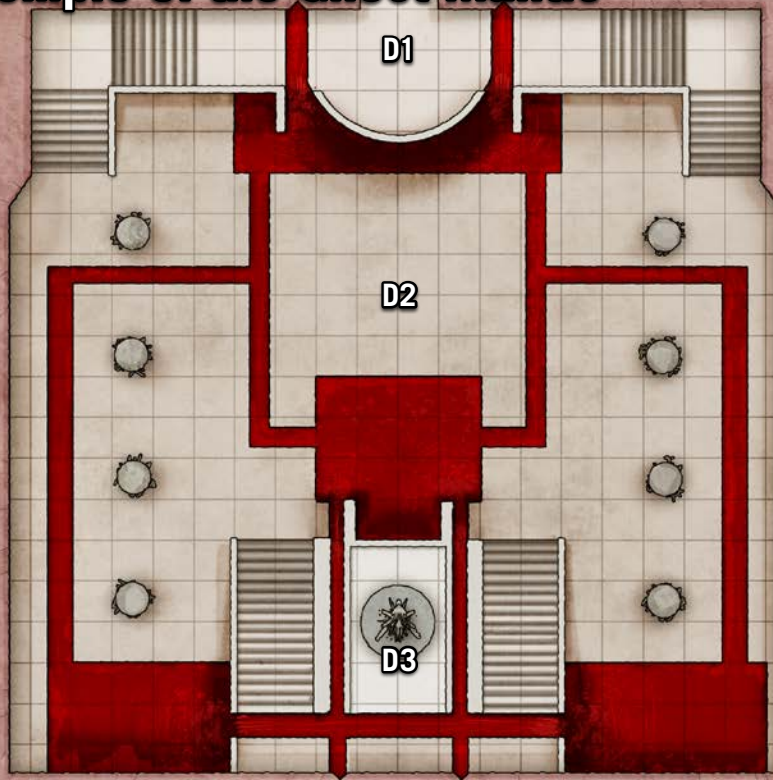
**Ghost Hunter (Su)** The ghost mantis can enter or exit the ethereal plane as a move action. This ability otherwise functions like the *ethereal jaunt* spell. The ghost mantis has a constant true seeing effect in place. While in the Ethereal Plane, it can see 300 feet of the Material Plane, instead of the usual 60 feet.

**Rending Mandibles (Ex)** If the ghost mantis hits with two claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +23 attack bonus and deals 4d6+8 points of damage. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 40 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.

Ghost Mantis



## D. Temple of the Ghost Mantis



1 square = 5 feet

### GHOST MANTISES (2)

CR 15

hp 214 each (see page 25)

#### TACTICS

Use the tactics from Subtier 12–13.

**Treasure:** Among the giant bones of dinosaurs are smaller bones that once belonged to pirates and cultist of Achaek, as well as the treasures these people once carried. These treasures include a *scroll of ethereal jaunt*, a *greater slaying arrow* (evil outsiders), a *wand of restoration* with 5 charges that can dispel permanent negative levels, a *monstrification staff* (*Pathfinder RPG Advanced Class Guide* 221), and an assortment of mundane gear and coins worth a total of 4,000 gp. In Subtier 14–15, there is also a *runestone of power* (5th level; *Advanced Class Guide* 234); in Subtier 17–18, the runestone is 6th level instead.

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

*Subtier 12–13:* Reduce each PC's gold earned by 2,600 gp.

*Out of Subtier (Low):* Reduce each PC's gold earned by 3,500 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 4,400 gp.

*Out of Subtier (High):* Reduce each PC's gold earned by 6,300 gp.

*Subtier 17–18:* Reduce each PC's gold earned by 8,200 gp.

## D. TEMPLE OF THE GHOST MANTIS

When choosing her hideout, Eylisia did her best to pick the

last place anyone in the world would look for a Pathfinder: a temple to Achaek. By using magic to disguise herself as a kobold, she eventually won Rurat's trust and negotiated passage through his territory. After this, she studied the feeding habits of the ghost mantis for months and worked out a schedule that would allow her to safely enter and exit the temple while the beast was away. Even still, she has had some close calls with the mantis over the years, so she seldom leaves the temple.

This temple is warded with an *unhallow* spell to which is tied a *dimensional anchor* spell. The walls of the temple are lined with lead to protect against divinations.

### D1. TEMPLE ENTRANCE BALCONY

Read or paraphrase the following when the PCs first enter the temple.

The front doors open to a curved balcony that looks out over a large temple hall. Two sets of broad stairs, one on either side of the door, descend down from the balcony to the main floor forty feet below. Across the hall, a second balcony rises near the back of the temple and displays a massive stone idol of a mantis creature. Two channels, roughly six inches deep and four feet wide, are carved into the floor on either side of the doors, and many similar channels crisscross the room below. The bottom of each channel has been stained a reddish-brown by some substance that dried up long ago.

Eight massive pillars, each carved to resemble dozens of mantises stacked atop one another, hold up the domed ceiling of the temple. A small living space, complete with makeshift furniture, stacks of books, and a simmering cooking pot, is set up on the floor of the main hall below. A strange red glow seems to emanate from the very stone of the temple, casting the entire room with a baleful light.

The entrance balcony offers a commanding view of the entire temple interior. There are no railings, so creatures knocked over a balcony's edge fall 40 feet to the floor below. The two channels are either side of the door are blood channels, identical to those described in area D2.

**Creatures:** When the PCs first enter the temple, there are no creatures on the entrance balcony. They can, however, clearly see Eylaysia in area D2 below, poring over a book.

## D2. TEMPLE MAIN HALL (CR 17, CR 19, OR CR 22)

The temple main hall lies 40 feet below the temple balconies.

**Creatures:** When the PCs arrive, Eylaysia is the only creature in the temple. She calls out when she notices the PCs.

An elderly gnome woman calls out, "At long last, my hiding place has been discovered. I must say, after all these years, it feels good to see real Pathfinders again." Shaking her head and tsking, she adds, "Although I doubt you are so happy to see me. When I left the Pathfinder Society, my reputation was less than sterling. Tell me, did you come to bring me and Torch to justice, or have you learned the truth about the Decemvirate?"

Eylaysia shows no hostility and answers the PC's questions, although she has only a few brief moments to do so. Before the assassins attack (see below), she can answer the following questions.

**What is the truth about the Decemvirate?** "A great evil is hiding behind the mask of one of the Ten. It has been for centuries."

**Do you know where Torch is?** "I do. He is in Absalom, preparing to assault the Grand Lodge. The question you should be asking, however, is why."



Eylaysia

Before the PCs can ask much more than these basic questions, a band of Red Mantis assassins attacks. Unbeknownst to the PCs, Vahlo also took a contract with the Red Mantis assassins to have Eylaysia killed, as extra insurance. After learning that a Pathfinder lived somewhere on the island, the assassins assigned High Priest Saviya the task of killing the gnome. Saviya and her servants arrived at the temple before the PCs. Knowing of the threat posed by the ghost mantises, they decided to let the PCs face the creatures instead—and hopefully be gravely harmed in the process—instead of spending their own resources on such a battle. Although her contract does not technically include the PCs, Saviya views all Pathfinders on Mediogalti Island as worthy

of execution. She also expects the PCs to prove more difficult to kill than the elderly gnome, so she and her allies attack the PCs preferentially to Eylaysia. Still, Saviya tries to include the gnome in her damaging area effects.

Before entering the temple, Saviya uses a *mass invisibility* spell on herself and minions. She and the other Red Mantis Assassins cast other preparatory spells as well. Their degree of preparation depends upon the Awareness level, as listed in the Assassins' Preparations sidebar on page 31. Saviya and her two summoned fiends, Xagon and Xagish, stand atop the balcony in area D1, while the Red Mantis assassins descend the stairs and begin combat with a surprise sneak attack. PCs with *see invisibility* or a similar effect active can easily see this happening and act during the surprise round. Otherwise, only PCs who succeed at a Hard Perception check hear the assassins' approach and are thus able to act during the surprise round. If the PCs have posted a guard in area D1, it is possible that the fight could spill over to outside the temple. In this case, use the map from area C. Note that the *unhallow* spell tied to this temple grants all creatures the benefits of *magic circle against good*.

Eylaysia aids the PCs during the fight. She has AC 21 (touch 13, flat-footed 21) and 100 hit points, and her saving throw bonuses are Fortitude +10, Reflex +6, and Will +10. Her movement speed is 20 feet. She acts on initiative count 10. During combat, she can cast the following spells (CL 13th):



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

cure critical wounds (2), cone of cold (DC 20), daylight, greater dispel magic, and resilient sphere (DC 19). If reduced to 40 hit points or fewer, she tries to retreat or use *resilient sphere* to protect herself. She has *teleport* prepared, but she cannot use it inside the temple because of the *dimensional anchor* effect.

**Hazards:** Profaned by the blessings of Achaek, the temple has two chief hazards, which are summarized below. When the PCs first enter, the temple (and both hazards) are in a dormant state. Spilling even a single drop of blood in the temple causes these effects to activate, however, as Achaek's otherworldly gaze is drawn to the building.

**Blood Channels:** A series of channels lead from the walls of the temple to pools below. When the temple activates, the walls begin to spew blood like a geyser, filling each channel and creating several waterfalls and blood pools across the map. So long as the blood continues to flow, bleed damage within the temple is far more dangerous. Creatures within the temple cannot stop ongoing bleed damage via any of the normal means (such as magical healing or Heal checks). Blood lost to bleed damage within the temple glows red and flows into the channels. Bleed damage accrued within the temple can be removed normally as soon as the bleeding creature leaves the building. This effect applies to all creatures in the encounter, even those who worship Achaek.

**Mantis Pillars:** When the temple activates, each of the eight pillars in the room begins to writhe as the stone mantises come to life. These mantises are Medium. They can't move from the pillar, but they do reach out to grab creatures that come too close. Once per round, each pillar can make an attack of opportunity against anyone comes within 5 feet who does not worship Achaek (claw, 4d8 plus grab). This damage increases to 5d8 in Subtier 14–15 and 6d8 in Subtier 17–18. They have an attack bonus and CMB equal to an Easy saving throw DC, and a CMD equal to an Average skill check DC. Dealing 20 points of damage to a pillar (30 in Subtier 14–15, 40 in Subtier 17–18) causes it to drop any creatures currently grappled. The pillars' AC is 10 and their hardness is 8.

## SUBTIER 12–13 (CR 17)

### HIGH PRIEST SAVIYA

CR 16

Female elf cleric of Achaek 17

LE Medium humanoid (elf)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +15

#### DEFENSE

**AC** 33, touch 16, flat-footed 31 (+8 armor, +4 deflection, +2 Dex, +2 natural, +7 shield)

**hp** 179 (17d8+99)

**Fort** +16, **Ref** +12, **Will** +19; +2 vs. enchantments, +1 vs. fear

**Defensive Abilities** death's embrace; **Immune** sleep

#### OFFENSE

**Speed** 20 ft., fly 60 ft. (good)

**Melee** crimson bluff +16/+16/+11/+6 (1d8+3/19–20)

**Special Attacks** channel negative energy 4/day (DC 23, 9d6)

**Domain Spell-Like Abilities** (CL 17th; concentration +23)

At will—master's illusion (17 rounds/day)

9/day—bleeding touch (8 rounds), copycat (17 rounds)

**Cleric Spells Prepared** (CL 17th; concentration +23)

9th—*overwhelming presence*<sup>UM</sup> (DC 25), *time stop*<sup>0</sup>

8th—*fire storm* (DC 24), *mass invisibility*<sup>0</sup>, *unholy aura*

7th—*blasphemy* (DC 23), *destruction*<sup>0</sup> (DC 23), quickened *dispel magic*, *repulsion* (DC 23)



Red Mantis  
Assassin

## Scaling Encounter D

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

**Subtier 12–13:** Remove two Red Mantis assassins. Saviya and her group got too close to the ghost mantises earlier, and she expended *overwhelming presence* to avoid that fight. Instead of preparing five copies of *bear's endurance* today, she prepared five spells that are not useful in combat. She and all of her allies lose the benefits of this spell.

**Subtier 14–15:** Remove Xagon. Saviya and her group got too close to the ghost mantises earlier, and she expended *overwhelming presence* to avoid that fight. Instead of preparing five copies of *bear's endurance* today, she prepared five spells that are not useful in combat. She and all of her allies lose the benefits of this spell.

**Subtier 17–18:** Remove Xagon and one elite Red Mantis assassin from the encounter.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** Add two Red Mantis assassins. The blood channels affect the PCs more severely while leaving their foes untouched. Double the bleed damage the PCs take while the hazard is active.

**Subtier 14–15:** Add one elite Red Mantis assassin and one soul eater with stats identical to Xagon and Xagish. For each PC, Saviya withdraws one *slaying bolt* from the vaults of the Crimson Citadel, keyed to that individual PC's race or creature type. These bolts can be shot from a hand crossbow, but otherwise function identically to *slaying arrows*. She divides the bolts evenly among her assassin minions, so that each assassin carries one or two bolts. The blood channels affect the PCs more severely while leaving their foes untouched. Double the bleed damage the PCs take while the hazard is active.

**Subtier 17–18:** Add one elite Red Mantis assassin and one soul eater with stats identical to Xagon and Xagish. For each PC, Saviya withdraws one *greater slaying bolt* from the vaults of the Crimson Citadel, keyed to that individual PC's race or creature type. These bolts can be shot from a hand crossbow, but otherwise function identically to *greater slaying arrows*. She divides the bolts evenly among her assassin minions, so that each assassin carries one or two bolts. Replace Saviya's *energy drain* spell with *miracle* and add 25,000 gp worth of diamond dust to her gear. The blood channels affect the PCs more severely while leaving their foes untouched. Double the bleed damage the PCs take while the hazard is active.

6th—*blade barrier* (DC 22), *harm* (DC 22), *heal*, *mislead*<sup>b</sup> (DC 22), quickened *sound burst* (DC 18), quickened *spiritual weapon*

5th—*break enchantment*, quickened *murderous command*<sup>um</sup> (3, DC 17), *screaming*, *slay living*<sup>b</sup> (DC 21)

4th—*confusion*<sup>b</sup> (DC 20), *cure critical wounds* (2), *divine power*, *freedom of movement*, *spell immunity*

3rd—*blindness/deafness* (DC 19), *dispel magic* (2), *magic vestment* (2), *nondetection*<sup>b</sup>

2nd—*bear's endurance* (5), *aid*, *death knell*<sup>b</sup> (DC 18)

1st—*cause fear*<sup>b</sup> (DC 17), *entropic shield*, *murderous command*<sup>um</sup> (2, DC 17), *shield of faith* (3)

0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *purify food and drink* (DC 16)

**D Domain spell; Domains** Death, Trickery

### TACTICS

**Before Combat** See the sidebar on page 31 for notes on what spells Saviya has cast. She moves to the balcony in area **D1** and waits for her assassins to strike the first blow. The effects of the *unhallow* spell on her channel negative energy DC have been included in her statistics, as well as the effects of *aid*, *bear's endurance*, *shield of faith*, and *magic vestment*.

**During Combat** Saviya opens with her most powerful spells first, starting with *overwhelming presence*. She has a variety of quickened spells prepared and uses one each round. She keeps the illusory assassins from *crimson bluff* close to her, and if she would be hit by a particularly devastating-looking attack, she forgoes her ability to cast a quickened spell the following round to trade places with an illusion as an immediate action. If reduced to half of her maximum hit points or less, she casts *time stop*, using it to *heal*, reposition, and potentially cast a *blade barrier* somewhere useful. She sacrifices low-level spells slots to use her Divine Interference feat on her allies if possible.

**Morale** Knowing that she will be revived, Saviya fights to the death.

**Base Statistics** Without *aid*, *bear's endurance*, *magic vestment*, or *shield of faith*, Saviya's statistics are **AC** 22 (touch 12, flat-footed 20), hp 131, Fort +14, no bonus to saves vs. fear. **Melee** *crimson bluff* +15/+15/+10/+5 (1d8+3/19–20); **CMD** 25.

### STATISTICS

**Str** 12, **Dex** 14, **Con** 16, **Int** 10, **Wis** 23, **Cha** 13

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

**Feats** Channel Smite, Combat Casting, Divine Interference<sup>um</sup>, Empower Spell, Improved Lightning Reflexes, Lightning Reflexes, Quicken Spell, Shield Focus, Toughness

**Skills** Fly +6, Intimidate +7, Knowledge (religion) +17, Perception +15, Spellcraft +10 (+12 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven

**SQ** chosen of Achaekek, elven magic, flying mantis strike

**Gear** +1 heavy steel shield, +1 mithral chain shirt, *crimson bluff*<sup>6</sup>, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of inspired wisdom* +4, spell components (reliquary worth 500 gp, silver mirror worth 1,000 gp, spell component pouches [5]), 2,500 gp worth of gems



## SPECIAL ABILITIES

**Chosen of Achaek (Su)** As the high priest of Achaek, Saviya is granted special protection by the Mantis God. If slain, her body dissipates into a swarm of mantis insects and reappears 24 hour later with the Crimson Citadel. This restores her to life, as per a *true resurrection* spell, but not without cost. Each time she is resurrected in this fashion, her body is transformed to become more mantis-like. These transformed parts of her body act as an unholy symbol of Achaek, meaning she does not need a separate symbol to act as her divine focus. They also grant her darkvision and the flying mantis strike ability below. The drawbacks of this transformation are beyond the scope of this scenario.

**Flying Mantis Strike (Ex, Su)** The gradual transformation of Saviya's body has given her a pair of mantis wings that allow her to fly with a speed of 60 feet and good maneuverability. As a standard action, she can cause similar wings to sprout from the backs of all members of the Red Mantis assassins within 60 feet. The assassins receive no saving throw against this effect. These wings last for 24 hours. This is a transmutation (polymorph) effect.

## RED MANTIS ASSASSINS (3)

CR 9

Half-elf Red Mantis assassin 3/rogue 7 (*Pathfinder RPG*

*Adventurer's Guide* 282)

LE Medium humanoid (elf, human)

**Init** +3; **Senses** low-light vision; Perception +20

## DEFENSE

**AC** 23, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural, +1 shield)

**hp** 95 (10d8+47)

**Fort** +8, **Ref** +14, **Will** +5; +2 vs. enchantments

**Defensive Abilities** evasion, red shroud (1/day, 3 rounds, +1 dodge, fast healing 3), trap sense +2, uncanny dodge;

**Immune** sleep

## OFFENSE

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

**Melee** +1 *sawtooth sabre* +14/+9 (1d8+5/19–20), +1 *sawtooth sabre* +14 (1d8+4/19–20) or

+1 *sawtooth sabre* +16/+11 (1d8+5/19–20)

**Ranged** mwk hand crossbow +15 (1d4/19–20)

**Special Attacks** prayer attack (DC 17), sneak attack +5d6 plus 5 bleed

**Red Mantis Assassin Spells Known** (CL 3rd; concentration +5)

1st (4/day)—*expeditious retreat*, *forced quiet*<sup>UM</sup> (DC 12), *jump*, *true strike*

## TACTICS

**Before Combat** If they have time, the assassins position themselves for a sneak attack under cover of Saviya's *invisibility* spell and activate their *wands of see invisibility*. These statistics include the benefits of Saviya's casting of *bear's endurance*.

**During Combat** The assassins fight in a group to make flanking easier, targeting lightly armored foes first. If they are unable to

## The Assassins' Preparations

Saviya and her allies' preparations for battle change based on the Awareness Counter level, as follows. These preparations are cumulative.

**Awareness 0:** Saviya casts *magic vestment* on her shield and on her armor and then casts *aid* and *shield of faith* on herself. In Subtiers 12–13 and 14–15, she also casts *bear's endurance*. These spells have been incorporated into her statistics. She casts *mass invisibility* on herself and her followers before entering the temple. She also activates the special ability of her weapon, *crimson bluff*, to surround herself with 1d4+3 illusory assassins. Additionally, she activates her flying mantis strike ability on all of her fellow assassins. The elite Red Mantis assassins cast *see invisibility*.

**Awareness 1:** Saviya casts *bear's endurance* on all of the Red Mantis assassins. She also casts *freedom of movement* on herself. In all subtiers, Red Mantis assassins drink their *potions of heroism*. The elite Red Mantis assassins cast *darkvision* on themselves.

**Awareness 2:** Saviya casts *spell immunity* on herself, choosing *dispel magic* plus three spells commonly used by the PCs. The elite Red Mantis assassins cast *blur*.

**Awareness 3:** Saviya casts *unholy aura* on herself and her minions, followed by *repulsion* with a 10-foot radius.

**Awareness 4:** Saviya withdraws a holy poison from the vaults of the Crimson Citadel, gifted from the very claws of Achaek. The poison has the following properties: *Type* Injury; *Save* Hard Fortitude saving throw DC; *Frequency* 1/round for 2 rounds; *Initial Effect* 1d2 negative levels; *Secondary Effect* 1d2 negative levels; *Cure* 1 save. Creatures that are immune to poison can still be affected by this supernatural venom's secondary damage (not its initial damage), although they gain a +10 circumstance bonus on their saving throw to resist the toxin. Each sawtooth sabre carried by Saviya and her minions is coated with one dose of this poison. In Subtier 14–15 and above, one elite Red Mantis assassin casts *haste*.

hit the PCs, they use *true strike* to improve their accuracy.

**Morale** As long as Saviya is alive, the assassins fight to the death. If she is slain, they flee after being reduced to 10 hp or less.

**Base Statistics** Without *bear's endurance*, the Red Mantis assassin's statistics are **Fort** +6; **hp** 75; **Con** 12. Additionally, their red shroud grants fast healing 1 instead of fast healing 3. Without *heroism*, they take a –2 penalty on their attack rolls, damage rolls, saving throws, and skill checks relative to the statistics presented here.

## STATISTICS

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

# PATHFINDER SOCIETY SCENARIO

**Base Atk** +7; **CMB** +10; **CMD** 25

**Feats** Alertness, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Skill Focus (Bluff), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +20, Bluff +23, Disguise +12, Escape Artist +15, Fly +16, Intimidate +17, Perception +20, Sense Motive +10, Sleight of Hand +15, Stealth +20; **Racial**

**Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** elf blood, rogue talents (bleeding attack +5, combat trick, weapon training), trapfinding +3

**Gear** +2 studded leather, +1 sawtooth sabres<sup>AG</sup> (2), amulet of natural armor +1, cloak of resistance +2, mask of the mantis<sup>AG</sup>, ring of protection +1, 14 gp

## SPECIAL ABILITIES

**Crimson Gear** With the exception of the *mask of the mantis* and the gp, all of the assassins' gear was crafted within a fountain of blood inside the Crimson Citadel. Such blood-forged items cost half as much to create, but they liquefy into a puddle of blood if transported more than 100 miles from the Crimson Citadel.

## XAGON AND XAGISH (2)

**CR 7**

Soul eaters (*Pathfinder RPG Bestiary* 2 254, see page 38)

**hp** 82 each

## TACTICS

**During Combat** To prevent them from turning on her, Saviya avoids assigning a specific target for either soul eater, allowing them to feast at will. The pair move together and use flanking to attack a heavily armored foe.

**Morale** The soul eaters do not fear death and fight to the end.

## SUBTIER 14–15 (CR 19)

## HIGH PRIEST SAVIYA

**CR 16**

**hp** 165 (see page 29)

## TACTICS

Use the tactics for High Priest Saviya in Subtier 12–13.

## ELITE RED MANTIS ASSASSINS (2)

**CR 13**

Half-elf rogue 7/Red Mantis assassin 7 (*Pathfinder RPG Adventurer's Guide* 154)

**LE** Medium humanoid (elf, human)

**Init** +5; **Senses** low-light vision; Perception +24

## DEFENSE

**AC** 24, touch 16, flat-footed 18 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural, +1 shield)

**hp** 129 each (14d8+63)

**Fort** +9, **Ref** +16, **Will** +9; +2 vs. enchantment

**Defensive Abilities** evasion, red shroud (1/day, 7 rounds, +1 dodge, fast healing 3), trap sense +2, uncanny dodge; Immune sleep

## OFFENSE

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

**Melee** +1 sawtooth sabre +18/+3 (1d8+7/19–20), +1 sawtooth sabre +18 (1d8+6/19–20) or +1 sawtooth sabre +16/+11 (1d8+8/19–20)

**Ranged** mwk hand crossbow +18 (1d4/19–20)

**Special Attacks** prayer attack (DC 21), sneak attack +7d6 plus 7 bleed

**Spell-Like Abilities** (CL 7th; concentration +9)

1/day—*summon mantis* (as *summon monster V*; advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises)

**Red Mantis Assassin Spells**

**Known** (CL 7th; concentration +9)

3rd (1/day)—*haste*, *keen edge*

2nd (4/day)—*blur*, *darkvision*, *invisibility*, see *invisibility*

1st (5/day)—*disguise self*, *expeditious retreat*, *forced quiet*<sup>UM</sup> (DC 13), *jump*, *true strike*

## TACTICS

**Before Combat** If they have time, the assassins position themselves for a sneak attack under cover of Saviya's *invisibility* spell. These statistics include the benefits of Saviya's *bear's endurance* spell.

**During Combat** On the first round of combat, one of the assassins casts *haste*. The assassins fight in a group to make flanking easier, targeting lightly armored foes first. If they are unable to hit the PCs, they use *true strike* to improve their accuracy.

**Morale** As long as Saviya is alive, the assassins fight to the death. If she is slain, they flee after being reduced to 10 hp or less.

**Base Statistics** Without *bear's endurance*, the Red Mantis assassin's statistics are **Fort** +7; **hp** 101; **Con** 12. Additionally, their red shroud grants fast healing 1 instead of fast healing 3. Without heroism, they take a –2 penalty on their attack rolls, damage rolls, saving throws, and skill checks relative to the statistics presented here.

## STATISTICS

**Str** 16, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

**Base Atk** +10; **CMB** +13; **CMD** 28



High Priest  
Saviya



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

**Feats** Alertness, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Greater Weapon Focus (sawtooth sabre), Greater Weapon Specialization (sawtooth sabre), Iron Will, Skill Focus (Bluff), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Acrobatics +24, Bluff +27, Disguise +12, Escape Artist +24, Fly +18, Intimidate +21, Perception +24, Sense Motive +10, Sleight of Hand +17, Stealth +24

**Languages** Common, Elven

**SQ** elf blood, mantis form, resurrection sense, rogue talents (bleeding attack +7, combat trick, weapon training), sabre fighting 3, trapfinding +3

**Combat Gear** *potion of cure serious wounds*, *wand of see invisibility* (6 charges); **Other Gear** +2 studded leather, +1 sawtooth sabres<sup>AG</sup> (2), mwk hand crossbow with 10 bolts, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *boots of elvenkind*, *cloak of elvenkind*, *mask of the mantis*<sup>AG</sup>, *ring of protection* +1, 114 gp

## SPECIAL ABILITIES

**Crimson Gear** With the exception of the *mask of the mantis*, the *potion of cure serious wounds*, the *wand of see invisibility*, and the gold pieces, all of the assassin's gear was crafted within a fountain of blood inside the Crimson Citadel. Such blood-forged items cost half as much to create, but they liquefy into a puddle of blood if transported more than 100 miles from the Crimson Citadel.

## XAGON AND XAGISH

CR 14

Unique soul eaters (*Pathfinder RPG Bestiary* 2 254)

NE Medium outsider (evil, extraplanar)

**Init** +13; **Senses** darkvision 60 ft.; Perception +22

## DEFENSE

**AC** 30, touch 21, flat-footed 19 (+10 Dex, +1 dodge, +9 natural)

**hp** 217 (19d10+114)

**Fort** +13, **Ref** +21, **Will** +13

**Defensive Abilities** all-around

vision; **DR** 15/magic; **Immune** critical hits, daze, death effects, paralysis, poison, sleep, stunning

## OFFENSE

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

**Melee** 2 claws +30 (1d6+1/19-20 plus 1d8 Wis plus 4d6 soul rend)

**Special Attacks** find target, soul drain

## TACTICS

Use the tactics for Xagon and Xagish from Subtier 12-13.

## STATISTICS

**Str** 13, **Dex** 30, **Con** 20, **Int** 12, **Wis** 11, **Cha** 11

**Base Atk** +19; **CMB** +20; **CMD** 41 (can't be tripped)

**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Critical

(claw), Improved Initiative, Improved Iron Will, Iron Will, Toughness, Weapon Finesse, Weapon Focus (claw)

**Skills** Acrobatics +32, Escape Artist +32, Fly +40, Intimidate +22, Knowledge (planes) +23, Perception +22, Stealth +32 (+40 in darkness or smoke); **Racial Modifiers** +8 Stealth in darkness or smoke

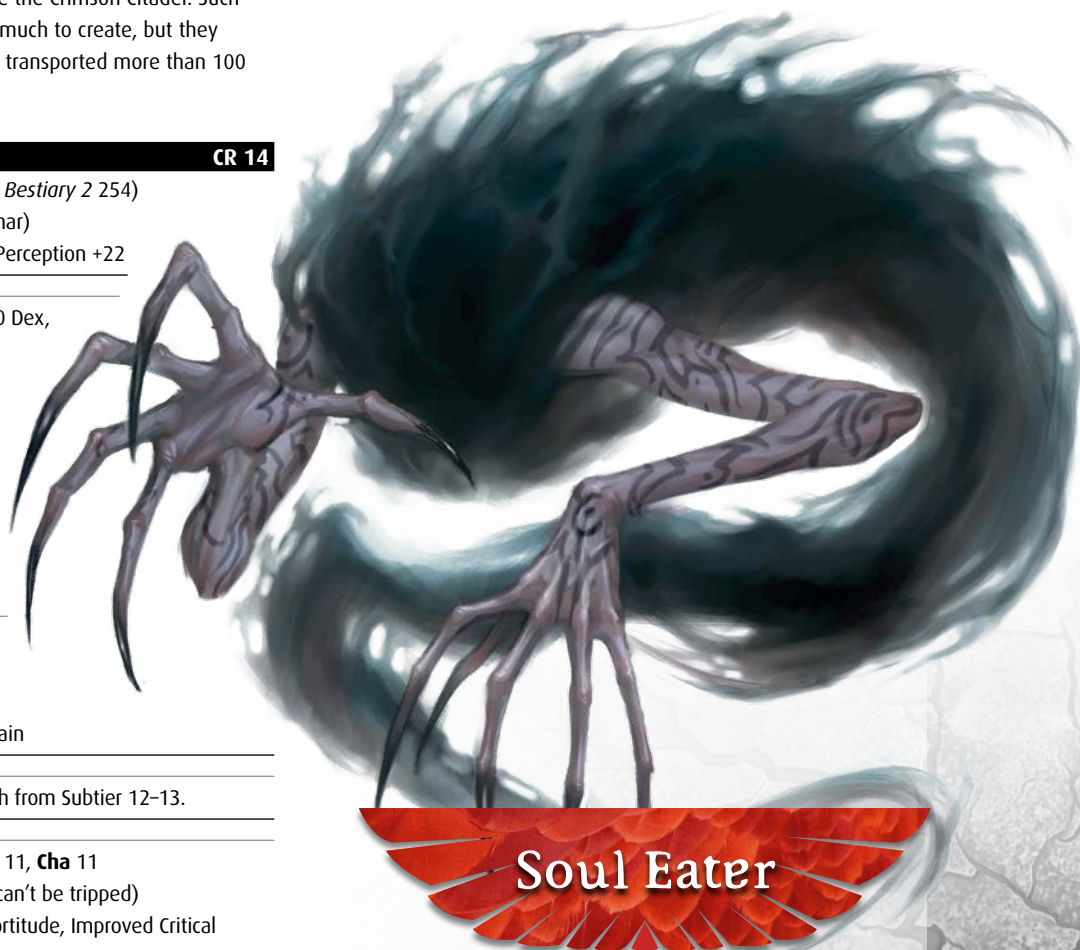
**Languages** Abyssal, Infernal

**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 below) 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 them. 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 making a DC 24 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 cannot be returned to life with *clone*, *raise dead*, or *reincarnation*. She can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster can succeed on 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.

**Soul Rend (Su)** A creature hit by Xagon or Xagish's claw takes an additional 4d6 damage as their soul is rent apart. Undead, constructs, and creatures without souls are immune to this additional damage.

**Wisdom Damage (Su)** A creature hit by a soul eater's claw must succeed at a DC 24 Fortitude save or take 1d8 points of Wisdom damage. The save DC is Constitution-based.

## SUBTIER 17-18 (CR 22)

### HIGH PRIEST SAVIYA

CR 19

Female elf cleric of Achaek 19

LE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +18

#### DEFENSE

**AC** 35, touch 18, flat-footed 32 (+8 armor, +5 deflection, +3 Dex, +2 natural, +7 shield)

**hp** 221 (19d8+133)

**Fort** +20, Ref +16, Will +24; +4 morale vs. poison and fear, +2 vs. enchantments

**Defensive Abilities** death's embrace; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.; fly 60 ft. (good)

**Melee** *crimson bluff* +18/+18/+13/+8 (1d8+3/19-20)

**Special Attacks** channel negative energy 5/day (DC 24, 10d6)

**Domain Spell-Like Abilities** (CL 19th; concentration +27)

At will—master's illusion (19 rounds/day)

11/day—bleeding touch (9 rounds), copycat (19 rounds)

**Cleric Spells Prepared** (CL 19th; concentration +27)

9th—*energy drain* (DC 27), *mass heal*, *overwhelming presence*<sup>UM</sup> (DC 28), *time stop*<sup>P</sup>

8th—*fire storm* (2, DC 26), quickened *inflict critical wounds* (DC 22), *mass invisibility*<sup>P</sup>, *unholy aura*

7th—*blasphemy* (DC 25), quickened *blindness/deafness* (2, DC 21), *destruction*<sup>P</sup> (DC 25), quickened *dispel magic*, *repulsion* (DC 25)

6th—*blade barrier* (DC 24), *harm* (DC 24), *heal*, *mislead*<sup>P</sup> (DC 24), quickened *sound burst* (DC 20), quickened *spiritual weapon*

5th—*break enchantment*, quickened *murderous command*<sup>UM</sup> (3, DC 20), *scrying*, *slay living*<sup>P</sup> (DC 23)

4th—*confusion*<sup>P</sup> (DC 23), *cure critical wounds* (2), *divine power*, *freedom of movement* (2), *spell immunity*

3rd—*blindness/deafness* (DC 21), *dispel magic* (3), *magic vestment* (2), *nondetection*<sup>P</sup>

2nd—*bear's endurance* (5), *cure moderate wounds*, *death knell*<sup>P</sup> (DC 20)

1st—*cause fear*<sup>P</sup> (DC 19), *entropic shield*, *murderous command*<sup>UM</sup> (2, DC 20), *shield of faith* (3)

0 (at will)—*bleed* (DC 18), *detect magic*, *light*, *purify food and drink* (DC 18)

**D Domain spell; Domains** Death, Trickery

#### TACTICS

**Before Combat** See the Assassin's Preparations sidebar on page 31 for notes on what spells Saviya has cast. She moves to the balcony in area **D1** and waits for her assassins to strike the first blow. The effects of the *unhallow* spell on her channel negative energy DC have been included in her statistics, as well as the effects of *aid*, *magic vestment*, and *shield of faith*.

**During Combat** Saviya opens with her most powerful spells first, starting with *overwhelming presence*. She has a variety of quickened spells prepared and uses one each round. She keeps the illusory assassins from *crimson bluff* close to her, and if she would be hit by a particularly devastating-looking attack, she forgoes her ability to cast a quickened spell the following round to trade places with an illusion as an immediate action. If reduced to half of her maximum hit points or less, she casts time stop, using it to heal, reposition, and potentially cast a blade barrier somewhere useful. She sacrifices low-level spells slots to use her Divine Interference feat on her allies if possible.

**Morale** Knowing that she will be revived, Saviya fights to the death.

**Base Statistics** Without *aid*, *magic vestment*, or *shield of faith*, Saviya's statistics are **AC** 23 (touch 12, flat-footed 20); **hp** 203;

**Melee** *crimson bluff* +17/+17/+12/+7 (1d8+3/19-20); **CMD** 28.

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 18, **Int** 10, **Wis** 26, **Cha** 14

**Base Atk** +14; **CMB** +15; **CMD** 33

**Feats** Channel Smite, Combat Casting, Divine Interference<sup>UM</sup>, Empower Spell, Improved Lightning Reflexes, Lightning Reflexes, Quicken Spell, Shield Focus, Spell Focus (enchantment), Toughness

**Skills** Fly +7, Intimidate +8, Knowledge (religion) +19, Perception +18, Spellcraft +11 (+13 to identify magic item properties);

**Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven

**SQ** elven magic

**Gear** +1 mithral chain shirt, +1 heavy steel shield, *crimson bluff*<sup>AG</sup>, amulet of natural armor +2, belt of physical might (+4 Dex, +6 Con), cloak of resistance +5, headband of inspired wisdom +6,



# PASSING THE TORCH PART 1: WHO WEARS THE MASK

*ring of protection* +2, spell components (reliquary worth 500 gp, silver mirror worth 1,000 gp, spell component pouches [5]), 2,500 gp worth of assorted gems

## SPECIAL ABILITIES

**Chosen of Achaek (Su)** See Subtier 12–13.

**Exceptional Resources (Ex)** Saviya has the wealth of an NPC 1 level higher than normal, and her statistics are generated using 20 point buy. This increases her CR by 1.

## XAGON AND XAGISH

CR 18

Unique soul eaters (*Pathfinder RPG Bestiary* 2 254)

NE Medium outsider (evil, extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +27

## DEFENSE

**AC** 34, touch 21, flat-footed 23 (+10 Dex, +1 dodge, +13 natural)

**hp** 299 (24d10+168)

**Fort** +16, **Ref** +26, **Will** +16

**Defensive Abilities** all-around vision; **DR** 20/magic; **Immune** critical hits, daze, death effects, paralysis, poison, sleep, stunning

## OFFENSE

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

**Melee** 2 claws +35 (1d6+1/19–20 plus 1d8 Wis plus 6d6 soul rend)

**Special Attacks** find target, soul drain

## TACTICS

Use the tactics for Xagon and Xagish in Subtier 12–13.

## STATISTICS

**Str** 13, **Dex** 30, **Con** 23, **Int** 12, **Wis** 11, **Cha** 11

**Base Atk** +24; **CMB** +25; **CMD** 46 (can't be tripped)

**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Critical (claw), Improved Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Toughness, Weapon Finesse, Weapon Focus (claw)

**Skills** Acrobatics +37, Escape Artist +37, Fly +45, Intimidate +27, Knowledge (planes) +28, Perception +27, Stealth +37 (+45 in darkness or smoke); **Racial Modifiers** +8 Stealth in 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 below) 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 them. 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 making a DC 28 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 cannot be returned to life with *clone*, *raise dead*, or *reincarnation*. She can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster can succeed on 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.

**Soul Rend (Su)** A creature hit by Xagon or Xagish's claw takes an additional 6d6 damage as their soul is rent apart. Undead, constructs, and creatures without souls are immune to this additional damage.

**Wisdom Damage (Su)** A creature hit by a soul eater's claw must succeed at a DC 28 Fortitude save or take 1d8 points of Wisdom damage. The save DC is Constitution-based.

## ELITE RED MANTIS ASSASSINS (4)

CR 13

**hp** 101 each (see page 32)

## TACTICS

Use the tactics for the Subtier 14–15 Elite Red Mantis assassins.

**Development:** After dealing with the assassins, the PCs are free to question Elylsia further to learn the truth about Vahlo. Be sure to communicate all the information below during the conversation. Alternatively, if Elylsia is slain, the PCs can gather the information below from her copious notes.

**Why have you been hiding all these years?** “I was present centuries ago when the Pathfinder Society was first founded and later, when the Decemvirate were installed. I had suspicions that three of the Ten were not honorable characters. After investigation, their corruption proved worse than I thought. My companions and I confronted them, but a struggle ensued. One of the Ten was killed, along with all my companions. The remaining Decemvirate placed a price on my head, and I was forced into exile. Although my name eventually faded from Pathfinder history, I continued my investigations and have tracked the corruption of the Ten.”

**Why are you helping Torch?** “Torch has a long and complicated history, much of which I find distasteful. We do, however agree one key point: we cannot blindly place our trust in the Decemvirate. In recent years, Torch and I have confirmed that the member of the Decemvirate in the triple-spired mask in fact an agent of the Whispering Way.

For centuries, he has held the helm while overseeing several fake transitions to maintain his hold on power. Now that the Whispering Tyrant is once again free, he has grown more active than ever. Something big is in the works.”

**Who is behind the triple-spired mask?** “Once, the creature behind the mask was a warrior of the Shining Crusade; a bold halfling named Vahlo Huovar. Vahlo was transformed into an undead creature long ago, however, and he now serves as an agent of the Whispering Tyrant.”

**How did we not know he was undead?** “The *Decemvirate helms* have always shielded their wearers’ thoughts and identities, in addition to granting other powers. I’ve only managed to uncover identities by studying less direct clues.”

**What is Vahlo planning?** “We do not know the specifics, only the outline. For centuries, Vahlo has used the Pathfinder Society to gather powerful occult artifacts within the Grand Lodge. He is waiting for the majority of the Society’s strength to be drawn north to confront the Whispering Tyrant. Once the Grand Lodge is empty, he intends to use a secret artifact to take control of the Grand Lodge and weaken Absalom from within, making it easy pickings for his master.”

**Why is Torch attacking the Grand Lodge?** Elylsia shakes her head and refers to Torch by his original name. “He’s complicated, as are his reasons. Although I know Ven suffered at the Decemvirate’s hands, reform has driven him for years. Even so, I don’t believe he’s ever given up on wanting revenge against the Decemvirate, and learning Vahlo’s identity six years ago only provided him a name and justification. Ven may have the Society’s best interests at heart, but his strategies...I can’t approve of his approach. But I can’t condemn him for striking at the Grand Lodge and trying to stop Vahlo—not when the Whispering Tyrant is awake once more.”

**Why didn’t you warn the Society?** “There are many good Pathfinders who might have listened. But so long as Vahlo pulls strings from within the Decemvirate, warnings would only be dismissed or subverted. Trust me, we’ve tried.”

**What’s next?** “I recommend you return to Absalom. Whether you disagree with Grandmaster Torch, believe in his vision, or just want to ensure Vahlo doesn’t bring the Society toppling down with the city as its pyre, the Society would be stronger with you there.”

**Rewards:** If the PCs do not defeat Saviya, reduce each PC’s gold earned by the following amount.

*Subtier 12–13:* Reduce each PC’s gold earned by 3,900 gp.

*Out of Subtier (Low):* Reduce each PC’s gold earned by 5,250 gp.

*Subtier 14–15:* Reduce each PC’s gold earned by 6,600 gp.

*Out of Subtier (High):* Reduce each PC’s gold earned by 9,450 gp.  
*Subtier 17–18:* Reduce each PC’s gold earned by 12,300 gp.

## D3. STATUE OF ACHAEKEK

A 15-foot-tall statue of Achaekek rests atop this balcony and serves as a focus for the profane energy of the temple, as well as the focus for the *unhallow* spell. The statue is difficult to destroy (AC 10, Hardness 8, 300 hp), but the PCs can topple it from its perch by succeeding at a Strength check against an Easy saving throw DC. This deactivates the blood channels and mantis pillars.

## CONCLUSION

Nearing the end of her life, Elylsia is too old to be of much help in Absalom. She does, however, state that her long exile on Mediogalti Island has come to end and offers to magically transport the PCs back to civilization. The natural course of action at this point is to raise the alarm throughout the Society to warn against Vahlo’s betrayal. Such efforts meet with limited success. Most of the most powerful Pathfinders are in the throes of conflict with the legions of the Whispering Tyrant and cannot be easily contacted. Moreover, Vahlo has many agents throughout the Society that can issue counterorders or spread misinformation, casting the PCs misinformed meddlers or even outright traitors. It is up to the PCs to prevent the coming calamity.

While Grandmaster Torch does not appear in this scenario, the PCs may try to hinder his plans, nonetheless. If the PCs make a concerted effort to interfere with Torch during this scenario, they earn the Nemesis of Torch boon on their Chronicle sheets. This boon has effects in *Pathfinder Society Scenario #10–23: Passing the Torch Part 2: Who Speaks for the Ten*.

## PRIMARY SUCCESS CONDITIONS

The PCs succeed at the primary success condition as long as they learn the truth about Vahlo from Elylsia (or from her notes, if she is dead). Doing so earns each PC 1 Prestige Point.

## SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary objective as long as they succeed three of the following five tasks: end the scenario with an Awareness score of 2 or less, rescue all the prisoners from the Hall of Harmonic Memories, encounter Rurat and either negotiate with him or spare his life, kill the Ghost Mantis, and keep Elylsia alive. Doing so earns each PC 1 Prestige Point.



## GM Reference: Scaling DCs

The Difficulty Class of many of this adventure's skill checks, saving throws, and combat maneuvers vary by subtier. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

To adjust the scenario for the number of players, lower the DCs of all checks that use this Easy/Average/Hard system. When running for a table of four players, lower all Easy DCs by 1 and all Average and Hard DCs by 2.

### SKILL CHECK AND COMBAT MANEUVER DCs

Subtier	Easy	Average	Hard
12-13	23	29	35
14-15	25	31	38
17-18	28	34	42

### SAVING THROW DCs

Subtier	Easy	Average	Hard
12-13	20	23	26
14-15	22	25	28
17-18	24	28	32

## APPENDIX: STAT BLOCKS

The following creatures appear in this scenario. Their statistics are provided for your convenience.

### DINOSAUR, TYRANNOSAURUS

*This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.*

TYRANNOSAURUS	CR 9
<i>Pathfinder Bestiary</i> 86	
N Gargantuan animal	
<b>Init</b> +5; <b>Senses</b> low-light vision, scent; Perception +37	
DEFENSE	
<b>AC</b> 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)	
<b>hp</b> 153 (18d8+72)	
<b>Fort</b> +15, <b>Ref</b> +12, <b>Will</b> +10	
OFFENSE	
<b>Speed</b> 40 ft.	
<b>Melee</b> bite +20 (4d6+22/19-20 plus grab)	
<b>Space</b> 20 ft.; <b>Reach</b> 20 ft.	
<b>Special Attacks</b> swallow whole (2d8+11, AC 17, hp 15)	
STATISTICS	
<b>Str</b> 32, <b>Dex</b> 13, <b>Con</b> 19, <b>Int</b> 2, <b>Wis</b> 15, <b>Cha</b> 10	
<b>Base Atk</b> +13; <b>CMB</b> +28 (+32 grapple); <b>CMD</b> 39	
<b>Feats</b> Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)	
<b>Skills</b> Perception +37; <b>Racial Modifiers</b> +8 Perception	
<b>SQ</b> powerful bite	
SPECIAL ABILITIES	
<b>Powerful Bite (Ex)</b> A tyrannosaurus applies twice its Strength modifier to bite damage.	

### DINOSAUR, GIGANOTOSAURUS

*This bipedal dinosaur has a large head and cavernous jaws full of large, sharp teeth.*

GIGANOTOSAURUS	CR 13
<i>Pathfinder RPG Bestiary</i> 6 94	
N Colossal animal	
<b>Init</b> +4; <b>Senses</b> low-light vision, scent; Perception +26	
DEFENSE	
<b>AC</b> 27, touch 2, flat-footed 27 (+25 natural, -8 size)	
<b>hp</b> 199 (21d8+105)	
<b>Fort</b> +17, <b>Ref</b> +12, <b>Will</b> +11	
OFFENSE	
<b>Speed</b> 40 ft.	
<b>Melee</b> bite +23 (4d6+16/19-20 plus grab), 2 claws +23 (1d6+16)	
<b>Space</b> 30 ft.; <b>Reach</b> 30 ft.	
<b>Special Attacks</b> swallow whole (3d8+16 bludgeoning, AC 22, 19 hp)	
STATISTICS	
<b>Str</b> 42, <b>Dex</b> 11, <b>Con</b> 21, <b>Int</b> 2, <b>Wis</b> 15, <b>Cha</b> 10	
<b>Base Atk</b> +15; <b>CMB</b> +39; <b>CMD</b> 49	

**Feats** Cleave, Critical Focus, Diehard, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Run, Staggering Critical

**Skills** Perception +26

### 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
<i>Pathfinder RPG Bestiary</i> 2 254	
NE Medium outsider (evil, extraplanar)	
<b>Init</b> +10; <b>Senses</b> darkvision 60 ft., all-around vision; Perception +14	
DEFENSE	
<b>AC</b> 21, touch 17, flat-footed 14 (+6 Dex, +1 dodge, +4 natural)	
<b>hp</b> 82 (11d10+22)	
<b>Fort</b> +5, <b>Ref</b> +13, <b>Will</b> +7	
<b>DR</b> 10/magic; <b>Immune</b> critical hits, paralysis, poison, sleep, stunning	
OFFENSE	
<b>Speed</b> 30 ft., fly 100 ft. (perfect)	
<b>Melee</b> 2 claws +18 (1d6+1/19-20 plus 1d6 Wisdom damage)	
<b>Special Attacks</b> find target, soul drain	
STATISTICS	
<b>Str</b> 13, <b>Dex</b> 22, <b>Con</b> 14, <b>Int</b> 12, <b>Wis</b> 11, <b>Cha</b> 11	
<b>Base Atk</b> +11; <b>CMB</b> +12; <b>CMD</b> 29 (can't be tripped)	
<b>Feats</b> Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Weapon Finesse, Weapon Focus (claw)	
<b>Skills</b> Acrobatics +20 (+8 jump), Escape Artist +20, Fly +28, Intimidate +14, Knowledge (planes) +15, Perception +14, Stealth +20 (+28 darkness or smoke)	
<b>Languages</b> Abyssal, Infernal	
<b>SQ</b> 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 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.

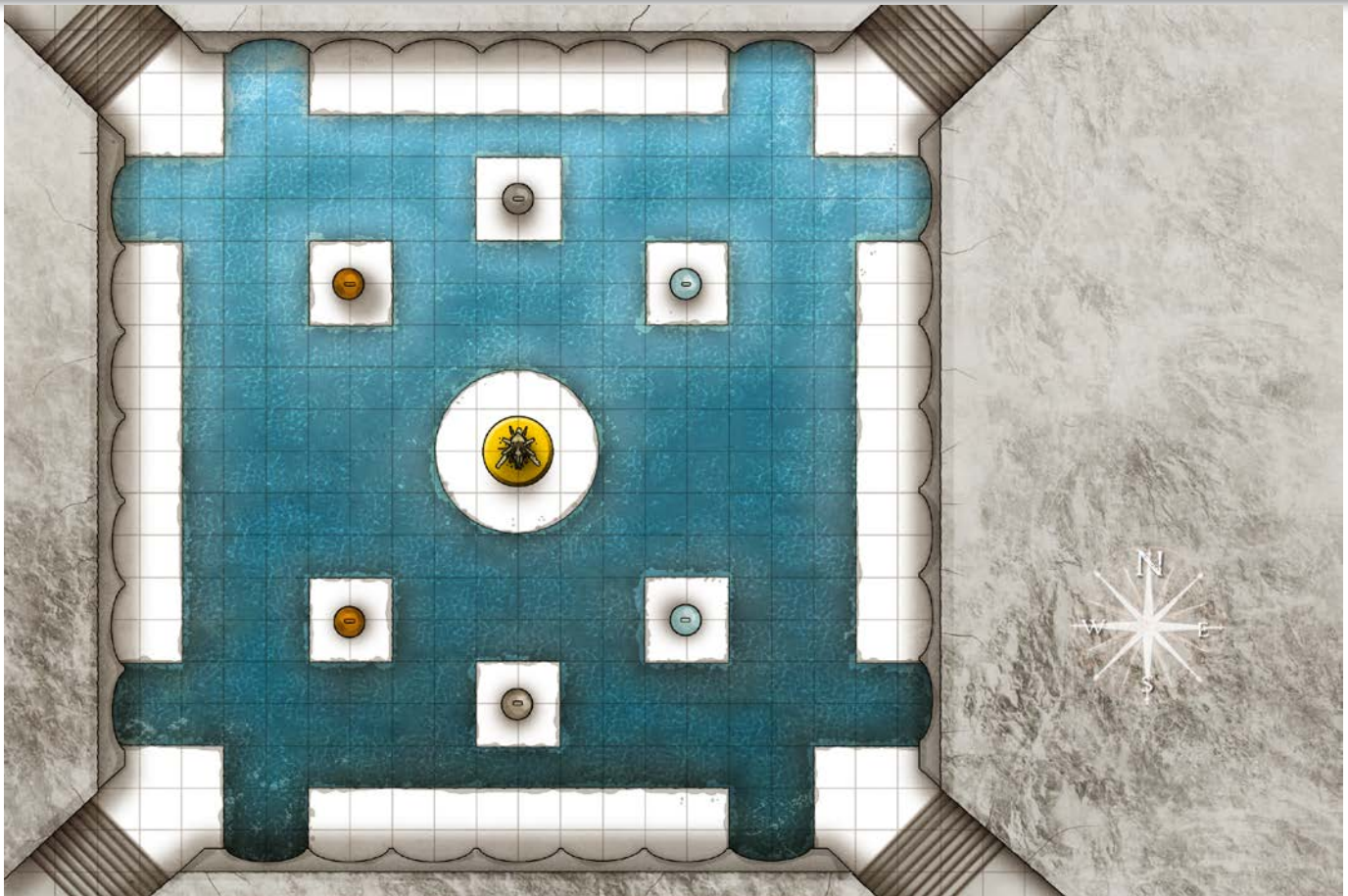
**Soul Drain (Su)** If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by making 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 cannot be returned to life with *clone*, *raise dead*, or *reincarnation*. She can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster can succeed on a DC 30 caster level check. If the soul eater is killed within 120 feet of its victim's corpse, and the

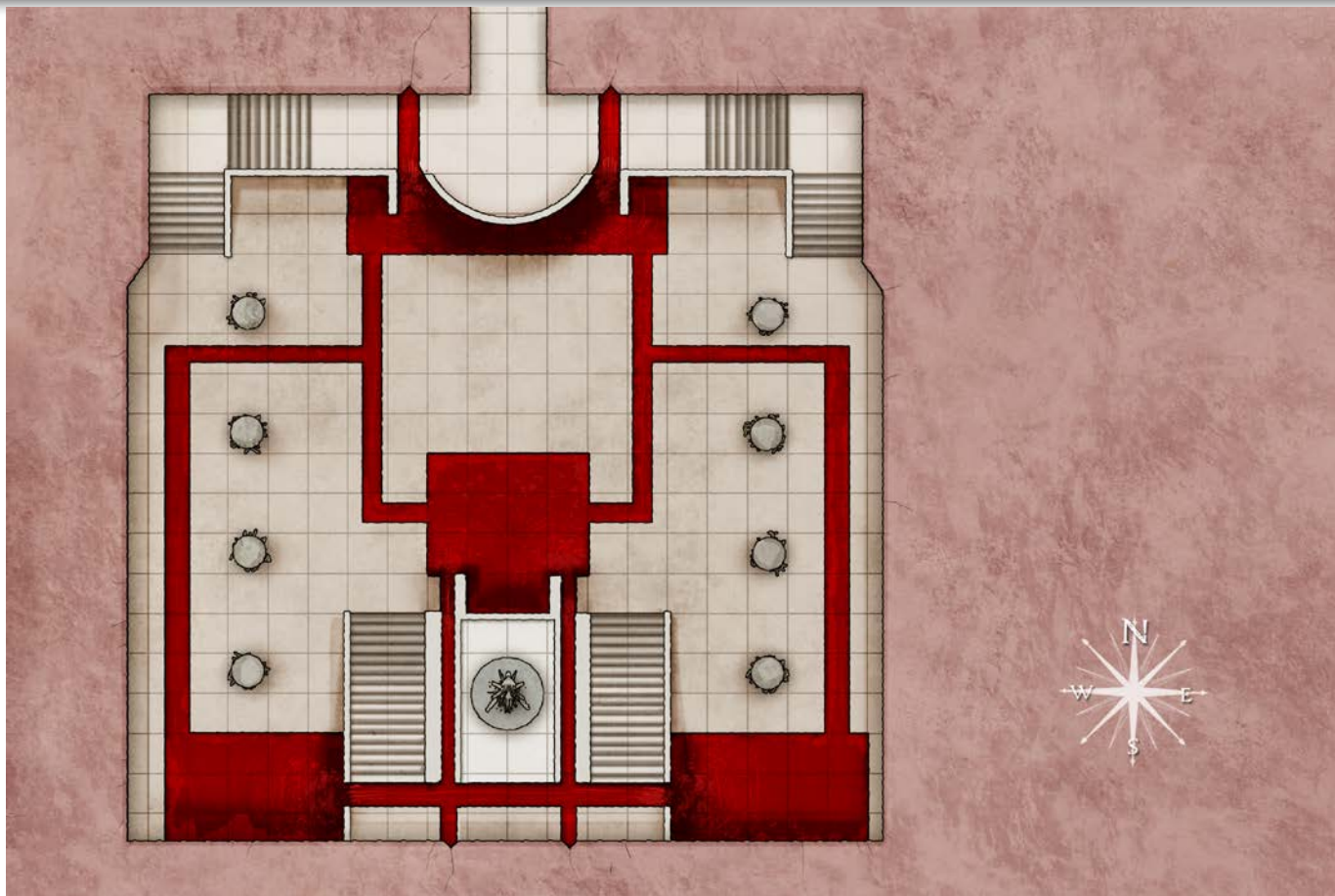
victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at -1 hit point. This is a death effect. The save DC is Constitution-based.

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





# PASSING THE TORCH PART 1: WHO WEARS THE MASK



# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #10-22: Passing the Torch Part 1: Who Wears the Mask

<b>Event</b>		<b>Date</b>	
<b>GM #</b>		<b>GM Character #</b>	
<b>GM Name</b>		<b>GM Prestige Earned</b>	
<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

<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
<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

<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
<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

<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
<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

<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
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<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Concordance

<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
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<b>Character #</b>	<input type="checkbox"/>	<b>Prestige Points</b>	
<b>Character Name</b>			
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<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 #10-22: Passing the Torch Part 1: Who Wears the Mask © 2019, Paizo Inc.; Author: Cole Kronewitter.





# Pathfinder Society Scenario #10-22: Passing the Torch Part 1: Who Wears the Mask

Character Chronicle #

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

12-13 6,500 13,000

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 8,750 17,500

SUBTIER ☐ Slow ☐ Normal

14-15 11,000 22,000

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 16,000 32,000

SUBTIER ☐ Slow ☐ Normal

17-18 21,000 42,000

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Eylisia's Insight:** Eylisia's extensive notes are filled with keen insights that can help you on your journeys. Before rolling a Knowledge check, you can check a box that precedes this boon to gain one of following benefits. For the purposes of this roll, treat yourself as if you had a number of ranks in that skill equal to your character level (including gaining the +3 bonus for putting a rank into a class skill). Alternatively, you can roll the Knowledge check twice and take the higher result.

☐ **Mantis-Bane:** Your infiltration of Mediogalti Island was one of the most devastating assaults on the Red Mantis assassins in recent memory. Fighting these deadly foes has sharpened your defenses against lethal attacks. You can check the box that precedes this boon to gain the following benefit for one scenario. When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated. This stacks with other abilities that grant similar benefits, such as *fortification* armor.

**Nemesis of Torch:** Although targeting Grandmaster Torch was the objective of this scenario, you've gotten a jump-start on your efforts to stop this enigmatic rogue. This boon has effects in this scenario's sequel, *Pathfinder Society Scenario #10-23: Passing the Torch Part 2: Who Speaks for the Ten*.

Subtier 12-13

Subtier 14-15

+1 sawtooth sabre (2,335 gp; *Pathfinder RPG Adventurer's Guide* 158)  
boots of speed (12,000 gp)  
crimson bluff (65,575 gp; *Adventurer's Guide* 158)  
mask of the mantis (6,000 gp; *Adventurer's Guide* 159)  
monstrification staff (12,000 gp; *Pathfinder RPG Advanced Class Guide* 221)  
wand of restoration (5 charges, can dispel permanent negative levels, 7,100 gp; limit 1)

+2 sawtooth sabre (8,335 gp; *Pathfinder RPG Adventurer's Guide* 158)  
boots of the battle herald (30,000 gp; *Pathfinder RPG Advanced Class Guide* 227)  
crimson bluff (65,575 gp; *Adventurer's Guide* 158)  
mask of the mantis (6,000 gp; *Adventurer's Guide* 159)  
monstrification staff (12,000 gp; *Advanced Class Guide* 221)  
runestone of power (5th level, 50,000 gp; *Advanced Class Guide* 234)  
wand of restoration (5 charges, can dispel permanent negative levels, 7,100 gp; limit 1)  
wand of see invisibility (6 charges, 540 gp; limit 1)

Subtier 17-18

+2 sawtooth sabre (8,335 gp; *Pathfinder RPG Adventurer's Guide* 158)  
belt of physical might (+4 Dex, +6 Con; 65,000 gp, limit 1)  
boots of the battle herald (30,000 gp; *Pathfinder RPG Advanced Class Guide* 227)  
crimson bluff (65,575 gp; *Adventurer's Guide* 158)  
mask of the mantis (6,000 gp; *Adventurer's Guide* 159)  
monstrification staff (12,000 gp; *Advanced Class Guide* 221)

ring of freedom of movement (40,000 gp)  
runestone of power (6th level, 72,000 gp; *Advanced Class Guide* 234)  
wand of restoration (5 charges, can dispel permanent negative levels, 7,100 gp; limit 1)  
wand of see invisibility (6 charges, 540 gp; limit 1)

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

GM's Initials

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #