

PATHFINDER SOCIETY®

SEASON OF THE TEN



PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

By John Compton and Thurston Hillman



Authors • John Compton and Thurston Hillman
Development Lead • Linda Zayas-Palmer
Contributing Artists • Jesper Ejsing, Miroslav Petrov, Rogier van de Beek, Vicky Yarova and Mathias Zamecki
Cartographer • Jason Engle, Robert Lazzaretti and Sean Macdonald
Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Lyz Liddell
Editors • Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
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Customer Service Team • Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

HOW TO PLAY

Pathfinder Society Scenario #10–23: Passing the Torch Part 2: Who Speaks for the Ten 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.



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GM RESOURCES

Passing the Torch Part 2: Who Speaks for the Ten makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the statistics from the Bestiary volumes are reprinted in the back of the adventure for the GM's convenience.

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7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

By John Compton and Thurston Hillman



Although founded as a social organization for adventurers to share leads and tales, the Pathfinder Society quickly grew into a formal organization with hundreds of explorers, a prolific publication schedule, and a need for leadership. A council of ten experienced and respected scholars took up the mantle of leadership in these early days, naming themselves the Decemvirate. But over the decades, the Society's growing membership, influence, and reach inspired rival factions that vied for control. These factional conflicts grew increasingly vicious; at their height, they even led to a string of assassinations that claimed the lives of members of the Decemvirate. At last, there came peace and reform, with the existing Decemvirate stepping down to make way for a diverse cohort of replacements, each of whom donned a *Decemvirate helm* to maintain anonymity. Enchanted with powerful abjurations that protected the wearers' thoughts and identities, these helms have been passed down through the generations by leaders ever since. In this way, the Pathfinder Society has known peace under the secretive yet evenhanded oversight of "the Ten."

Yet even from the beginning, the helms that were to protect the Society's leaders from harm have also hidden dangerous elements. The gnome Pathfinder Eylisia was among the first to deduce these leaders' identities, recognizing a few as merciless criminals. The bad actors confronted her and her allies with lethal force. She was forced to flee Absalom, and she has lived in exile on Mediogalti Island ever since. Yet even in exile, she has monitored the Society and its leaders, seeking some way to rid it of its worst elements. Through her studies, she met Ven Lorum, a man better known today as Grandmaster Torch. Grandmaster Torch was a former Pathfinder left for dead by the Decemvirate, and he has devoted his life to unmasking what he sees as unfeeling leaders. Together, Eylisia and Torch identified each of the members of the Decemvirate. While most are professional or benign, one stood out: Vahlo Huovar. A bold halfling from the Shining Crusade, Vahlo met a terrible end. The Whispering Tyrant killed him and reanimated the halfling as a graveknight in his service. Vahlo infiltrated the Decemvirate at least a century ago. Since then, he has steered

Where on Golarion?

Passing the Torch Part 1: Who Speaks for the Ten takes place on Absalom, within the Pathfinder Society's Grand Lodge. For more information on Absalom, see *Pathfinder Campaign Setting: Inner Sea World Guide* and *Pathfinder Campaign Setting: Guide to Absalom*, available at book stores and game stores everywhere and online at paizo.com.

Golarion



many of its policies, and has employed Pathfinders to gather relics—all in the name of historic preservation—that could aid the Whispering Tyrant if that legendary lich should ever break free from Gallowspire.

And at long last, the Whispering Tyrant has escaped. News of the devastation he brought to Lastwall inspired many of the Inner Sea's nations to send assistance north, yet the lich recently appeared outside Absalom with an army as if preparing to storm the city. At last, the time has come for Vahlo to act. With the city's own forces diminished and the Grand Lodge practically emptied after hundreds of Pathfinders departed for Ustalav to aid in its defense, there were precious few defenders to prevent Vahlo from animating undead servants, subduing the Grand Lodge's occupants, and unlocking the best defended vaults. He has stolen dozens of potent and priceless weapons. Perhaps the most dangerous among them is the *Ensanguined Envy*, a

Wish and Miracle

The inclusion of Subtier 17–18 in this scenario means that some PCs will be able to cast *miracle* and *wish*. These spells represent the most powerful tools 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 that list, compare the effect to other spells of the corresponding level in the *Core Rulebook*. 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, but instead wants 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 *wish* or *miracle* 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. Long casting time spells 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 *wish* or *miracle* 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).

deadly artifact tied to the demon lord Zura and her blood-soaked reveries as a mortal. By combining the artifact, his helm's power, and his extraordinary undead abilities, Vahlo has begun a ritual that could cause an entire district's inhabitants to destroy one another and rise as undead, devastating the city's defenses and all but leaving the gates open for the Whispering Tyrant.

Yet Vahlo still has enemies. Outside the Grand Lodge, Venture-Captain Eliza Petulengro has coordinated the few Pathfinders who remain in Absalom to keep watch over the mysteriously quiet and sealed Grand Lodge grounds. Once she has gathered the strongest Pathfinders she can, she plans to assemble a capable team to break inside, identify

the threat, and resolve it. Simultaneously, Grandmaster Torch and his operatives have infiltrated the Grand Lodge intent on revenge against the Decemvirate—a goal that could save Absalom from Vahlo's schemes, but could also doom the Grand Lodge if centuries of Society secrets come to light.

SUMMARY

Equipped with knowledge of Vahlo and his schemes, the PCs return to Absalom to find the city under siege by the Whispering Tyrant's looming army. Venture-Captain Eliza Petulengro meets with the PCs a short distance from the Grand Lodge, catches the PCs up on recent events, and asks them to break into the Society's headquarters, identify the mysterious threat, establish a foothold for other Pathfinders to enter and assist, and eliminate the threat as necessary.

The Grand Lodge is the domain of Vahlo's undead minions, and the PCs must overcome various threats through short challenges: opening the Grand Lodge's main doors, disabling necromantic focuses in the Mausoleum, neutralizing an outsider summoned into Starhall, and more. All the while, the PCs learn more about Vahlo's attack and Grandmaster Torch's plans. They learn that both forces have made for the Repository, where many of the Society's greatest treasures and secrets lie. There, the PCs clash directly with Torch's leading agents, identify the ritual Vahlo has begun, and can acquire potent equipment with which to confront the graveknight atop Skyreach. In the ensuing clash, one of the graveknight's contingencies draws the combatants to the Wall of Names, where Vahlo can conjure the spirits of embittered Pathfinders to aid in his last stand. However, until the PCs destroy his *Decemvirate helm*, Vahlo is guaranteed to rejuvenate again and again.

In the aftermath, the PCs can end what remains of the ritual, destroy the *Decemvirate helm*, and confront Grandmaster Torch. The former Pathfinder considers his vendetta complete, and he answers any of the PCs' questions before letting them decide his fate. Eliza Petulengro and another member of the Decemvirate join the PCs to set the course of the Pathfinder Society going forward, including the potential for new leadership.

GETTING STARTED

Following the events of *Pathfinder Society Scenario #10-22: Passing the Torch, Part 1: Who Wears the Mask*, the PCs might return to Absalom by numerous means, such as chartering a ship back to Absalom or teleporting there directly. The city's feel has changed since the PCs departed for Mediogalti Island. With the arrival of the Whispering Tyrant and his army in the Cairnlands outside the city, the city's soldiers are on high alert. Carts and draft animals busily move food and armaments about. Families crowd the docks seeking passage off the island, clogging the streets for shiploads

of reinforcements and supplies arriving from Andoran, Osirion, Qadira, and Taldor. Rumors are swirling about defeats in Lastwall, but so are boasts about how readily Absalom beat back the last siege only two years ago. Yet largely absent from the scene are other Pathfinders.

Upon reaching the Grand Lodge, the PCs find the massive doors sealed and the campus eerily quiet. One of the Pathfinders keeping watch from outside approaches the PCs, lets them know it's been like this for hours, and urges the PCs to meet with Eliza Petulengro "where it all began" (referring to the Wounded Wisp, one of the two taverns where the founding adventurers first met and formed the Society). The agent laughs nervously and explains the destination if asked, stressing that it's the Wounded Wisp, not the Pig's Paunch. A PC who succeeds at a DC 15 Knowledge (local) check knows that there has been some debate over the years within the Pathfinder Society over which of these two taverns counts as the real founding location.

Located a short distance across the Foreign Quarter, the Wounded Wisp is as smoky and comfortable as ever. Five Pathfinders are among the few other patrons, including Venture-Captain Eliza Petulengro, a wizard famous for her work restoring the Galtan lodge in Woodsedge over the past several years. She seems shocked and then relieved to see the PCs arrive, beckoning for them to join her at a corner table.

"Good news at last," Eliza Petulengro declares with a sigh. "Misfortune never seems to spare Absalom, as you may have noticed from the undead army waiting outside the walls. The city awaits reinforcements before sallying out to attack, and most of the Society is far north seeking out the Whispering Tyrant's secret weapon beneath Gallowspire. Hopefully, all this will weaken the lich and shatter his armies.

"That leaves the Grand Lodge nearly empty. And for hours now, it's been on lockdown with no word in or out. No word from Ambrus, no word from Kreighton Shaine, nothing from the Decemvirate. I've organized the few other Pathfinders outside the Grand Lodge to keep an eye on it in shifts, and it's clear something's not right. My divinations struggle to perceive the campus, and it's very rare for the main gates to close as they have. The agents I have here? They're capable, but I need help breaking into the Grand Lodge, identifying what's wrong, and neutralizing any possible threat."

She is about to say more before pausing and awkwardly changing subjects. "So welcome home. Hopefully your recent travels were less foreboding? And if you have any information to contribute, I'm eager to learn more."



Thanks to her own connections, Eliza knows that the PCs were on special Decemvirate business that sent them to Mediogalti Island, but she's not aware of what they found or what they were sent to do. She carefully hides that the reason for her knowledge goes beyond her own divination magic and connections in high places: Eliza herself is a member of the Decemvirate.

This is an opportunity for the players to refresh each other on recent events as well, ensuring everyone begins this adventure with the full context of the situation. Eliza's initial reactions to the PCs' likely news is below.

One of the Decemvirate sent us to kill Grandmaster Torch. "Torch is like my homeland of Galt: a wounded person seeking justice through dangerous means. I find I'm conflicted about how to handle him. The Decemvirate's always cautioned against attacking him, though, speculating he held some secret weapon against them. And only one of the Ten met with you?"

That's strange." She trails off. A PC who succeeds at a DC 30 Sense Motive check can intuit that Eliza knows more than she's letting on, and if prompted she admits to having met with at least half of the Decemvirate on multiple occasions, during which time they seemed conflicted on how to address the threat of Grandmaster Torch. Regardless of the PCs' line of questioning, she does not admit the reason for these meetings.

Eylisia was working with Grandmaster Torch. "When her notes resurfaced several years ago, Eylisia's name became quite commonplace in the Society. I understand she was chased out under ill circumstances—likely framed. It seems she and Torch had similar concerns about the Decemvirate."

Grandmaster Torch is attacking the Grand Lodge. "I believe it. But even if you're right, there must be something more going on to justify his closing the doors. Let there be no doubt, though: Torch's infiltration could cause untold damage to the Society's property, personnel, and reputation, and his gambit might have even deeper ramifications."

One of the Decemvirate is a graveknight (named Vahlo Huovar). Eliza pauses and tries to choose her words carefully. "The helms can hide anyone's identity and auras, even the fact that someone's wearing the helm at all. What's more, it's never publicized who replaces a retiring member of the Decemvirate. That an undead mastermind could hide within the Society for so long shouldn't come as a surprise, but it's a shock nonetheless that one did. And it would explain some of the foul orders thought to come from the Ten."

Once Eliza's heard enough of the events from *Who Wears the Mask*, she revises her earlier request.

Narratively Epic Events

The events in this portion of the adventure are intended to give the PCs moments to shine and showcase their abilities. Given the numerous abilities the PCs could bring to bear at this point in their careers, it's nearly impossible to account for every potential outcome. Each of the events in this portion of the adventure provides guidelines on skill usage and some spells that could likely be used to overcome the encounter. Players may bring unexpected (and often overpowering) solutions to bear on many of these encounters, so GMs should feel empowered to reward creative solutions. A PC who uses *gate* to bring in an outsider to assist with one of the events may trivialize the event, while a PC using a specific high-level class ability might also lead to an overwhelming victory (such as a high-level channel in the Mausoleum encounter). Be sure to reward these events; after all, this is the moment for each of these players to shine!

"I know that learning about what might be happening in the Grand Lodge isn't comforting. We have two possible threats: Grandmaster Torch and the rogue Decemvirate member Vahlo. They're both dangerous, but where we know that Torch is engaged in mischief, Vahlo's schemes are certainly more malevolent. The plan's largely the same: get into the Grand Lodge, pave the way for possible reinforcements, reestablish control of the campus, keep an eye out for survivors, identify what's going on, and put a stop to any devious plans. If he's among the most senior of the Ten, Vahlo knows the ins and outs of the whole Grand Lodge, as well as how to access its most powerful secrets and artifacts. What he's secured might provide clues as to what he's planning and where to intercept him.

"Last thing: until and unless I think we don't have any other choice, we're keeping this quiet. The Society's accumulated many evil artifacts, vile secrets, and other skeletons best kept buried deep in our closets where they're safe. If Vahlo and Torch are parading those around, Absalom's guards would be as likely to misinterpret and condemn the Society as fight alongside us. Our aim is to solve Pathfinder problems with Pathfinders, not get the Society kicked out of the city.

"There's little time to waste. Any questions?"

Eliza answers questions as best she can. If advised to join a *telepathic bond* or the like, she politely declines, citing her immunity after using *mind blank* a few hours earlier.

Where will you be? "I'll be stationing and coordinating the other Pathfinders outside the Grand Lodge, contacting the Pathfinders in Ustalav for any possible reinforcements, and putting a few city officials on alert in case things get out of control here. If it seems you have control of the main campus, I'll send in some of these agents to help keep control."

What if we decide we need Absalom's guards? "Signal me, and I'll try to get in contact with you to make that call. Let's just keep it from getting to that point."

Was the Society founded here or at the Pig's Paunch? The venture-captain gapes at the PCs in disbelief for a moment before noting, "It's a lively debate, but the evidence for the Wounded Wisp is far stronger. Now, we have more important things to discuss."

STABILIZING CHAOS

Following their meeting with Eliza Petulengro, the PCs have the chance to plan their means of entrance into the Grand Lodge. From this point onwards, the PCs' actions determine much about the flow of the adventure. As Eliza cautioned, the PCs' primary concern should be stabilizing some of the ongoing chaos taking place within the Grand Lodge, while also remaining cognizant of how the people of Absalom are interpreting the Society's current problems. All of these factors come together for this portion of the adventure, which assumes the PCs opt to spend some time putting down various challenges and threats percolating throughout the Grand Lodge before they spill out into the city. PCs opting to head straight into danger can proceed directly to those encounters, though failing to stabilize the situation in the Grand Lodge can have adverse effects.

As the PCs perform different tasks throughout the Grand Lodge, they earn Stabilization Points, which represent the PCs' efforts in quashing the defenses and factions that have begun to run amuck. Many of these encounters are presented using a narrative structure that doesn't require the PCs to partake in multiple mapped tactical encounters. Essentially, these encounters should showcase how the PCs have ascended to the highest tiers of power within the Society and also be a chance for the PCs to flex their abilities in a cinematic fashion.

THE GRAND LODGE OF ABSALOM

The heart of the Pathfinder Society is a sprawling campus in Absalom's Foreign Quarter. Behind its white walls, Pathfinders train for upcoming expeditions, academics study priceless relics recovered from across the globe, and the Decemvirate charts the course for the entire organization from the towering keep of Skyreach. As the PCs arrive, the lodge is mostly abandoned. Only a few scattered Pathfinders, Grandmaster Torch's agents, and Vahlo's mounting undead minions remain.

The PCs can explore the following areas, though only a select few have encounters of note during this adventure. Over their years as Pathfinder agents, the PCs have become familiar with the Grand Lodge's major features. The PCs know all of the information presented below.

1. Gate: A pair of massive, steel doors stands open during all but the greatest emergencies. This is the only official entrance to the Grand Lodge.



Scaling the Lodge's Woes

For a group of four PCs, lower the DCs of all skill checks by 3 and the DCs of all saving throws by 2. Remove one pylon from Event 3. In Event 4, remove 50 hit points from each Torch agent group.

For a group seeking a greater challenge, add the following effect to the trap in Event 3. The negative energy rips through the PCs' protections. If a PC has an active spell that would protect them from negative energy or death effects, such as *death ward*, the trap first attempts to dispel that spell, making a dispel check with a caster level equal to the pylon's CR.

2. Skyreach: This five-towered fortress houses the offices of the Society's most important figures as well as countless libraries and storage facilities. Many of its floors and hallways are off-limits, meaning few know the full extent of what lies within.

3. Water Palace: This low, pagoda-roofed manor is a place of quiet study and meditation. It also houses many of the Society's relics from beyond the Inner Sea region.

4. The Center House: This home of Ustalavic design has remained off-limits by order of the Decemvirate for as long as anyone can remember. On some nights, lights shine from within, suggesting its two towers are haunted.

5. The Mausoleum: This stone-columned fortress is dedicated to unlocking the greatest mystery of all—death. Scholars study everything from burial practices to the necromantic arts of long-faded civilizations. The guiding rule is that no innocents are harmed, and even the creation of undead is relatively rare.

6. The Quadrangle: Many of the dormitories and classrooms for initiates in training are in this set of ivy-covered stone buildings.

7. Arliss Hall: Many resident Pathfinders inhabit modest flats in Arliss Hall, which is a maze of featureless corridors. There are many more halls and rooms than there are residents, and it is believed that only venture-captains are allowed into the central courtyard.

8. Starhall: This keep has a high, domed tower on its east end, and it holds much of the Society's knowledge about worlds beyond Golarion and the Material Plane.

9. Outbuildings: These include residences for visiting Pathfinders, stables, smithies, bathhouses, warehouses, Pathfinder-only shops, and more.

10. Menagerie: Pathfinders sometimes bring back exotic creatures for study or domestication. Many of these animals and magical beasts are dangerous and must be corralled. The menagerie's rotating population attracts visitors from across the city.

11. Training Arena: Only a wooden fence and benches surround this dirt-floored arena. It is here that Pathfinders spar and practice their fighting techniques.

12. Temporary Structures: When the outbuildings are insufficient to house visitors, tents spring up here to manage the overflow. During the Grand Convocation, when Pathfinders journey here from thousands of miles away, this area is especially packed.

13. Wall of Names: This curving wall of black glass is a memorial to Pathfinders who have perished in the pursuit of knowledge, and their names appear on its surface. A thick copse of trees provides visitors some privacy at this solemn place of reflection.

14. Seeker's Plaza: This small shrine houses bronze statues of some of the Society's most important members.

15. Baphory's Walk: This pathway is infamous for its waist-high carved heads from the Mwangi Expanse. The faces can change their expressions in an instant, but at random intervals and only when nobody is watching.

16. Statue of Durvin Gest: This 20-foot-high stone statue depicts Durvin Gest, one of the founders of the Pathfinder Society and widely considered to be its greatest adventurer.

17. Repository: This is a featureless building of gray stone with no doors or windows. The way inside is among the venture-captains' best-kept secrets.

18. Southgrove: This stretch of trees is purposefully left untended, providing visiting Pathfinders who need a break from the city a space to retreat.

THE LODGE'S WOES

When the PCs arrive on site, depending on their exact means of travel, they can spot various ongoing events to get involved in. These events are detailed further in the following sections.

- **Event 1:** The gate to the Grand Lodge remains closed. PCs who don't fly or teleport must contend with this obstacle before spotting other events.
- **Event 2:** Starhall is burning. Smoke rises from its base, and flames are visible within the domed tower windows.
- **Event 3:** Mindless undead, both skeletal and zombified, stagger out of the Mausoleum in a constant flow. The undead spread across the Grand Lodge, causing bedlam in their wake.
- **Event 4:** A lone Pathfinder agent is scratching at the door of the Center House with a short sword.
- **Event 5:** Several small groups of Pathfinders are between different structures, with some emerging carrying documents and items. Some of these Pathfinders appear to be moving objects between buildings, while others appear to be departing the Grand Lodge entirely.

A MESSAGE FROM THE TEN

After the PCs complete their second event, they receive a message of support from a member of the Decemvirate. If

any PCs have played *Eyes of the Ten Part IV: Nothing Ventured, Nothing Gained*, they recall meeting this Decemvirate member in the past. During that scenario, they learned that her name is Shemis and that she often uses a secretive observatory at the pinnacle of Skyreach to monitor the deeds of Pathfinder agents, many of whom appear as tiny moving images on the walls. While she certainly cannot witness everything, she gleans significant insight from her observations. These PCs also saved Shemis from assassination at the hands of the former venture-captain Adril Hestram (or at least tried to; if they failed, she has since been resurrected). Shemis looks quite favorably upon these PCs, and thanks them again for their efforts on her behalf. If any PC reveals her name to a PC that did not play that scenario, she visibly winces and requests that they keep that particular piece of knowledge to themselves.

Shemis appears to the PCs as an illusory image of a woman wearing a rune-inlaid ivory mask adorned with peacock feathers, blood-red crystalline tears, and silver rings. She explains that she is a member of the Decemvirate who is monitoring the situation both here and in Gallowspire. While the *Decemvirate helms* make it particularly challenging for members of the Ten to learn each other's secrets, she's been able to deduce from recent events Vahlo has gone rogue and poses a threat to the Society. However, the situation at Gallowspire is dire. If she were to call for agents to retreat to help the PCs, the mission to stop the ritual there could well fail, triggering a catastrophe that could kill a large percentage of the Pathfinder Society's agents as well as an untold number of other innocent people. She tells the PCs that she believes in them, and that the future of the Pathfinder Society could very well lie in their hands. Finally, she directs them to a masterfully hidden cache of treasure that she hid away for emergencies after the events of the *Eyes of the Ten* arc.

Treasure: The cache contains a *wand of cure light wounds*, 10 *potions of cure serious wounds*, a *scroll of death ward*, and a *scroll of dimension door* (CL 18th). In Subtier 14–15, it also contains a *pale green prism ioun stone*; in Subtier 17–18, add an *orange prism ioun stone* as well.

Rewards: If the PCs do not earn at least 6 Stabilization Points, reduce each PC's gold earned by the following amount.

Subtier 12–13: Reduce each PC's gold earned by 1,100.

Out of Subtier (Low): Reduce each PC's gold earned by 1,550.

Subtier 14–15: Reduce each PC's gold earned by 2,000.

Out of Subtier (High): Reduce each PC's gold earned by 3,000.

Subtier 17–18: Reduce each PC's gold earned by 4,000.

EVENT 1: BREACHING THE GATE

The Grand Lodge's imposing gates were closed under Vahlo's orders, shortly after Torch's agents made their way into the Grand Lodge and all hell broke loose. As the PCs arrive, they can see the sealed gate and recognize that it needs to be opened if Eliza Petulengro and her promised reinforcements

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. The first, Out of Subtier (Low), is for level 12 or 13 PCs playing in Subtier 14–15 and for level 14 or 15 PCs playing in Subtier 12–13. Conversely, Out of Subtier (High) is for level 14, 15, or 16 PCs in Subtier 17–18, as well as level 16, 17, or 18 PCs playing in Subtier 14–15.

stand a chance of getting in. In its current closed state, the gate has yet to earn the attention of Absalom's city guards, who instead keep vigil over the Whispering Tyrant's massing armies outside of Absalom. As Petulengro warned, making a showy display of breaking the gate could alert Absalom to events transpiring within the Grand Lodge, so the PCs should understand that their efforts in opening the gate need to be discreet.

Unlike the beginning of the adventure, the gate is now bereft of guards, and remains eerily silent.

The Gate: Simply making it to the other side of the stone wall that surrounds the Grand Lodge is unlikely to be difficult for the PCs. The wall is 30 feet tall and 10 feet thick (Climb DC 30), and there are no provisions to prevent flying over the wall. However, the means that the PCs themselves use may not be sufficient to allow Eliza's reinforcements to reach the other side.

The immense steel gate of the Grand Lodge is a masterpiece of engineering, and a PC wishing to open the intricate locked gate from the outside must succeed at a DC 50 Disable Device check (DC 55 in Subtier 14–15, DC 60 in Subtier 17–18). If the PCs try to open the gate from the inside, decrease the DC by 10. A PC who succeeds at a DC 30 Strength check can force the gate open, which breaks the lock mechanism and prevents the gate from closing for the remainder of the adventure. Alternatively, the PCs could batter down the door (hardness 20, 500 Hit Points), though doing so is likely to draw attention.

Stabilization Points: The PCs earn 2 Stabilization Points for opening the gate to the Grand Lodge or using an ability or spell that allow Eliza's reinforcements to bypass the gate. The PCs earn an additional 2 Stabilization Points if they open the gate in a way that allows it to be used again, or otherwise use a method that allows people to pass freely into and out of the Grand Lodge without creating obvious signs of damage to the Grand Lodge's defenses. If the PCs perform an action that would attract unwanted attention (such as blasting the gate open with powerful magic), they only earn 1 Stabilization Point for breaching the gate, as the damage could attract Absalom guards or other random passersby.

Development: From this encounter, the PCs can learn that events have changed at the Grand Lodge since their arrival in Absalom and following their meeting with Eliza Petulengro. Moving beyond that gate allows the PCs to view the chaos happening within the Grand Lodge.

EVENT 2: STARHALL INCURSION

Grandmaster Torch dispatched several of his agents to seize important relics and information stored in Starhall—many of these agents continue to run amok within the Grand Lodge. Starhall's eastern tower contains an impressive archive of knowledge and relics, both from different planes of existence and from worlds beyond Golarion. Torch's agents knew many of the traps set up in the area, but they failed to note a recent fail-safe added following repeated incursions into the Grand Lodge: a contingent summoning spell that brought in an outsider intended to destroy the Society's stored information.

The PCs can clearly see smoke billowing from some of Starhall's open windows. They can access the building on foot, via magic, or by scaling up to one of the exposed windows. The open windows are 60 feet in the air, and the DCs of the Climb check to scale the side of Starhall is 25. The building and its closed windows are locked (DC 30 Disable device to open), and the windows are magically reinforced, making them as hard to break as a 1-inch thick stone wall. PCs who are venture-captains have the keys to Starhall.

The Incinerator: Referring to themselves only as "The Unnamed," this excinder archon has just defeated and driven off Torch's agents and healed itself with its innate spellcasting. It has changed its size to Medium and has begun moving up and down the halls of Starhall, using its flaming longsword to set various texts ablaze. The archon does so with consideration for each text it destroys, and they quickly skim each text they find before lighting it.

The PCs have multiple options when interacting with the Unnamed: they can battle the archon, which might be a more challenging battle at lower tiers, but far simpler—almost negligible—for higher tiers. Destroying the archon protects the documents, but also leaves Starhall undefended from additional looting and makes it a potential staging ground for Vahlo's undead coterie. Alternatively, the PCs can attempt to negotiate with the archon on behalf of the Society. Negotiations could lead to dismissing the archon, though canny PCs may instead implore the excinder archon to remain and protect the documents it was summoned to destroy!

A PC requires a successful DC 30 Bluff or Diplomacy check (DC 35 in Subtier 14–15, DC 40 in Subtier 17–18) to successfully interact with the Unnamed and cause the archon to cease its ongoing destruction of the Society's extraplanar tomes. The PCs can attempt a subsequent check with the same DC to convince the outsider to depart after its ongoing mission; they can use Profession (barrister) or Knowledge (planes) as

alternatives on this check. A PC who realizes that the archon would be more valuable defending the currently undefended Starhall can suggest the archon temporarily act against its nature by defending the tomes, though doing so requires a check with the DC increasing by an additional 5. If one or more of the PCs is a venture-captain and they invoke this authority, all PCs gain a +8 circumstance bonus on their skill checks to interact with the Unnamed.

ALL SUBTIERS (CR 12)

EXSCINDER ARCHON

CR 12

hp 147 (*Pathfinder RPG Bestiary* 5 34; see page 39)

Stabilization Points: If the PCs fail to address the situation at Starhall, they receive no additional Stabilization Points. If they manage to defeat the archon in combat, they earn 1 Stabilization Point, as the area remains undefended and the PCs have spent valuable time combating the outsider. If the PCs convince the archon to depart, they earn 2 Stabilization Points, mostly for keeping the records intact and not wasting time with a combat. Should the PCs convince the Unnamed to remain to guard the tomes, they earn 3 Stabilization Points and the archon maintains a vigil in this area for the remainder of the scenario.

Development: The excinder archon should provide the PCs with enough information to realize that Grandmaster Torch's agents have begun securing several important documents and relics across the Grand Lodge. PCs should be able to piece together Torch's rough agenda in collecting sensitive data, as well as getting a sense that Torch's agents could be at work within other high importance areas—such as the Repository (see encounter A).

EVENT 3: TIDE FROM THE MAUSOLEUM

When Vahlo enacted his schemes across the Grand Lodge, he made his way to the Mausoleum and used the *Ensanguined Envy* to animate several cadavers, deceased Pathfinders, and long-interred dead. While the relic raised many, there were still countless corpses left to animate within the structure's deeper recesses, so Vahlo entrusted his lieutenants to erect three magical pylons within the Mausoleum to continue the animation process.

The PCs should recognize the threat from the Mausoleum early on, as a continual tide of mindless meandering undead emerges from the entrance at regular intervals. These undead don't individually pose any threat to the PCs, but as time goes on, the undead cause immense damage to the Grand Lodge. The teeming hordes of undead within the Mausoleum, however, can easily pose a problem to even the most experienced adventurer. In order to put an end to the flood of undead, the PCs must venture within the Mausoleum and disable the three pylons that continue to raise corpses.

Undead Tide: Vahlo's machinations have filled the Mausoleum with a mob of undead. These undead occasionally meander out of the Mausoleum, though many remain within, turning the entire area into a place filled with corpses. These undead creatures claw, grab and rake at other creatures trying to enter, piling over one another in a tide of rot and bone. A creature entering the Mausoleum takes 4d6 (7d6 in Subtier 14–15, 10d6 in Subtier 17–18) points of damage every minute, with this damage representing accumulated wounds from the actions of the various corpses. A creature with a DR of 5 or higher ignores this damage. The corpses have piled so high that magical flight

only reduces the damage to 3d6 (5d6 in Subtier 14–15, 8d6 in Subtier 17–18). The corpse walls also make it impossible to see beyond 10 feet unless the PCs spend an extended period of time trying to catch glimpses through the gaps between the moving masses (see below). Finally, the constant shifting of the corpses makes teleportation in this area unreliable at best, and increases any mishap chance by 15%.

It takes roughly one minute to travel between each of the three pylons (see below), unless a creature has a means of magical teleportation.

The Pylons: The PCs can discover one of the pylons by spending 30 seconds trying to spot a device through the



PATHFINDER SOCIETY SCENARIO

undead hordes and succeeding at a DC 30 Perception check (DC 32 in Subtier 14–15, DC 35 in Subtier 17–18). The PCs can use divination magic or area effects, such as channeling positive energy, to create paths of visibility to the devices. Other methods that make PCs particularly effective at defeating numerous creatures in a single round, like Great Cleave, can be used to efficiently clear undead.

Each of Vahlo's magical pylons is made of bone, and was called into being by the *Ensanguined Envy*. Each pylon generates enough negative energy to maintain the ongoing animation of corpses. A PC who succeeds at a DC 24 Spellcraft check identifies the purpose of these devices and knows they can be disabled either by brute force or through great skill. A PC who succeeds at this Spellcraft check by 5 or more also notes that the pylons act as minor conduits for another magical ritual, though they cannot discern the exact purpose—this other ritual is Vahlo's ongoing actions in Skyreach to aid the Whispering Tyrant's advance on Absalom.

A PC can destroy a pylon with brute force (hardness 10, 40 Hit Points), though its destruction immediately triggers the trap effect listed below. Alternatively, a PC can attempt to disable the device as though it were a magical trap. Each attempt takes 1d4 rounds.

SUBTIER 12–13 (CR 14)

VAHLO'S PYLONS (3) CR 11

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger touch; **Reset** none

Effect blast of negative energy (50 negative energy damage plus 2 negative levels, DC 20 Fortitude save for half and ignore negative levels); multiple targets (all targets within 30-ft. radius burst)

SUBTIER 14–15 (CR 16)

VAHLO'S PYLONS (3) CR 13

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger touch; **Reset** none

Effect blast of negative energy (70 negative energy damage plus 2 negative levels, DC 22 Fortitude save for half-damage and ignore negative levels); multiple targets (all targets within 30-ft. radius burst)

SUBTIER 17–18 (CR 19)

VAHLO'S PYLONS (3) CR 16

Type magic; Perception DC 36; Disable Device DC 36

EFFECTS

Trigger touch; **Reset** none

Effect blast of negative energy (100 negative energy damage plus 3 negative levels, DC 24 Fortitude save for half-damage and ignore negative levels); multiple targets (all targets within 30-ft. radius burst)

Stabilization Points: For each pylon the PCs manage to disable (whether they use finesse or force), they earn 1 Stabilization Point. If the PCs manage to disable all three pylons, they instead earn 4 Stabilization Points and stop the ongoing flood of undead. Should the PCs fail to deactivate one or more pylons, the remaining encounters should be punctuated by the presence of mindless undead shuffling around in the background and causing chaos around the Grand Lodge.

Development: The undead hordes emerging from the Mausoleum begin to illuminate Vahlo's treachery. The corrupt Decemvirate member's animation of past Pathfinders is an affront to the Society, but due to the graveknight's notable absence inside the Mausoleum, it should be clear that the animating pylons are only a part of Vahlo's larger schemes. If the PCs successfully identified the pylons' purpose as part of a larger ritual, they should know that Vahlo is engaged in larger schemes, and they'll be further motivated to confront the graveknight.

EVENT 4: PUT A STOP TO THIS CHRONICLE!

The PCs may endeavor to assist notable Pathfinders already engaged in actions around the Grand Lodge. One such Pathfinder, **Janira Gavix** (N female halfling bard 4), is currently under the sway of Vahlo's magic. Janira engages in what her mind knows to be a self-destructive endeavor: attempting to access the mysterious Center House located on the Grounds of the Grand Lodge. The mysterious house remains off-limits to all Pathfinders, by order of the Decemvirate, but Janira's compulsion makes her heedless to the directive as she attempts to chronicle the building's interior.

But the Center House's multiple wards prevent Janira, as well as the PCs, from entering. Locks of impeccable quality and magically reinforced walls deny any attempt at entry into the structure, and the magical compulsion affecting Janira only worsens as she attempts various means of entry into the mysterious building. By the time the PCs arrive, Janira is in the process of wearing down a short sword by constantly slashing it against the closed wooden doors leading inside. If left unattended, Janira's subsequent actions increase in self-destructiveness, and the PCs are her only chance to avoid harm.

Stopping Janira: When the PCs find her, Janira Gavix babbles about how she needs to get inside the Center House and how she needs to "chronicle everything that's inside." A PC who succeeds at a DC 15 Sense Motive check can recognize that Janira is under the effects of a *dominate person* or similar effect. A PC who succeeds at this check

by 10 or more notes that the effect is the result of a very powerful magic effect, perhaps a mythic spell or artifact. Dispelling this effect requires a successful DC 30 caster level check.

Alternatively, PCs can attempt to use social skills to talk Janira through her current actions and redirect her. This requires a successful DC 30 Bluff, Diplomacy, or Intimidate check (DC 34 in Subtier 14–15, DC 38 in Subtier 17–18) to temporarily convince Janira to stop her attempts at entering the Center House. Succeeding at this check allows the PCs to convince Janira to put her obsession of “chronicling” towards more beneficial purposes. Should the PCs attempt a second check, they can convince Janira to begin collecting “a chronicle” of agents scattered around the lodge, effectively using Janira to mobilize the scattered defenders. If the PCs fail either check, Janira turns to more self-destructive means of entering, bashing her head against the reinforced windows and walls. Unless she’s stopped, this soon leaves her unconscious.

Stabilization Points: The PCs earn 1 Stabilization Point if they convince Janira to stop her repeated attempts to enter the Center House. This increases to 2 Stabilization Points if the PCs either remove the enchantment effect on her or successfully convince her to chronicle the agents left alive in the Grand Lodge. The PCs earn no points if Janira collapses or they leave her to her attempts to breach the Center House.

Development: If the PCs manage to dispel the effect on Janira or successfully convince her to stop breaking into the Center House, they can learn from her that she found undead emerging from the Mausoleum en masse. Knowing she couldn’t handle the threat on her own, she retreated to Skyreach, where she encountered Vahlo; recognizing him as a Decemvirate member, she implored him for assistance against the undead. But Vahlo laughed at her and used the *Ensanguined Envy* to afflict Janira with the same curse he used on several other Pathfinders. Janira recognizes that Vahlo was clearly moving around the Grand Lodge with purpose, and that his use of the mysterious *Ensanguined Envy* relic is important to his plans.

EVENT 5: SNUFFING THE TORCHES

As undead shamble around the Grand Lodge unleashing chaos, and Pathfinder defenses activate in a flurry of magic, a third group maneuvers throughout the area. Dispatched by Grandmaster Torch just prior to Vahlo enacting his various schemes, mercenary agents loyal to Torch scatter across the Grand Lodge in a race to uncover key documents and items that Torch believes critical to his ongoing plan to hold the Society’s leadership accountable for past decisions.

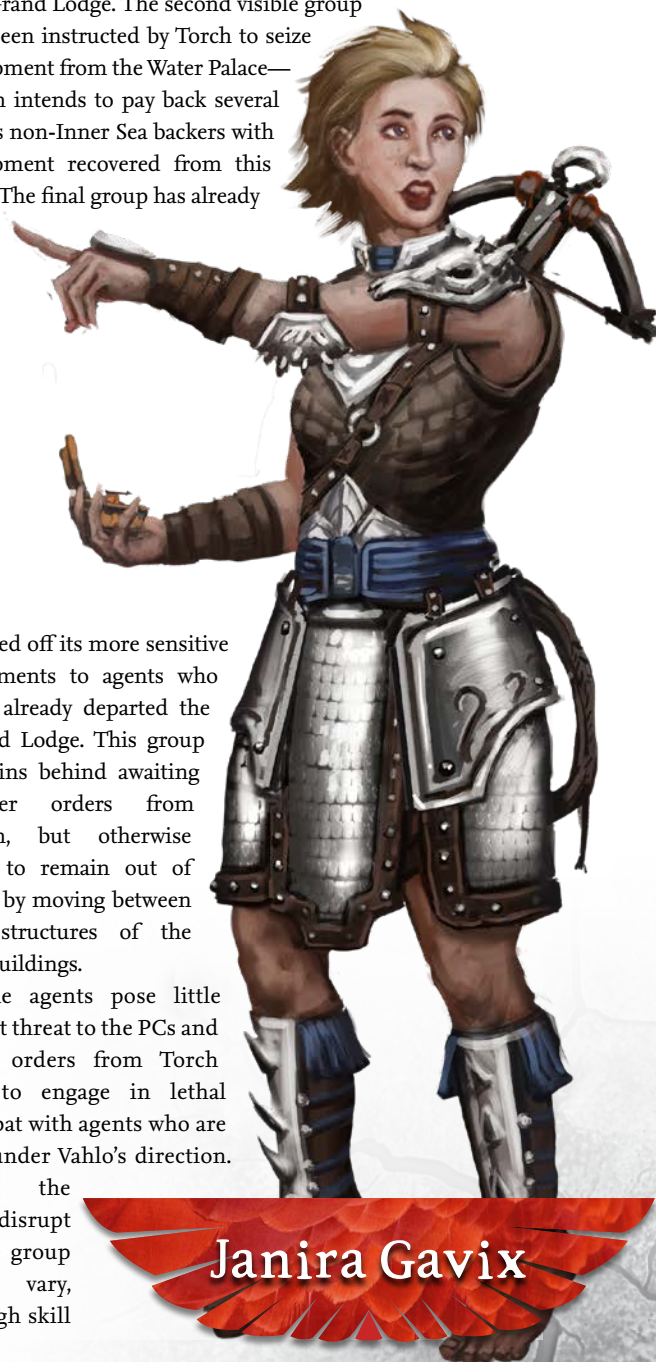
Stopping Agents: The PCs have a few options when it comes to handling Grandmaster Torch’s agents, and this event provides more guidelines than hard rules. For

the purposes of this event, the PCs can spot two groups of Torch’s mercenary agents working around the open grounds of the Grand Lodge. A PC who succeeds at a DC 28 Perception check (DC 30 in Subtier 14–15, DC 32 in Subtier 17–18) notices a third group working for Torch, but this group keeps to the shadows and hides between structures and foliage. In order to stop the rampant looting of Society items and secrets, the PCs can intervene with one or more of these groups.

One of the groups is in the process of transferring a series of documents detailing clandestine mission assignments out of the Grand Lodge. The second visible group has been instructed by Torch to seize equipment from the Water Palace—Torch intends to pay back several of his non-Inner Sea backers with equipment recovered from this area. The final group has already

handed off its more sensitive documents to agents who have already departed the Grand Lodge. This group remains behind awaiting further orders from Torch, but otherwise tries to remain out of sight by moving between the structures of the Outbuildings.

The agents pose little direct threat to the PCs and have orders from Torch not to engage in lethal combat with agents who are not under Vahlo’s direction. How the PCs disrupt these group can vary, though skill



checks won't be enough to make them back down—they fear Torch far more than the PCs. Instead, let the PCs be inventive with how they overcome these groups.

Assume that each of these groups consists of 8 individual humanoid creatures, though the statistics present the group as a unified force. PCs might disable these groups by using mass enchantment magic or by dealing the appropriate Hit Point damage to disperse the group. For a more narrative combat between the PCs and these groups, allow each PC and companion creature the opportunity to take one action against the group—such as using an ability, casting a spell, or making a single attack. Once all the PCs have acted, if the group hasn't been subdued, the group deals its listed damage as bludgeoning damage to all PCs and companion creatures who took actions against them. After inflicting damage, the group separates and runs before the second round begins and the PCs can effectively subdue them.

SUBTIER 12–13 (CR 14)

TORCH AGENT GROUPS (3)

CR 11

Effective HD 6 HD

hp 250 each

Fort +8, **Ref** +10, **Will** +8

Damage 5d6

SUBTIER 14–15 (CR 16)

TORCH AGENT GROUPS (3)

CR 13

Effective HD 8 HD

hp 325 each

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

Damage 5d8

SUBTIER 17–19 (CR 19)

TORCH AGENT GROUPS (3)

CR 16

Effective HD 12 HD

hp 400 each

Fort +13, **Ref** +15, **Will** +13

Damage 5d10

Stabilization Points: The PCs earn 1 Stabilization Point for each of Torch's three groups that they find and pacify. This increases to 4 Stabilization Points if the PCs manage to stop all three of Torch's groups.

Development: PCs should have the opportunity to interrogate some of Torch's agents, who might be the survivors of brutal attacks or the targets of pacifying spells. For each group the PCs pacify, there is at least one survivor who can impart some additional information about Torch's ongoing efforts within the Grand Lodge:

- Torch and his agents arrived just before Vahlo enacted his overt schemes. A confrontation ensued between Torch and Vahlo at the Repository, leading to the ongoing chaos across the Grand Lodge. Torch managed to damage Vahlo, though the Decemvirate member quickly recovered and entered the Mausoleum to amass more undead forces to keep Torch's agents occupied.
- After Torch and Vahlo confronted one another at the Repository, Torch left Zurnzal, a half-orc assassin, to take charge of a secondary team. Zurnzal now leads Torch's most senior agents to secure several high-import items within the Repository. He then plans to stash them in areas outside the Grand Lodge.
- Both Torch and Vahlo's current whereabouts in the Grand Lodge (or beyond) remains unknown. The best chance of learning more information about their whereabouts would be from Zurnzal in the recently opened Repository.

ONWARD!

When Vahlo began his actions within the Grand Lodge, he opened the hidden doors to the Repository to secure several items necessary for his ritual to weaken Absalom's defenses. Presuming no one would dare follow a member of the Decemvirate into the Repository, Vahlo didn't account for Grandmaster Torch's arrival. Torch, along with a host of loyal agents and his secondary commander, Zurnzal, confronted Vahlo within the Repository. The battle ended swiftly, with Vahlo retreating after suffering minor damage. Grandmaster Torch has since departed the Repository to pursue Vahlo, though he's left Zurnzal in charge to secure any remaining "items of interest" located within the structure. Torch instructed his trusted lieutenant to await Vahlo's agents and any other Pathfinders who may try to interfere.

A. THE REPOSITORY (CR 16, CR 18, OR CR 21)

Coiling blue mist moves around this chamber in thick wall-like sheets that rise up to the ceiling some eighty-feet above. The floor and walls of the chamber are stone, but the outer walls remain partly obscured by the bluish fog. Items of all sorts can be seen through the mist, including a variety of statues, exhibits, arcane apparatuses, bookshelves, and even a distant meditation area briefly visible through a temporary break in the fog. Stone plinths burn with colored fire, each illuminating part of the immense repository chamber. A single set of stairs ascends along the southwestern wall.

The PCs enter the room by the staircase in the southwest. Strong stone forms the outer rectangular wall of this section of the Repository, with other areas beyond the map left inaccessible after Torch and Vahlo's battle. The ceiling here rises to an impressive 80 feet, and the

A. THE REPOSITORY



Scaling Encounter A

Make the following adjustments for a group of four PCs.

Subtier 12–13: Remove one alchemist. The alchemists did not prepare *elixirs of stonesskin* today, so they lack the benefits of this spell.

Subtier 14–15: Remove one alchemist.

Subtier 17–18: Remove two alchemists. Use the tactics from Subtier 14–15 to determine the alchemists' preparations.

For a group that has elected to take on a greater challenge, make the following changes. Use the statistics of the grandmaster's alchemists to determine the effects of any additional extracts that Zurnzal consumes.

Subtier 12–13: Add one alchemist. Zurnzal consumed an *elixir of heroism* from an alchemist who is now elsewhere in the Grand Lodge before entering the repository.

Subtier 14–15: Add two alchemists to the encounter. Use the tactics from Subtier 17–18 for their preparations.

Subtier 17–18: Before entering the repository, Zurnzal consumed numerous elixirs from an alchemist who is now elsewhere in the Grand Lodge, including *death ward*, *freedom of movement*, *shield*, *spell immunity*, *spell resistance*, and *stonesskin*.

fog (see below) rises up to match, creating vast sheets of bluish mist crisscrossing the chamber. The colored square stones on the map denote magical braziers that glow with light as though they were torches, providing illumination throughout the area.

PCs who are venture-captains are familiar with the layout of this room (other than the fog, which is not normally present). No other PCs know what lies beyond the fog until they pass through it.

Magical Fog: The battle between Torch and Vahlo spilled over into several areas and broke many magical items within the Repository. The fog marked on the map is both alchemical and magical, the result of dozens of different broken magical items and triggered spell-like effects mingling together and spreading throughout the area. The fog obstructs vision as the *obscuring mist* spell with some exceptions: this effect cannot be dispelled with anything short of a *miracle* or *wish*, and as a result of its alchemical composition, the fog cannot be pushed away or burned with fire.

Creatures: Zurnzal, the half-orc assassin, begins the encounter attempting a Stealth check to remain hidden and setting up near the center of the map, while also remaining obscured beyond the fog. Zurnzal's tactics entry below describes his combat actions, but his initial action is to try to ambush a PC with a death attack. Immediately after making the attack, Zurnzal backs off and proceeds to

try to negotiate with the PCs, citing his attack (successful or not) as an opening indication of his strength and his conviction to fight if pushed. In fact, Zurnzal opts not to use his true death (or angel of death) class ability when making this death attack, and uses the fact that he "could have killed you if I'd wanted to" as part of his negotiation with the PCs.

Negotiations with Zurnzal can begin in a variety of different ways. It's possible the PCs detect the assassin before he attacks, either calling him out or beginning combat on their own terms. It's also possible that after Zurnzal makes his death attack, the PCs immediately pour attacks into the half-orc and his allies. Either way, Zurnzal calls for a peaceful negotiation after his death attack; he even mentions the scroll of *true resurrection* nearby as evidence that PCs shouldn't have any difficulty raising an ally Zurnzal's managed to kill. As he explains it, his goal in making the death attack is purely to "get the PCs' attention." He brushes off any suggestion that this is an unreasonable action.

Zurnzal hates being in the Grand Lodge, especially with so many undead close by—his upbringing in Lastwall makes him particularly unnerved by the presence of large numbers of undead so close to Absalom. Zurnzal knows that Vahlo has retreated to Skyreach and that Grandmaster Torch has followed the rogue Decemvirate there. Given the massing forces of Tar-Baphon outside the city, and Torch's disappearance during the raid on the Grand Lodge, Zurnzal realizes that it's about time for him to leave Absalom.

Zurnzal wants to use the location of Torch and Vahlo as bartering chips, and he offers to provide the PCs with their location in exchange for safe passage out of the Grand Lodge. There's no skill check to be made for this negotiation; Zurnzal simply offers to tell the PCs what he knows, if they let him leave the Grand Lodge by the same stairs the PCs used to enter. Zurnzal can relate that Vahlo retreated to Skyreach, and reporting agents have heard the traitorous Decemvirate member is ascending to the higher towers of the structure with Grandmaster Torch in pursuit. Zurnzal asks that the PCs give him a few minutes before they depart the Repository, but otherwise stays true to his offer.

In the event that the PCs attack Zurnzal and his allies with overwhelming force, the half-orc directs his companions in combat, working to defeat as many PCs as he can.

SUBTIER 12–13 (CR 16)

GRANDMASTER'S ALCHEMISTS (3)

CR 11

Half-orc alchemist 12 (*Pathfinder RPG Advanced Player's Guide* 26)
CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft., *see invisibility*; Perception +17

DEFENSE

AC 30, touch 11, flat-footed 29 (+6 armor, +1 Dex, +9 natural, +4 shield)

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

hp 117 (12d8+60)

Fort +16, **Ref** +14, **Will** +11 (+5 resistance vs. enchantment)

Defensive Abilities freedom of movement, orc ferocity; **DR** 10/adamantine (120 points), 5/piercing; **Immune** poison

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +21/+16 (2d4+14/15–20)

Ranged bomb +13/+8 (6d6+2 cold, 6d6+2 fire, 6d4+2 force, or dispel)

Special Attacks bomb 14/day (DC 18)

Alchemist Extracts Prepared (CL 12th)

4th—*freedom of movement*, *spell immunity*, *stoneskin*

3rd—*arcane sight*, *fly*, *haste*, *heroism*, *resinous skin*^{UC}

2nd—*barkskin* (2), *bull's strength*, *invisibility*, *resist energy*, see *invisibility*

1st—*ant haul*^{APG}, *comprehend languages*, *detect secret doors*, *disguise self*, *identify*, *shield*

TACTICS

Before Combat Early in the infiltration, the alchemists consumed their mutagens and extracts of *ant haul*, *barkskin*, *comprehend languages*, *freedom of movement*, *heroism*, *resinous skin*, see *invisibility*, and *stoneskin*. In addition, the alchemists are familiar with the PCs' common strategies, and the half-orcs consume their extracts of *resist energy* and *spell immunity* to counter common tactics. If anticipating combat, they consume their extracts of *arcane sight*, *bull's strength*, *invisibility*, and *shield*.

During Combat The alchemists hurl several bombs to disable foes and dispel enemy spells before closing into melee with falchions drawn to help Zurnzal kill the PCs.

Morale The alchemists fight to the death.

Base Statistics Without their mutagen, *barkskin*, *bull's strength*, *heroism*, *resinous skin*, and *shield*, the alchemist's base statistics are **Senses** darkvision 60 ft., see *invisibility*; **AC** 17, touch 11, flat-footed 16; **hp** 93; **Fort** +12, **Ref** +12, **Will** +9; **Defensive Abilities** orc ferocity; **DR** none; **Immune** poison; **Melee** +1 *falchion* +14/+9 (2d4+7); **Ranged** bomb +11/+6 (6d6+3 cold, 6d6+3 fire, 6d4+3 force, or dispel); **Special Attacks** bomb 14/day (DC 19); **Str** 18, **Con** 12, **Int** 14, **Cha** 8; **CMB** +13; **CMD** 24; **Skills** Appraise +12, Craft (alchemy) +12 (+24 to create alchemical items), Disable Device +17, Knowledge (arcana) +18, Perception +15, Sense Motive +5, Sleight of Hand +15, Spellcraft +18, Use Magic Device +14; **Languages** Common, Draconic, Giant, Goblin, Orc

STATISTICS

Str 28, **Dex** 13, **Con** 16, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +20 (+22 grapple); **CMD** 29 (33 vs. disarm)

Feats Brew Potion, Improved Critical (falchion), Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything, Toughness

Skills Appraise +13, Craft (alchemy) +13 (+25 to create alchemical items), Disable Device +19, Knowledge (arcana) +19, Perception +17, Sense Motive +7, Sleight of Hand +17, Spellcraft

+19, Use Magic Device +15; **Racial Modifiers** +2 Intimidate

Languages Common, Draconic, Giant, Goblin, Orc; *comprehend languages*

SQ alchemy (alchemy crafting +12), discoveries (dispelling bomb, fast bombs, force bomb, frost bomb, greater mutagen, infusion), mutagen (+6/+4/–2, +4 natural armor, 120 minutes), orc blood, poison use, swift alchemy

Gear +2 *chain shirt*, +1 *falchion*, *cloak of resistance* +3, *seducer's bane*^{UE}, formula book (contains all prepared extracts), masterwork thieves' tools, 295 gp

ZURNZAL

CR 14

Male half-orc assassin 9/brawler 6 (*Pathfinder RPG Advanced Class Guide* 23)

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +16



Zurnzal

PATHFINDER SOCIETY SCENARIO

DEFENSE

AC 26, touch 16, flat-footed 24 (+5 armor, +3 deflection, +2 Dex, +1 dodge, +5 natural)

hp 144 (15 HD; 9d8+6d10+66)

Fort +16, **Ref** +17, **Will** +12; +4 vs. poison

Defensive Abilities improved uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.; fly 60 ft.

Melee unarmed strike +24/+19/+14 (1d8+11/19–20) or unarmed strike flurry of blows +22/+22/+17/+12 (1d8+11/19–20) or

mwk short sword +19/+14/+9 (1d6+6/19–20)

Ranged mwk composite shortbow +15/+10/+5 (1d6+5/×3)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, death attack (DC 23), knockout 1/day (DC 19), maneuver training (dirty trick +1), martial flexibility 6/day, quiet death, sneak attack +5d6, swift death 1/day, true death (DC 24)

TACTICS

Before Combat Zurnzal consumes an allied alchemist's extract of *barkskin* and drinks his *potion of invisibility* and his *potion of fly*.

During Combat Zurnzal endeavors to kill or disable multiple targets using a combination of his swift death and knockout abilities. He regularly uses his Quick Dirty Trick feat to blind foes before striking them repeatedly with unarmed strikes. If presented with a vulnerable target, he uses martial flexibility to gain Power Attack for additional damage.

Morale Once committed to the battle, Zurnzal fights to the death.

Base Statistics Without *barkskin* or *fly*, Zurnzal's statistics are **AC** 21, flat-footed 19; **Speed** 30 ft.

STATISTICS

Str 23, **Dex** 14, **Con** 16, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +18 (+23 dirty trick, +20 disarm, +20 grapple, +20 trip); **CMD** 34 (37 vs. dirty trick, 36 vs. disarm, 36 vs. trip)

Feats Combat Expertise, Disarming Strike^{APG}, Greater Dirty Trick^{APG}, Improved Critical (unarmed strike), Improved Dirty Trick^{APG}, Improved Disarm, Improved Trip, Improved Unarmed Strike, Quick Dirty Trick^{UC}, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +20, Climb +16, Disguise +17, Intimidate +19, Knowledge (local) +22, Perception +16, Sense Motive +20, Stealth +20, Swim +17; Racial Modifiers +2 Intimidate

Languages Common, Giant, Orc, Varisian

SQ brawler's cunning, hidden weapons, hide in plain sight, martial training, orc blood, poison use

Combat Gear alchemical silver arrows (10), cold iron arrows (20), *potion of cure serious wounds*, *potion of fly*, *potion of invisibility*, *quick runner's shirt*^{UE}, *sandals of the lightest step*^{UE}, antitoxin, tanglefoot bag (2); **Other Gear** +2 brawling studded leather^{UE}, mwk composite shortbow (+5 Str), mwk short sword, *amulet of mighty fists* +3, *belt of physical might* +4 (Str, Con), *Charon's debt*, *cloak of resistance* +5, *fog-cutting lenses*, *headband of vast intelligence* +4, *ring of protection* +3, disguise kit, 7 gp

SPECIAL ABILITIES

Charon's Debt This cracked leather glove originally had four polished steel studs along the knuckles. When an assassin wearing the glove attempts a death attack with an unarmed strike, the target must roll the Fortitude saving throw twice and use the worse result. Each use of the glove causes a knuckle stud to rust and crack, and the glove crumbles after four uses. The glove has two uses remaining.

Exceptional Zurnzal has the wealth of a PC of his level, and he is built using 25-point buy to determine his ability scores. These adjustments increase his Challenge Rating by 1.

Fog-Cutting Lenses These goggles are made of polished rock crystal, with frames of polished brass and a simple leather strap and buckle. The goggles allow the wearer to see through magical and normal fogs, mists, and similar obscurity. However, the goggles distort and skew vision strangely, imposing a –4 penalty on Perception checks. This item appears in *Pathfinder RPG Monster Codex*.

SUBTIER 14–15 (CR 18)

GRANDMASTER'S ALCHEMISTS (2)

CR 15

Half-orc alchemist 16 (*Pathfinder RPG Advanced Player's Guide* 26)

CN Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +21

DEFENSE

AC 35, touch 14, flat-footed 31 (+6 armor, +4 Dex, +11 natural, +4 shield)

hp 203 (16d8+128)

Fort +22, **Ref** +20, **Will** +13 (+5 resistance vs. enchantment)

Defensive Abilities freedom of movement, orc ferocity; **DR** 10/adamantine (150 points), 5/piercing; **Immune** poison; **SR** 28

OFFENSE

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

Melee +2 *falchion* +26/+21/+16 (2d4+17/15–20)

Ranged bomb +19/+14/+9 (8d6+4 cold, 8d6+4 fire, 8d4+4 force, or dispel)

Special Attacks bomb 20/day (DC 22)

Alchemist Extracts Prepared (CL 16th)

6th—*caging bomb admixture*^{UC} OR *giant form I*

5th—*delayed consumption*^{APG}, *overland flight*, *spell resistance*

4th—*death ward*, *freedom of movement*, *spell immunity*, *stoneskin* (2)

3rd—*arcane sight*, *fly*, *haste*, *heroism* (2), *resinous skin*^{UC}

2nd—*barkskin* (2), *bull's strength*, *invisibility*, *resist energy*, *see invisibility*

1st—*ant haul*^{APG}, *comprehend languages*, *detect secret doors*, *disguise self*, *identify*, *shield*

TACTICS

Before Combat Early in the infiltration, the alchemists consume their mutagens and extracts of *ant haul*, *barkskin*, *comprehend languages*, *freedom of movement*, *heroism*, *overland flight*, *resinous skin*, *see invisibility*, *spell resistance*,

and *stoneskin*, plus their extract of *haste* augmented by *delayed infusion*. In addition, the alchemists are familiar with the PCs' common strategies, and the half-orcs consume their extracts of *resist energy* and *spell immunity* to counter common tactics. If anticipating combat, they consume their extracts of *arcane sight*, *bull's strength*, *invisibility*, and *shield*, plus their *potion of bear's endurance*. One of the alchemists has prepared *caging bomb admixture*, whereas the other has prepared *giant form I*.

During Combat The alchemists activate their stored extracts of *haste*. One focuses on disabling foes with thrown bombs, using *caging bomb admixture* if needed. The other focuses on assisting Zurnzal in melee combat, ideally consuming their extract of *giant form I* to transform into a troll.

Morale The alchemists fight to the death.

Base Statistics Without their mutagen, *barkskin*, *bear's endurance*, *bull's strength*, *comprehend languages*, *freedom of movement*, *heroism*, *overland flight*, *resinous skin*, *shield*, *spell resistance*, and *stoneskin*, the alchemist's base statistics are **Senses** darkvision 60 ft., *see invisibility*; **AC** 18, touch 11, flat-footed 17; **hp** 123; **Fort** +15, **Ref** +16, **Will** +11; **Defensive Abilities** orc ferocity; **DR** none; **Immune** poison; **SR** none; **Speed** 30 ft.; **Melee** +2 *falchion* +18/+13/+8 (2d4+8); **Ranged** bomb +15/+10/+5 (8d6+4 cold, 8d6+4 fire, 8d4+4 force, or dispel); **Str** 18, **Dex** 14, **Con** 12; **CMB** +16; **CMD** 28; **Skills** Appraise +15, Craft (alchemy) +15 (+31 to create alchemical items), Disable Device +22, Knowledge (arcana) +23, Perception +19, Sense Motive +5, Sleight of Hand +20, Spellcraft +23, Use Magic Device +18; **Languages** Common, Draconic, Giant, Goblin, Orc

STATISTICS

Str 30, **Dex** 18, **Con** 22, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +24 (+26 grapple); **CMD** 36 (40 vs. disarm)

Feats Brew Potion, Critical Focus, Improved Critical (falchion), Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot, Sickening Critical, Throw Anything, Toughness

Skills Appraise +17, Craft (alchemy) +17 (+33 to create alchemical items), Disable Device +26, Knowledge (arcana) +25, Perception +21, Sense Motive +7, Sleight of Hand +24, Spellcraft +25, Stealth +21, Use Magic Device +20; **Racial Modifiers** +2 Intimidate

Languages Common, Draconic, Giant, Goblin, Orc; *comprehend languages*

SQ alchemy (alchemy crafting +16), discoveries (dispelling bomb, fast bombs, force bomb, frost bomb, grand mutagen, greater mutagen, infusion, precise bombs [4 squares]), mutagen (+8/+6/+4/-2, +6 natural armor, 16 hours), orc blood, poison use, swift alchemy

Combat Gear *potion of bear's endurance*; **Other Gear** +2 *chain shirt*, +2 *falchion*, *cloak of resistance* +4, *headband of vast intelligence* +2, *seducer's bane*^{UE}, *vest of stable mutation*^{UE}, formula book (contains all prepared extracts), masterwork thieves' tools, 395 gp

ZURNZAL

CR 14

Male half-orc assassin 9/brawler 6 (*Pathfinder RPG Advanced Class Guide* 23)

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 26, touch 16, flat-footed 24 (+5 armor, +3 deflection, +2 Dex, +1 dodge, +5 natural)

hp 144 (15 HD; 9d8+6d10+66)

Fort +16, **Ref** +17, **Will** +12; +4 vs. poison

Defensive Abilities improved uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.; fly 60 ft.

Melee unarmed strike +24/+19/+14 (1d8+11/19-20) or unarmed strike flurry of blows +22/+22/+17/+12 (1d8+11/19-20) or

mwk short sword +19/+14/+9 (1d6+6/19-20)

Ranged mwk composite shortbow +15/+10/+5 (1d6+5/×3)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, death attack (DC 23), knockout 1/day (DC 19), maneuver training (dirty trick +1), martial flexibility 6/day, quiet death, sneak attack +5d6, swift death 1/day, true death (DC 24)

TACTICS

Before Combat Zurnzal consumes an allied alchemist's extracts of *barkskin* and *fly* and drinks his *potion of invisibility*.

During Combat Zurnzal endeavors to kill or disable multiple targets using a combination of his swift death and knockout abilities. He regularly uses his Quick Dirty Trick feat to blind foes before striking them repeatedly with unarmed strikes. If presented with a vulnerable target, he uses martial flexibility to gain Power Attack for additional damage.

Morale Once committed to the battle, Zurnzal fights to the death.

Base Statistics Without *barkskin* and *fly*, Zurnzal's statistics are **AC** 21, flat-footed 19; **Speed** 30 ft.

STATISTICS

Str 23, **Dex** 14, **Con** 16, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +18 (+23 dirty trick, +20 disarm, +20 grapple, +20 trip); **CMD** 34 (37 vs. dirty trick, 36 vs. disarm, 36 vs. trip)

Feats Combat Expertise, Disarming Strike^{APG}, Greater Dirty Trick^{APG}, Improved Critical (unarmed strike), Improved Dirty Trick^{APG}, Improved Disarm, Improved Trip, Improved Unarmed Strike, Quick Dirty Trick^{UC}, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +20, Climb +16, Disguise +17, Intimidate +19, Knowledge (local) +22, Perception +16, Sense Motive +20, Stealth +20, Swim +17; **Racial Modifiers** +2 Intimidate

Languages Common, Giant, Orc, Varisian

SQ brawler's cunning, hidden weapons, hide in plain sight, martial training, orc blood, poison use

Combat Gear alchemical silver arrows (10), cold iron arrows (20), *potion of cure serious wounds*, *potion of invisibility*, *quick runner's shirt*^{UE}, *sandals of the lightest step*^{UE}, antitoxin, tanglefoot bag (2); **Other Gear** +2 *brawling studded leather*^{UE},

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mwk composite shortbow (+5 Str), mwk short sword, *amulet of mighty fists* +3, *belt of physical might* +4 (Str, Con), *Charon's debt*, *cloak of resistance* +5, *fog-cutting lenses*, *headband of vast intelligence* +4, *ring of protection* +3, disguise kit, 7 gp

SPECIAL ABILITIES

Charon's Debt This cracked leather glove originally had four polished steel studs along the knuckles. When an assassin wearing the glove attempts a death attack with an unarmed strike, the target must roll the Fortitude saving throw twice and use the worse result. Each use of the glove causes a knuckle stud to rust and crack, and the glove crumbles after four uses. The glove has two uses remaining.

Exceptional Zurnzal has the wealth of a PC of his level, and he is built using 25-point buy to determine his ability scores. These adjustments increase his Challenge Rating by 1.

Fog-Cutting Lenses These goggles are made of polished rock crystal, with frames of polished brass and a simple leather strap and buckle. The goggles allow the wearer to see through magical and normal fogs, mists, and similar obscurément. However, the goggles distort and skew vision strangely, imposing a -4 penalty on Perception checks. This item appears in *Pathfinder RPG Monster Codex*.

SUBTIER 17-18 (CR 21)

GRANDMASTER'S ALCHEMISTS (4)

CR 15

Half-orc alchemist 16 (*Pathfinder RPG Advanced Player's Guide* 26)
CN Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +21

DEFENSE

AC 35, touch 14, flat-footed 31 (+6 armor, +4 Dex, +11 natural, +4 shield)

hp 203 (16d8+128)

Fort +22, **Ref** +20, **Will** +13 (+5 resistance vs. enchantment)

Defensive Abilities freedom of movement, orc ferocity; **DR** 10/adamantine (150 points), 5/piercing; **Immune** poison; **SR** 28

OFFENSE

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

Melee +2 *falchion* +26/+21/+16 (2d4+17/15-20)

Ranged bomb +19/+14/+9 (8d6+4 cold, 8d6+4 fire, 8d4+4 force, or dispel)

Special Attacks bomb 20/day (DC 22)

Alchemist Extracts Prepared (CL 16th)

6th—*caging bomb admixture*^{UC} OR *giant form I* OR *walk through space*^{UC}

5th—*delayed consumption*^{APG}, *overland flight*, *spell resistance*

4th—*death ward*, *freedom of movement*, *spell immunity*, *stoneskin* (2)

3rd—*arcane sight*, *fly*, *haste*, *heroism* (2), *resinous skin*^{UC}

2nd—*barkskin* (2), *bull's strength*, *invisibility*, *resist energy*, *see invisibility*

1st—*ant haul*^{APG}, *comprehend languages*, *detect secret doors*, *disguise self*, *identify*, *shield*

TACTICS

Before Combat Early in the infiltration, the alchemists consume their mutagens and extracts of *ant haul*, *barkskin*, *comprehend languages*, *freedom of movement*, *heroism*, *overland flight*, *resinous skin*, *see invisibility*, *spell resistance*, and *stoneskin*, plus their extract of *haste* augmented by *delayed infusion*. In addition, the alchemists are familiar with the PCs' common strategies, and the half-orcs consume their extracts of *resist energy* and *spell immunity* to counter common tactics. If anticipating combat, they consume their extracts of *arcane sight*, *bull's strength*, *invisibility*, and *shield*, plus their *potion of bear's endurance*. Two of the alchemists have prepared *caging bomb admixture*, whereas another has prepared *giant form I*, and the fourth has prepared *walk through space*.

During Combat The alchemists activate their stored extracts of *haste*. Two focus on disabling foes with thrown bombs; they use *caging bomb admixture* if needed, and one favors readying an action to disrupt enemy spellcasting. The third alchemist focuses on assisting Zurnzal in melee combat, ideally consuming their extract of *giant form I* to transform into a troll. The fourth alchemist prefers to pin down ranged threats with melee attacks, jumping across the battlefield with *walk through space*.

Morale The alchemists fight to the death.

Base Statistics Without their mutagen, *barkskin*, *bear's endurance*, *bull's strength*, *comprehend languages*, *freedom of movement*, *heroism*, *overland flight*, *resinous skin*, *shield*, *spell resistance*, and *stoneskin*, the alchemist's base statistics are **Senses** darkvision 60 ft., *see invisibility*; **AC** 18, touch 11, flat-footed 17; **hp** 123; **Fort** +15, **Ref** +16, **Will** +11; **Defensive Abilities** orc ferocity; **DR** none; **Immune** poison; **SR** none; **Speed** 30 ft.; **Melee** +2 *falchion* +18/+13/+8 (2d4+8); **Ranged** bomb +15/+10/+5 (8d6+4 cold, 8d6+4 fire, 8d4+4 force, or dispel); **Str** 18, **Dex** 14, **Con** 12; **CMB** +16; **CMD** 28; **Skills** Appraise +15, Craft (alchemy) +15 (+31 to create alchemical items), Disable Device +22, Knowledge (arcana) +23, Perception +19, Sense Motive +5, Sleight of Hand +20, Spellcraft +23, Use Magic Device +18; **Languages** Common, Draconic, Giant, Goblin, Orc

STATISTICS

Str 30, **Dex** 18, **Con** 22, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +24 (+26 grapple); **CMD** 36 (40 vs. disarm)

Feats Brew Potion, Critical Focus, Improved Critical (falchion), Improved Iron Will, Iron Will, Point-Blank Shot, Precise Shot, Sickening Critical, Throw Anything, Toughness

Skills Appraise +17, Craft (alchemy) +17 (+33 to create alchemical items), Disable Device +26, Knowledge (arcana) +25, Perception +21, Sense Motive +7, Sleight of Hand +24, Spellcraft +25, Stealth +21, Use Magic Device +20; **Racial Modifiers** +2 Intimidate

Languages Common, Draconic, Giant, Goblin, Orc; *comprehend languages*

SQ alchemy (alchemy crafting +16), discoveries (dispelling bomb,

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

fast bombs, force bomb, frost bomb, grand mutagen, greater mutagen, infusion, precise bombs [4 squares]), mutagen (+8/+6/+4/-2, +6 natural armor, 16 hours), orc blood, poison use, swift alchemy

Combat Gear *potion of bear's endurance*; **Other Gear** +2 chain shirt, +2 falchion, cloak of resistance +4, headband of vast intelligence +2, seducer's bane^{UE}, vest of stable mutation^{UE}, formula book (contains all prepared extracts), masterwork thieves' tools, 395 gp

ZURNZAL

CR 18

Male advanced half-orc assassin 10/brawler 8 (*Pathfinder RPG*

Advanced Class Guide 23, *Pathfinder RPG Bestiary* 294)

NE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 34, touch 19, flat-footed 29 (+8 armor, +4 deflection, +4 Dex, +1 dodge, +7 natural)

hp 227 (18 HD; 10d8+8d10+134)

Fort +22, **Ref** +22, **Will** +16; +5 vs. poison

Defensive Abilities improved uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +34/+29/+24 (1d10+16/19-20 plus 1d6 acid) or

unarmed strike flurry of blows +32/+32/+27/+27/+22 (1d10+16/19-20 plus 1d6 acid) or

mwk short sword +28/+23/+18 (1d6+10/19-20)

Ranged mwk composite shortbow +22/+17/+12 (1d6+10/×3)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, death attack (DC 26), knockout 1/day (DC 24), maneuver training (dirty trick +2), martial flexibility 7/day, quiet death, sneak attack +5d6, swift death 1/day, true death (DC 25)

TACTICS

Before Combat Zurnzal consumes an allied alchemist's extract of *barkskin* and extract of *heroism*, then drinks his *potion of invisibility*.

During Combat Zurnzal endeavors to kill or disable multiple targets using a combination of his swift death and knockout abilities. He regularly uses his Quick Dirty Trick feat to blind foes before striking them repeatedly with unarmed strikes. If presented with a vulnerable target, he uses martial flexibility to gain Power Attack for additional damage.

Morale Once committed to the battle, Zurnzal fights to the death.

Base Statistics Without *barkskin* and *heroism*, Zurnzal's statistics are **AC** 29, flat-footed 24; **Fort** +20, **Ref** +20, **Will** +14; **Melee** unarmed strike +32/+27/+22 (1d10+16/19-20 plus 1d6 acid), or unarmed strike flurry of blows +30/+30/+25/+25/+20 (1d10+16/19-20 plus 1d6 acid) or mwk short sword +26/+21/+16 (1d6+10/19-20); **Ranged** mwk composite shortbow +20/+15/+10 (1d6+10/×3); **CMB** +25 (+31 dirty trick, +27 disarm, +27 grapple, +27 trip); **Skills** Acrobatics +25,

Climb +31, Disguise +22, Intimidate +24, Knowledge (local) +27, Perception +21, Sense Motive +25, Stealth +25, Swim +31, Use Magic Device +22.

STATISTICS

Str 30, **Dex** 18, **Con** 22, **Int** 22, **Wis** 18, **Cha** 12

Base Atk +15; **CMB** +27 (+33 dirty trick, +29 disarm, +29 grapple, +29 trip); **CMD** 44 (48 vs. dirty trick, 46 vs. disarm, 46 vs. trip)

Feats Combat Expertise, Disarming Strike^{APG}, Greater Dirty Trick^{APG}, Improved Critical (unarmed strike), Improved Dirty Trick^{APG}, Improved Disarm, Improved Trip, Improved Unarmed Strike, Pummeling Charge^{ACG}, Pummeling Style^{ACG}, Quick Dirty Trick^{UC}, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +27, Climb +33, Disguise +24, Intimidate +26, Knowledge (local) +29, Perception +23, Sense Motive +27, Stealth +27, Swim +33, Use Magic Device +24; **Racial Modifiers** +2 Intimidate

Languages Common, Giant, Orc, Varisian

SQ angel of death, brawler's cunning, hidden weapons, hide in plain sight, martial training, orc blood, poison use

Combat Gear alchemical silver arrows (10), cold iron arrows (20), *deliquescent gloves*^{UE}, *potion of cure serious wounds*, *potion of invisibility*, *quick runner's shirt*^{UE}, *sandals of the lightest step*^{UE}, antitoxin, tanglefoot bag (2); **Other Gear** +5 *brawling studded leather*^{UE}, mwk composite shortbow (+10 Str), mwk short sword, *amulet of mighty fists* +4, *belt of physical might* +6 (Str, Con), *Charon's debt*, *cloak of resistance* +5, *fog-cutting lenses*, *headband of vast intelligence* +4, *ring of protection* +4, disguise kit, 47 gp

SPECIAL ABILITIES

Charon's Debt This cracked leather glove originally had four polished steel studs along the knuckles. When an assassin wearing the glove attempts a death attack with an unarmed strike, the target must roll the Fortitude saving throw twice and use the worse result. Each use of the glove causes a knuckle stud to rust and crack, and the glove crumbles after four uses. The glove has two uses remaining.

Exceptional Zurnzal has the wealth of a PC of his level, and he is built using 25-point buy to determine his ability scores. These adjustments increase his Challenge Rating by 1.

Fog-Cutting Lenses These goggles are made of polished rock crystal, with frames of polished brass and a simple leather strap and buckle. The goggles allow the wearer to see through magical and normal fogs, mists, and similar obscurement. However, the goggles distort and skew vision strangely, imposing a -4 penalty on Perception checks. This item appears in *Pathfinder RPG Monster Codex*.

Treasure: A scroll of *true resurrection* resides within the bookshelves in the northeast corner of the repository, hidden within a stack of old *Pathfinder Chronicles*. A PC who succeeds at a DC 28 Perception check can uncover the hidden scroll, and Zurnzal may have mentioned the exact location as a negotiating tactic. PCs who are venture-captains

Optional Encounter

If the PCs successfully negotiated with Zurnzal and let the assassin leave, or if the combat only took one to two rounds, then this encounter takes place. Alternatively, if you are running this scenario on a strict time limit, then remove this encounter if there are not at least two and a half hours remaining in which to complete the scenario.

automatically know about this scroll's location. In Subtier 14–15, the bookshelf also contains a hidden *manual of bodily health +1*; in Subtier 17–18, it is instead a *manual of bodily health +2*.

Development: If the PCs opt not to battle Zurnzal here, then they have some time to explore and retrieve items as listed above. If Zurnzal is allowed to depart, he informs the PCs of several useful items in the chamber, suggesting the PCs take what they can if they intend to pursue Vahlo into Skyreach.

If the PCs instead fight and slay Zurnzal here, then they can discover a quickly sketched set of orders within the chamber. In addition to telling Zurnzal and his allies to search the Repository for any “items of interest”, these orders indicate that Torch was pursuing Vahlo to Skyreach.

Rewards: If the PCs do not defeat or converse with Zurnzal and defeat the optional encounter (if you chose to include it), reduce each PCs' gold earned by the following amount. Reduce the value by half as much if the PCs do not find the hidden items on the bookshelf.

Subtier 12–13: Reduce each PC's gold earned by 2,200.

Out of Subtier (Low): Reduce each PC's gold earned by 3,100.

Subtier 14–15: Reduce each PC's gold earned by 4,000.

Out of Subtier (High): Reduce each PC's gold earned by 6,000.

Subtier 17–18: Reduce each PC's gold earned by 8,000.

ENCOUNTER: VAHLO'S REACH

Depending on how much time remains in the session, a second encounter may take place within the Repository. In this event, Vahlo has sent minions to clean up the remainder of Torch's forces within the Repository, incorrectly assuming that Torch remains within and has yet to pursue him to Skyreach.

Sealed Repository: Vahlo uses devices in Skyreach to remotely shut down the Repository's hidden entrance, which manifests as the stairway the PCs used to enter area A suddenly filling in with stone. If any creatures are on the stairway when this occurs, they're harmlessly pushed to the foot of the stairs in area A. Along with this, the entire area becomes affected by a *forbiddance*-like effect that temporarily prevents teleportation into or out of the Repository, but does not affect movement within area A. All of these effects end once the PCs defeat Vahlo's summoned allies. Venture-captain PCs have not heard of this sealing method—the

existence and function of the sealing devices is a secret known only to the Decemvirate.

If the PC allowed Zurnzal to depart and did not follow him out, this event occurs before the PCs decide to leave the Repository, but after they've had some time to secure any items within. If the PCs defeated Zurnzal without requiring a lot of time, this event occurs immediately after that encounter. In that case, Zurnzal and his allies hang back from the encounter, joining the fight to help the PCs only if it seems that the PCs may lose to the nightshade. Their ultimate goal is self-preservation.

Creatures: When the Repository shuts down, a single nightshade appears within the area, summoned by Vahlo's magic and commanded to hunt down and destroy any living creatures that are in the area. Vahlo's summoning has also imbued the nightshade with the extrasensory ability to seek out living targets, reducing the impediment caused by the remaining magical fog in the area. Note that as summoned creatures, the nightshades cannot activate their ability to summon shadows.

SUBTIER 12–13 (CR 14)

NIGHTWING

CR 14

hp 195 (*Pathfinder RPG Bestiary 2* 204; see page 41)

Senses darksight

TACTICS

During Combat The nightwing uses its most powerful spell-like abilities first before switching to its bite.

Morale The summoned nightshade fights until destroyed.

SPECIAL ABILITIES

Darksight (Ex) This nightshade has particularly keen senses. It can see clearly through both magical and mundane fog. Additionally, it gains *true seeing* in dim light and darkness. Regardless of light conditions, it can detect living creatures and their health within 60 feet, as blindsight with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the *deathwatch* effect but not the nightshade's *true seeing*. This ability replaces darksense.

SUBTIER 14–15 (CR 16)

NIGHTWALKER

CR 16

hp 241 (*Pathfinder RPG Bestiary 2* 202; see page 40)

Senses darksight

TACTICS

During Combat The nightwalker uses its most powerful spell-like abilities first before switching to its bite. It casts a quickened *cone of cold* on the first three rounds of combat.

Morale The summoned nightshade fights until destroyed.

SPECIAL ABILITIES

Darksight (Ex) This nightshade has particularly keen senses. It can see clearly through both magical and mundane fog. Additionally, it gains *true seeing* in dim light and darkness. Regardless of light

conditions, it can detect living creatures and their health within 60 feet, as blindsight with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the *deathwatch* effect but not the nightshade's *true seeing*. This ability replaces darksense.

SUBTIER 17–18 (CR 19)

DEVOURING NIGHTCRAWLER

CR 19

Variant nightcrawler (*Pathfinder RPG Bestiary 2* 200)

CE Gargantuan undead (extraplanar, nightshade)

Init +6; **Senses** darksight, darkvision 120 ft., *detect magic*, low-light vision, tremorsense 120 ft.; **Perception** +35

Aura desecrating aura (30 ft.)

DEFENSE

AC 37, touch 10, flat-footed 33 (+4 Dex, +27 natural, –4 size)

hp 362 (25d8+250)

Fort +18, **Ref** +14, **Will** +25

DR 15/good and silver; **Immune** cold, undead traits; **SR** 30

Weaknesses light aversion

OFFENSE

Speed 30 ft., burrow 90 ft.

Melee bite +34 (4d10+17/19–20 plus 4d6 cold and grab), sting +34 (4d6+17/19–20 plus 4d6 cold and poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks channel negative energy (9d6, DC 33, 9/day), energy drain (1 level, DC 30), swallow whole (4d10+22 bludgeoning plus energy drain, AC 23, 36 hp)

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

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 22), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 22)

3/day—quicken *cone of cold* (DC 23), *confusion* (DC 22), *haste*, *hold monster* (DC 23)

1/day—*finger of death* (DC 25), *mass hold monster* (DC 27), *plane shift* (DC 25), *summon* (level 8, 6 greater shadows)

TACTICS

During Combat The nightwing uses its most powerful spell-like abilities first before switching to its bite. It casts a quickened *unholy blight* on the first three rounds of combat.

Morale The summoned nightshade fights until destroyed.

STATISTICS

Str 45, **Dex** 14, **Con** —, **Int** 20, **Wis** 25, **Cha** 27

Base Atk +18; **CMB** +39 (+43 grapple); **CMD** 53 (can't be tripped)

Feats Combat Expertise, Command Undead, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Intimidate +36, Knowledge (arcana) +35, Knowledge (planes) +32, Knowledge (religion) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +20 (+28 in darkness), Swim +42; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

Scaling the Optional Encounter

For a group of four PCs, make the following adjustments in all subtiers. Reduce its DR to 10. It has already used each of its 3/day spell-like abilities twice today, meaning it can only use each once more.

For a group that has elected to take on a greater challenge, add another nightshade to the encounter. All nightshades cast both *haste* and *invisibility* before the first round of combat.

SPECIAL ABILITIES

Darksight (Ex) This nightshade has particularly keen senses. It gains *true seeing* in dim light and darkness. Regardless of light conditions, it can detect living creatures and their health within 60 feet, as blindsight with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the *deathwatch* effect but not the nightshade's *true seeing*. This ability replaces darksense.

Desecrating Aura (Su) All nightshades have a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included in the nightshade's statistics). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Energy Drain (Su) A creature that has been swallowed whole by a nightcrawler gains 1 negative level each round.

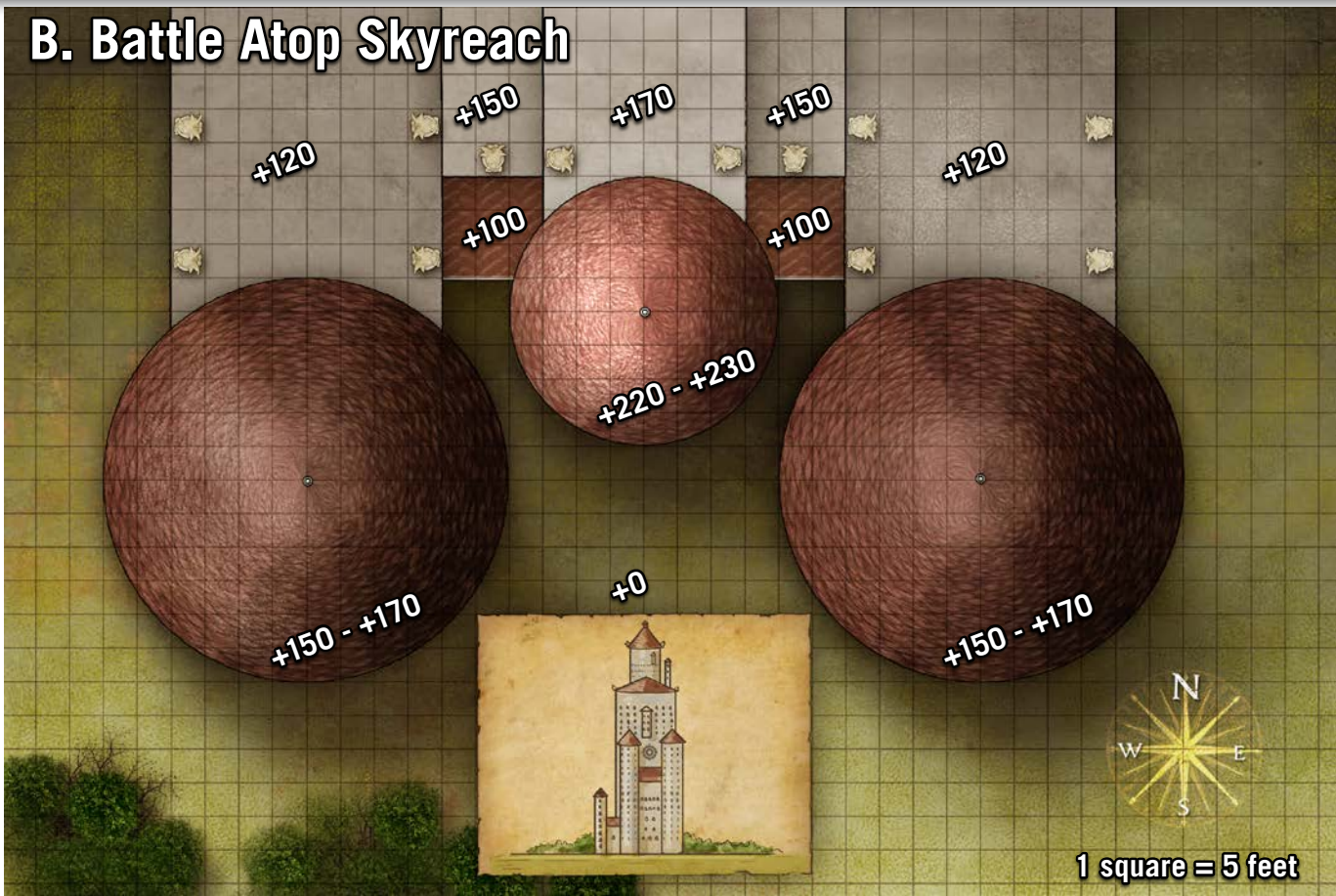
Poison (Su) Sting—injury; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain and 1 negative level; *cure* 3 consecutive saves. The save DC is Charisma-based.

Development: Once the PCs defeat the nightshade, the fog in the Repository dissipates and the PCs can freely continue to explore. Moments later, the stairway that led out of the Repository is cleared of obstacles and the magical warding that temporarily prevented teleportation fades. The PCs can now make their way to Skyreach to confront Vahlo.

B. BATTLE ATOP SKYREACH (CR 17, CR 19, OR CR 22)

Even if the PCs weakened his ritual, Vahlo can inflict considerable damage from his vantage point atop Skyreach. He is perched atop one of the towers on the keep's western side. The roof of each tower has a range of elevation indicated on the map; the tile roof of each tower slopes gently downward from a central peak without impeding movement, descending

B. Battle Atop Skyreach



5 feet for every 10 feet the tile roof extends horizontally. Flatter roofs over the main keep support simple walkways lined with grisly gargoyles in the shape of fearsome beasts. A lower roof spans the gap between the two larger towers; only two 15-by-15 foot sections of this lower roof are visible on the map, with a height of 100 feet. But this roof slopes up under the walkways, reaching a height of 120 feet at the north edge of the map. All elevations noted on the map are relative to the ground and measured in feet.

In order to reach the tower, the PCs can fly or climb up the side of Skyreach, teleport there directly, or enter the keep and climb the stairs. Skyreach's exterior walls are slick from the rain, so scaling them requires a series of DC 30 Climb checks. The interior stairwells are twisting and uneven at the best of times, and Vahlo has filled them with a combination of garbage, scrap metal, and other obstacles to make climbing them as tedious as possible. As a result, it takes approximately 15 minutes to climb the stairs to the walkway to reach the central tower. PCs who succeed at a DC 25 Acrobatics check can shorten this time to 10 minutes, or to 5 minutes if they succeed by 10 or more. Beyond potentially exhausting several of the PCs' ongoing spells, taking the stairs provides Vahlo time to overcome the initial strain of the ritual, negating the sickened condition he might have sustained (see Creatures, below).

Hazard: The developing ritual has caused storm clouds to gather over Absalom, drawing worried shouts from

citizens. Periodic bursts of sheet lightning illuminate the clouds as the wind gusts violently, stripping tiles off Skyreach's tall towers. A deep red, horizontal disk hovers 5 feet above the peak of the west tower. The disk is about 5 feet across, but it slowly grows as it draws energy from the storm. This is the focal point of the ritual.

This ritual stirs up severe winds (*Pathfinder Core Rulebook* 439), making ranged attacks and flight difficult. On the second round, sheeting rain begins to fall, imposing an additional –2 penalty on ranged attacks. In addition, a massive thunderclap shakes the area at the beginning of the second round, deafening all of the creatures in the area for 1d6 rounds (Fortitude DC 25 negates). A creature who is more than 250 feet above the ground when this happens is struck by a bolt of lightning from the disk, taking an amount of damage equal to 1d6 × the table's APL (Reflex DC 25 for half), half of which is electricity damage, and the other half results from divine power and is not subject to resistance to electricity-based attacks.

The hazard also advances the encounter in the event Vahlo is destroyed (see Development).

Creatures: With an excellent view from this tower, Vahlo is channeling the power of his two artifacts to complete the ritual, even if doing so weakens or destroys him. First, if the PCs disabled the Pylons in Event 3 (see page 10), reduce Vahlo's starting hit points by 10% and apply the sickened

condition to him, representing the additional strain he is under to complete the ritual. Second, unless one of the PCs has the Nemesis of Torch boon, Vahlo briefly clashed with Grandmaster Torch, suffering a painful stab wound that glows with emerald green energy (an extension of Torch's *sage jewel*) and refuses to heal. Reduce his starting hit points by an additional 10%.

Vahlo has assumed his typical guise with *disguise self*, appearing as a Taldan man in his iconic Triple-Spire Helm. He sees little benefit in revealing his undead form to anyone—even Pathfinders who believe they know the truth of his identity. Instead, during combat he angrily dresses them down for daring to attack a member of the Decemvirate, suggesting that the ritual he's performing is for Absalom's defense. The more that he knows (and you as the GM know) of the PCs' past accomplishments, the more Vahlo claims—whether it's truth or gaslighting—ways in which he's helped shape their advancement through the Society, ranging from missions for which he selected them, times he pulled strings to get them resurrected, and more. He's also not above taking credit for some of the Society's more admirable actions over the course of the campaign, from allying with Mendev to battle the Worldwound to devastating the Aspis Consortium. There's considerable truth to his claims, even if his reason for encouraging these events was ultimately to weaken the Society and secure key artifacts for his use.

One of the Whispering Tyrant's most powerful servants, Vahlo is a seal-breaker antipaladin using rules from *Pathfinder Campaign Setting: Inner Sea Combat*. This replaces his aura of cowardice, aura of despair, and aura of vengeance with three auras described in full as special abilities in his statistics. At all Subtiers, Vahlo casts *nondetection*. This does not stack with the *nondetection* benefit provided by his helm, but his spell has a higher caster level and is therefore harder to bypass.

Vahlo isn't alone. He has recruited one or more daemons loyal to Norgorber to ensure no one interferes in his ritual. The daemons find the ritual delightful and eagerly await the thousands of anguished deaths that would result. These fiends eagerly defend him, if only for a chance to watch Absalom burn.

SUBTIER 12–13 (CR 17)

CRUCIDAEEMON

CR 15

hp 212 (*Pathfinder RPG Bestiary* 3 62, see page 40)

TACTICS

Before Combat The crucidaemon keeps watch invisibly atop the central tower.

During Combat The daemon uses *air walk* to approach and harass a significant ranged threat, shredding the target with full attacks before using Spring Attack to skirmish with other enemies.

VAHLO HUOVAR

CR 16

Male halfling graveknight antipaladin of Norgorber (seal breaker)

13/rogue 2 (*Pathfinder Campaign Setting: Inner Sea Combat* 43, *Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 3 138)

CE Small undead (augmented humanoid, halfling)

Init +7; **Senses** darkvision 60 ft.; Perception +25

Aura aura of death, aura of rebirth, aura of the grave (DC 22), sacrilegious aura (30 ft., DC 23)

DEFENSE

AC 34, touch 14, flat-footed 31 (+9 armor, +3 Dex, +7 natural, +4 shield, +1 size)



Scaling Encounter B

To accommodate a group of four PCs, remove the daemons from the encounter.

For a group that has elected to take on a greater challenge, make the following changes.

Subtier 12–13: Add an additional crucidaemon to the encounter. The crucidaemons have pre-cast all of their *greater glyphs of warding* tied to a targeted *greater dispel magic* spell, cued to trigger on a non-evil creature who enters the warded area. Place these spells atop the platforms where combat is likely to occur. Vahlo begins the encounter with 50 temporary hit points and can activate his aura of rebirth as a move action. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Vahlo's long time as a graveknight has woven additional protections into his armor, allowing him to add his armor bonus to his touch AC. His touch AC is 23.

Subtier 14–15: Add an additional astradaemon to the encounter. The astradaemons used devour soul to feed upon a powerful Pathfinder earlier in the day, granting them a +2 profane bonus on attacks, saving throws, and checks for 24 hours. Vahlo begins the encounter with 60 temporary hit points and can activate his aura of rebirth as a swift action. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Vahlo's long time as a graveknight has woven additional protections into his armor, allowing him to add his armor bonus to his touch AC. His touch AC is 24.

Subtier 17–18: Add an additional advanced astradaemon to the encounter. The astradaemons used devour soul to feed upon a powerful Pathfinder earlier in the day, granting them a +3 profane bonus on attacks, saving throws, and checks for 24 hours. Vahlo begins the encounter with 80 temporary hit points and can activate his aura of rebirth as a free action; when he does so, the mohrg he creates gains a +10 profane bonus on attack rolls, saving throws, and skill checks, and the save DC of its paralysis ability increases to 25. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Vahlo's long time as a graveknight has woven additional protections into his armor, allowing him to add his armor bonus to his touch AC. His touch AC is 24.

hp 220 (15 HD; 2d8+13d10+135)

Fort +25, **Ref** +21, **Will** +23; +2 vs. fear

Defensive Abilities channel resistance +4, evasion, rejuvenation;

DR 10/magic; **Immune** cold, electricity, fire, undead traits; **SR** 27

OFFENSE

Speed 20 ft.; fly 60 ft.

Melee *Ensanguined Envy* +27/+22/+17 (1d4+12/17–20 plus 3d6 fire and 1 bleed) or
slam +22 (1d3+9 plus 3d6 fire)

Ranged dart +20 (1d3+7 plus 3d6 fire)

Special Attacks channel destruction (3d6 fire), channel negative energy 6/day (DC 28, 7d6), devastating blast (10d6 fire, DC 23, 3/day), smite good 5/day (+6 attack and AC, +13 damage), sneak attack +1d6, undead mastery (75 HD, DC 23)

Antipaladin Spell-Like Abilities (CL 13th; concentration +19)

At will—*detect good*

Antipaladin Spells Prepared (CL 10th; concentration +16)

4th—*greater invisibility*

3rd—*defile armor*^{APG}, *nondetection*

2nd—*blindness/deafness* (DC 18), *invisibility* (2), *silence* (DC 18)

1st—*command* (DC 17), *death knell* (DC 17), *inflict light wounds* (3, DC 17)

TACTICS

Before Combat Vahlo casts *nondetection* and drinks his *potion of barkskin*. He also locks *Ensanguined Envy* in his gauntlet and applies an *oil of keen edge* before beginning the ritual. If he detects the PCs' approach, he activates his fiendish boon to grant his sword the *unholy* weapon properties, activates his *winged boots*, casts *defile armor* and *greater invisibility*, and hides up on the central rooftop. The benefits of the *potion of barkskin*, the *oil of keen edge*, and the *winged boots* are included in his statistics.

During Combat Vahlo is familiar with the PCs' capabilities and takes advantage of their weaknesses where able. He prefers to engage an unaware, good-aligned foe in melee, using smite good and his *conductive* weapon to deliver his touch of corruption and disarm dangerous foes. He applies his cruelties to targets that he strikes with his corrupting touch, often selecting the stunned cruelty (DC 27 Fortitude negates). He revels in any opportunity to use his aura of rebirth.

Morale Vahlo fights until destroyed, at which point his rejuvenation activates (see Development).

Base Statistics Without the *potion of barkskin*, the *oil of keen edge*, and the *winged boots*, Vahlo's statistics are **AC** 31, flat-footed 28; **Speed** 20 ft.; **Melee** *Ensanguined Envy* +27/+22/+17 (1d4+12/19–20 plus 3d6 fire and 1 bleed

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 18, **Wis** 18, **Cha** 22

Base Atk +14; **CMB** +18 (+22 disarm); **CMD** 31 (33 vs. disarm)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Disarming Strike^{APG}, Greater Disarm, Improved Disarm, Improved Initiative^B, Lucky Halfling^{APG}, Mounted Combat^B, Ride-by Attack^B, Staggering Critical, Toughness^B

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

Skills Acrobatics +4, Bluff +24, Climb +10, Disable Device +19, Disguise +24, Intimidate +32, Knowledge (religion) +11, Perception +25, Ride +10, Sense Motive +22, Spellcraft +13, Stealth +24, Use Magic Device +15; **Racial Modifiers** +2 Acrobatics, +2 Climb, +8 Intimidate, +8 Perception, +8 Ride

Languages Abyssal, Common, Dwarven, Elven, Halfling, Varisian

SQ cruelties (cursed, sickened, staggered, stunned), fiendish boon (weapon +3, 3/day), graveknight armor, phantom mount, rogue talent (honeyed words 1/day^{APG}), ruinous revivification (fire), touch of corruption 12/day (6d6), trapfinding +1

Combat Gear *oil of keen edge* (3), *potion of barkskin* (CL 6);

Other Gear +3 *mithral breastplate*, +3 *buckler*, *Ensanguined Envy* (+5 *conductive wounding short sword*, see sidebar), darts (6), *cloak of resistance* +2, *headband of mental prowess* +2 (Int, Cha), *Triple-Spire Helm* (see sidebar) *winged boots*, locked gauntlet, masterwork thieves' tools

SPECIAL ABILITIES

Aura of Death (Su) This aura's effects are weaker than and do not stack with Vahlo's sacrilegious aura.

Aura of the Grave (Su) Mindless undead within 10 feet of Vahlo will not attack him unless directly ordered to, and even then only after succeeding at a DC 22 Will save. The save DC is Charisma-based.

Aura of Rebirth (Su) If a living creature is slain within 10 feet of Vahlo, he can spend two uses of his smite good ability at the start of his next turn as a standard action to summon the spirit of a dead murderer to reanimate the corpse as a mohrg. The mohrg immediately rises and attacks Vahlo's foes, acting under his command. After 1 minute, the murderer's soul leaves the body, which collapses, again lifeless.

Channel Destruction (Su) Vahlo's weapons seethe with profane fire, dealing an additional 3d6 points of fire damage.

Devastating Blast (Su) Three times per day, Vahlo can unleash a 30-foot cone of fire as a standard action. This blast deals 10d6 points of fire damage (DC 23 Reflex for half). The save DC is Charisma-based.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed* (CL 17). This mount is more real than a typical *phantom steed* and can carry one additional rider. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, he can summon it again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. Vahlo chose fire, which influences several of his other abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect, which are included in his statistics. The increased difficulty of saving throws against negative energy has been added to his channel negative energy DC. In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a DC 23 concentration check. If the check fails, the effect is expended but does not function. The DC of the concentration check is Charisma-based.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. He can control up to 75 HD worth of undead at a time.

SUBTIER 14–15 (CR 19)

ASTRADAEMON

CR 16

hp 212 (*Pathfinder RPG Bestiary* 2 63, see page 39)

TACTICS

Before Combat The astradaemon keeps watch atop the central tower, trying to stay out of sight.

During Combat The daemon uses *energy drain* against an imposing combatant before chasing down and grappling a significant ranged or spellcasting threat. It endeavors to use its devour soul ability early on.

VAHLO HUOVAR

CR 18

Male halfling graveknight antipaladin of Norgorber (seal breaker) 15/rogue 2 (*Pathfinder Campaign Setting: Inner Sea Combat* 43, *Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 3 138)

CE Small undead (augmented humanoid, halfling)

Init +8; **Senses** darkvision 60 ft.; Perception +25

Aura aura of death, aura of rebirth, aura of sin, aura of the grave (DC 24), sacrilegious aura (30 ft., DC 25)

DEFENSE

AC 38, touch 14, flat-footed 31 (+10 armor, +4 Dex, +9 natural, +4 shield, +1 size)

hp 266 (17 HD; 2d8+15d10+170)

Fort +28, **Ref** +24, **Will** +25; +2 vs. fear

Defensive Abilities channel resistance +4, evasion, rejuvenation;

DR 10/magic; **Immune** cold, electricity, fire, undead traits; **SR** 29

Vahlo's Blade

The short sword Vahlo wields is a potent and evil artifact that the Pathfinder Society recovered centuries ago.

ENSANGUINED ENVY (MINOR ARTIFACT)

Aura strong enchantment and necromancy; **CL** 20th; **Slot** none; **Weight** 2 lbs.

DESCRIPTION

Passed down for generations by Zura's mortal family, this once lavishly decorated short sword grew increasingly tarnished and more powerful as her relatives learned of and disavowed Zura's blood-soaked feasts and demonic transformation. Once the last of her family had changed their names and abandoned their noble estates out of shame, the sword passed between cults of Zura as a grim souvenir of her abyssal ascension. It was among the treasures recovered by Durvin Gest from Azlant and spent several decades in various Pathfinders' hands before the newly formed Decemvirate decided it was too treacherous not to seal away.

Ensanguined Envy is a +5 *conductive*^{UE} *wounding short sword*. Whenever the wielder uses *Ensanguined Envy* to successfully confirm a critical hit against a creature, the wielder can choose to awaken the target's repressed and sinful desires; the target must succeed at an Average Will save or be affected by *song of discord* for 3 rounds. While holding the sword, the wielder can detect any dying creatures or those taking bleed damage within 30 feet as per *blindsight*.

Ensanguined Envy also vampirically absorbs spells cast on the wielder. When the wielder is hit with a targeted spell that would harm them, the spell is instead drawn into the blade. When the wielder hits a target with *Ensanguined Envy*, they can immediately cast the absorbed spell on the target as a free action. *Ensanguined Envy* cannot store more than one spell at a time; targeted spells cast when a spell is already stored affect the wielder normally.

The short sword bestows one permanent negative level (*Core Rulebook* 562) on any non-evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

DESTRUCTION

Ensanguined Envy crumbles if the names of each of Zura's disgraced family members are rediscovered and written onto the blade with cold iron-infused ink. Alternatively, if Zura is permanently destroyed, the sword can be sundered as if it were a mundane weapon.

OFFENSE

Speed 20 ft.; fly 60 ft.

Melee *Ensanguined Envy* +29/+24/+19/+14 (1d4+12/17–20 plus 5d6 fire and 1 bleed) or slam +24 (1d3+9 plus 4d6 fire)

Ranged dart +22 (1d3+7 plus 4d6 fire)

Special Attacks channel destruction (4d6 fire), channel negative energy 7/day (DC 30, 8d6), devastating blast (10d6 fire, DC 25, 3/day), smite good 5/day (+7 attack and AC, +15 damage), sneak attack +1d6, undead mastery (85 HD, DC 25)

Antipaladin Spell-Like Abilities (CL 15th; concentration +22)
At will—*detect good*

Antipaladin Spells Prepared (CL 12th; concentration +19)
4th—*inflict serious wounds* (DC 21), *greater invisibility*
3rd—*defile armor*^{APG} (DC 20), *dispel magic* (2), *nondetection*
2nd—*blindness/deafness* (DC 19), *invisibility* (2), *silence* (DC 19)
1st—*command* (DC 18), *death knell* (DC 18), *inflict light wounds* (3, DC 18)

TACTICS

Before Combat Vahlo casts *nondetection* and drinks his *potion of barkskin*. He also locks *Ensanguined Envy* in his gauntlet and applies an *oil of keen edge* before beginning the ritual. If he detects the PCs' approach, he activates his fiendish boon to grant his sword the *unholy* weapon property, activates his *winged boots*, casts *defile armor* and *greater invisibility*, and hides. The effects of the *potion of barkskin*, the *oil of keen edge*, and the *winged boots* have been factored into his statistics.

During Combat Vahlo is familiar with the PCs' capabilities and takes advantage of their weaknesses where able. He prefers to engage an unaware, good-aligned foe in melee, using smite good and his *conductive* weapon to deliver his corrupting touch and disarm dangerous foes. He applies his cruelties to targets that he strikes with his corrupting touch, often selecting the stunned cruelty (DC 27 Fortitude negates). He revels in any opportunity to use his aura of rebirth.

Morale Vahlo fights until destroyed, at which point his rejuvenation activates (see Development).

Base Statistics Without the *potion of barkskin*, the *oil of keen edge*, and the *winged boots*, Vahlo's statistics are **AC** 35, flat-footed 28; **Speed** 20 ft.; **Melee** *Ensanguined Envy* +29/+24/+19/+14 (1d4+12/19–20 plus 5d6 fire and 1 bleed).

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 18, **Wis** 18, **Cha** 24

Base Atk +16; **CMB** +20 (+24 disarm); **CMD** 34 (36 vs. disarm)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Disarming Strike^{APG}, Greater Disarm, Improved Disarm, Improved Initiative^B, Lucky Halfling^{APG}, Lunge, Mounted Combat^B, Ride-by Attack^B, Staggering Critical, Toughness^B

Skills Acrobatics +5, Bluff +27, Climb +10, Disable Device +26, Disguise +27, Intimidate +35, Knowledge (religion) +11, Perception +25, Ride +11, Sense Motive +24, Spellcraft +13, Stealth +27, Use Magic Device +18; **Racial Modifiers** +2 Acrobatics, +2 Climb, +8 Intimidate, +8 Perception, +8 Ride

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

Languages Abyssal, Common, Dwarven, Elven, Halfling, Varisian
SQ cruelties (blinded, cursed, sickened, staggered, stunned), fiendish boon (weapon +4, 3/day), graveknight armor, phantom mount, rogue talent (honeyed words 1/day^{APG}), ruinous revivification (fire), touch of corruption 14/day (7d6), trapfinding +1

Combat Gear *oil of keen edge* (3), *potion of barkskin* (CL 6);
Other Gear +4 mithral breastplate, +3 arrow deflection buckler, *Ensanguined Envy* (+5 conductive wounding short sword, see sidebar), darts (6), *cloak of resistance* +2, *headband of alluring charisma* +4, *scarlet and blue ioun stone* (Disable Device), *Triple-Spire Helm* (see sidebar) *winged boots*, locked gauntlet, masterwork thieves' tools

SPECIAL ABILITIES

Aura of Death (Su) This aura's effects are weaker than and do not stack with Vahlo's sacrilegious aura.

Aura of the Grave (Su) Mindless undead within 10 feet of Vahlo will not attack him unless directly ordered to, and even then only after succeeding at a DC 24 Will save. The DC is Charisma-based.

Aura of Rebirth (Su) If a living creature is slain within 10 feet of Vahlo, he can spend two uses of his smite good ability at the start of his next turn as a move action to summon the spirit of a dead murderer to reanimate the corpse as a mohrg. The mohrg immediately rises and attacks Vahlo's foes, acting under his command. After 1 minute, the murderer's soul leaves the body, which collapses, again lifeless.

Aura of Sin (Su) Vahlo's weapons are treated as evil-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while the antipaladin is conscious.

Channel Destruction (Su) Vahlo's weapons seethe with profane fire, dealing an additional 4d6 points of fire damage.

Devastating Blast (Su) Three times per day, Vahlo can unleash a 30-foot cone of fire as a standard action. This blast deals 10d6 points of fire damage (DC 25 Reflex for half). The save DC is Charisma-based.

Phantom Mount (Su) Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed* (CL 17). This mount is more real than a typical *phantom steed* and can carry one additional rider. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, he can summon it again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. Vahlo chose fire, which influences several of his other abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect, which are included in his statistics. The increased difficulty of saving throws against negative energy has been added to his channel negative energy DC. In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a DC 25 concentration check. If the check fails, the effect is expended but does not function. The DC of the concentration check is Charisma-based.

Undead Mastery (Su) As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. He can control up to 85 HD worth of undead at a time.

SUBTIER 17–18 (CR 22)

ADVANCED ASTRADAEMONS (2)

CR 17

Pathfinder RPG Bestiary 2 292, 63

NE Large outsider (daemon, evil, extraplanar)

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

Perception +24

Aura soul siphon (10 ft.)

DEFENSE

AC 33, touch 19, flat-footed 23 (+9 Dex, +1 dodge, +14 natural, –1 size)

hp 246 each (17d10+153)

Fort +14, **Ref** +19, **Will** +16

Defensive Abilities *displacement*; **DR** 10/good and silver;

Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 28

OFFENSE

Speed 90 ft., fly 90 ft. (good)

Melee bite +25 (2d6+7 plus energy drain and grab), 2 claws +25 (1d8+7 plus energy drain), tail slap +20 (1d12+3 plus energy drain)

Space 10 ft., **Reach** 10 ft. (15 ft. with tail)

Special Attacks devour soul, energy drain (1 level, DC 27)

Spell-Like Abilities (CL 17th; concentration +26)

Constant—*deathwatch*, *displacement*, *true seeing*

At will—*enervation*, *fear* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

3/day—*locate creature*, *plane shift* (DC 26)

Vahlo's Helm

Vahlo's *Decemvirate helm* has unique powers.

TRIPLE-SPIRE HELM (MINOR ARTIFACT)

Aura strong abjuration; **CL** 20th; **Slot** head; **Weight** 3 lbs.

DESCRIPTION

The members of the Pathfinder Society's administrative body, the Decemvirate, retain their anonymity by wearing close-faced, magically empowered helmets while fulfilling their official roles. These Decemvirate helms, which include the *Triple-Spire Helm*, not only mask the wearers' faces, but also function as *helms of telepathy* combined with *amulets of proof against detection and location*. The wearer of a *Decemvirate helm* can use *disguise self* at will and benefits from *discern lies* and *true seeing* at all times. The helm provides 100% protection from all gaze attacks and all forms of magical control.

Like the rest of the *Decemvirate helms*, the *Triple-Spire Helm* originated from Azlant. It was designed to wither aquatic life and any aberrations that might be hiding among them. Five times per day as a standard action, the wearer can create a 30-foot-radius burst of negative energy that deals 15d6 negative energy damage to all creatures in the area (DC 25 Will save for half). The wearer can activate this ability as a free action when a critical hit or sneak attack is scored on them, but doing so reduces the damage to 10d6.

The *Triple-Spire Helm* has attuned itself so closely to Vahlo Huovar that it's considered part of his graveknight armor, allowing him to rejuvenate so long as the helm survives. If another creature is wearing the helm after Vahlo's rejuvenation concludes, they must succeed at a DC 30 Fortitude save to avoid being transformed into Vahlo (consuming the victim's mind and utterly destroying their body).

DESTRUCTION

Whatever their original purpose, *Decemvirate helms* seem designed to function as mantles of office. If one of these helms is worn by five or more individuals in one 24-hour period, it ceases to function for 1 day. If it is again worn by five or more individuals within 24 hours of regaining its properties, the helm permanently loses its magic properties.

1/day—*energy drain* (DC 26), *finger of death* (DC 26), summon (level 6, 1d3 derghodaemons 50%)

TACTICS

Before Combat The astradaemons keep watch atop the central tower, trying to stay out of sight until they are ready to strike.

During Combat The daemons split up to pin down major ranged and spellcasting threats, preferring to use their devour soul ability early on. If needed, one of the daemons breaks off to

assist Vahlo against a particularly difficult foe or devastate the PCs with spell-like abilities.

STATISTICS

Str 25, **Dex** 29, **Con** 28, **Int** 18, **Wis** 19, **Cha** 28

Base Atk +19; **CMB** +25; **CMD** 45

Feats Combat Reflexes, Dodge, Flyby Attack, Iron Will, Mobility, Nimble Moves, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +26 (+50 jump), Escape Artist +29, Fly +31, Intimidate +29, Knowledge (planes) +24, Perception +24, Sense Motive +24, Stealth +25, Survival +24

Languages Abyssal, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su) As a standard action, an astradaemon that begins its turn with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a DC 25 Fortitude saving throw. The save is Constitution-based. For every 5 HD of the slain creature, the daemon gains a +1 profane bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).

Soul Siphon (Su) If a Small or larger living creature dies within 10 feet of an astradaemon, the daemon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes. These bonuses stack with themselves. Incorporeal undead and living spirits traveling outside the body (such as a person using *astral projection* or *magic jar*) take 1d8 points of damage each round within the daemon's aura.

VAHLO HUOVAR

CR 21

Male halfling graveknight antipaladin of Norgorber (seal breaker)
18/rogue 2 (*Pathfinder Campaign Setting: Inner Sea Combat* 43, *Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 3 138)

CE Small undead (augmented humanoid, halfling)

Init +8; **Senses** darkvision 60 ft.; Perception +26

Aura aura of death, aura of depravity, aura of rebirth, aura of sin, aura of the grave (DC 27), sacrilegious aura (30 ft., DC 28)

DEFENSE

AC 39, touch 14, flat-footed 32 (+11 armor, +4 Dex, +9 natural, +4 shield, +1 size)

hp 332 (20 HD; 2d8+18d10+220)

Fort +32, **Ref** +26, **Will** +28; +2 vs. fear

Defensive Abilities channel resistance +4, evasion, fortification 50%, rejuvenation; **DR** 10/magic, 5/good; **Immune** cold, electricity, fire, undead traits; **SR** 32

OFFENSE

Speed 20 ft.; fly 60 ft.

Melee *Ensanguined Envy* +33/+28/+23/+18 (1d4+12/17–20 plus 5d6 fire and 1 bleed) or

slam +27 (1d3+9 plus 5d6 fire)

Ranged dart +25 (1d3+7 plus 5d6 fire)

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

Special Attacks channel destruction (5d6 fire), channel negative energy 8/day (DC 33, 9d6), devastating blast (12d6 fire, DC 28, 3/day), smite good 6/day (+8 attack and AC, +22 damage), sneak attack +1d6, undead mastery (100 HD, DC 28)

Antipaladin Spell-Like Abilities (CL 18th; concentration +26)
At will—*detect good*

Antipaladin Spells Prepared (CL 18th; concentration +26)
4th—*inflict serious wounds* (DC 22), *greater invisibility* (2), *resounding blow*^{APG} (DC 22)
3rd—*vampiric touch*, *dispel magic* (2), *nondetection*
2nd—*blindness/deafness* (DC 20), *invisibility* (2), *silence* (2, DC 20)
1st—*command* (DC 19), *death knell* (2, DC 19), *inflict light wounds* (3, DC 19)

TACTICS

Before Combat Vahlo casts *nondetection* and drinks his *potion of barkskin*. He also locks *Ensanguined Envy* in his gauntlet and applies an *oil of keen edge* before beginning the ritual. If he detects the PCs' approach, he activates his fiendish boon to grant his sword the *unholy* weapon property, activates his *winged boots*, casts extended *greater invisibility* and *resounding blow*, and hides. The benefits of the *potion of barkskin*, the *oil of keen edge*, and the *winged boots* are included in his statistics.

During Combat Vahlo is familiar with the PCs' capabilities and takes advantage of their weaknesses where able. He prefers to engage an unaware, good-aligned foe in melee, using smite good and his *conductive* weapon to deliver his corrupting touch and disarm dangerous foes. He applies his cruelties to targets that he strikes with his corrupting touch, often selecting the stunned cruelty (DC 27 Fortitude negates). He revels in any opportunity to use his aura of rebirth.

Morale Vahlo fights until destroyed, at which point his rejuvenation activates (see Development).

Base Statistics Without the *potion of barkskin*, the *oil of keen edge*, and the *winged boots*, Vahlo's statistics are **AC** 36, flat-footed 29; **Speed** 20 ft.; **Melee** *Ensanguined Envy* +33/+28/+23/+18 (1d4+12/19–20 plus 5d6 fire and 1 bleed)

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 18, **Wis** 18, **Cha** 27

Base Atk +19; **CMB** +23 (+27 disarm); **CMD** 34 (43 vs. disarm, 41 vs. sunder)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Disarming Strike^{APG}, Greater Disarm, Improved Disarm, Improved Initiative^B, Lucky Halfling^{APG}, Lunge, Mounted Combat^B, Ride-by Attack^B, Staggering Critical, Toughness^B, Weapon Focus (short sword)

Skills Acrobatics +5, Bluff +31, Climb +10, Disable Device +29, Disguise +31, Intimidate +39, Knowledge (religion) +11, Perception +26, Ride +11, Sense Motive +27, Spellcraft +13, Stealth +30, Use Magic Device +21; **Racial Modifiers** +2 Acrobatics, +2 Climb, +8 Intimidate, +8 Perception, +8 Ride

Languages Abyssal, Common, Dwarven, Elven, Halfling, Varisian

SQ cruelties (blinded, cursed, diseased, sickened, staggered,

stunned), fiendish boon (weapon +5, 4/day), graveknight armor, phantom mount, rogue talent (honeyed words 1/day^{APG}), ruinous revivification (fire), touch of corruption 17/day (9d6), trapfinding +1

Combat Gear *extend metamagic rod*, *oil of keen edge* (3), *potion of barkskin* (CL 6); **Other Gear** +5 moderate fortification mithral breastplate, +3 arrow deflection buckler, *Ensanguined Envy* (+5 conductive wounding short sword, see sidebar), darts (6), *bracers of the avenging knight*^{UE}, *cloak of resistance* +2, *gloves of dueling*^{APG}, *headband of alluring charisma* +4, *scarlet and blue ioun stone* (Disable Device), *Triple-Spire Helm* (see sidebar) *winged boots*, locked gauntlet, masterwork thieves' tools

SPECIAL ABILITIES

Aura of Death (Su) This aura's effects are weaker than and do not stack with Vahlo's sacrilegious aura.

Aura of Depravity (Su) Vahlo gains DR 5/good. Each enemy within 10 feet takes a –4 penalty on saving throws against compulsion effects. This ability functions only while the antipaladin is conscious.

Aura of the Grave (Su) Mindless undead within 10 feet of Vahlo will not attack him unless directly ordered to, and even then only after succeeding at a DC 28 Will save. The save DC is Charisma-based.

Aura of Rebirth (Su) If a living creature is slain within 10 feet of Vahlo, he can spend two uses of his smite good ability at the start of his next turn as a move action to summon the spirit of a dead murderer to reanimate the corpse as a mohrg. The mohrg immediately rises and attacks Vahlo's foes, acting under his command. After 1 minute, the murderer's soul leaves the body, which collapses, again lifeless.

Aura of Sin (Su) Vahlo's weapons are treated as evil-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while the antipaladin is conscious.

Devastating Blast (Su) Three times per day, Vahlo can unleash a 30-foot cone of fire as a standard action. This blast deals 12d6 points of fire damage (DC 28 Reflex for half). The save DC is Charisma-based.

Channel Destruction (Su) Vahlo's weapons seethe with profane fire, dealing an additional 5d6 points of fire damage.

Phantom Mount (Su) Once per hour, Vahlo can summon a skeletal horse similar to a *phantom steed* (CL 20). This mount is more real than a typical *phantom steed* and can carry one additional rider. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, he can summon it again with full hit points 1 hour later.

Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.

Ruinous Revivification (Su) At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. Vahlo chose fire, which influences several of his other abilities.

Sacrilegious Aura (Su) A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect, which are included in his statistics. The increased difficulty of saving throws against negative energy has been added to his channel negative energy DC. In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a DC 28 concentration check. If the check fails, the effect is expended but does not function. The DC of the concentration check is Charisma-based.

Undead Mastery (Su) As a standard action, Vahlo can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a DC 28 Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. He can control up to 100 HD worth of undead at a time.

Development: One round after Vahlo is destroyed, the ritual begins spiraling out of control. Red lightning begins arcing from *Ensanguined Envy* to Vahlo's helm to nearby creatures, causing an uncomfortable buzzing sensation as the air pressure in the area drops precipitously. With a successful Easy Knowledge (arcana) or Spellcraft check, a PC recognizes that the ritual's energy has become unstable and is at risk of blasting from Skysreach in a random direction with unpredictable results—but also that it might be possible to take control of these wild energies. Once this process begins, the PCs have one additional round to influence the ritual before it concludes. In general, any action designed to dissipate spells, form a solid barricade, manipulate elemental energy, or understand magic could suffice, such as casting *dispel magic* (CL = APL), attempting a Knowledge (arcana) check (use the Hard DC + 3), accepting a point of burn as a kineticist to draw off the excess energy, or casting *wall of stone*. Tally the number of such successful actions. All the while, any surviving daemons continue to fight.

At the end of this round, the ritual's energies dissipate violently. The force draws all creatures, loose equipment, and dozens of roof tiles within 150 feet toward the ritual's focus with great speed. Their bodies are momentarily vaporized and hurled to the northwest, where Vahlo had tried to target

the ritual. Instead, the magic only extends as far as the edge of the Grand Lodge, scattering the PCs and Vahlo's remains near the Wall of Names. This process destroys the daemons, whose outsider essence is torn apart to feed the ritual, and it deals 5d6 bludgeoning damage and 5d6 electricity damage to each of the PCs (Average Fortitude for half). Increase the damage to 6d6 of each type in Subtier 14–15, and 7d6 of each type in Subtier 17–18. For each of the mitigating actions the PCs took to control the ritual, reduce each type of damage taken by 1d6 of each type (minimum no damage). If the PCs take damage, they land prone. Distribute them at random across area C, with no PC beginning within 30 feet of another.

Vahlo's helm strikes the Wall of Names with an indignant clang before settling on the grass. The ritual's dissipating energy speeds his rejuvenation as the electricity arcs over his speedily regenerating body. Within one round (during which time the PCs can regain their senses and move about), he has reformed entirely with sword in hand. However, the process has temporarily shorted out many of his *Decemvirate helm's* powers of disguise, revealing his true form and making the artifact easier to destroy.

Roll initiative again and begin the Wall of Names encounter immediately.

Rewards: If the PCs do not defeat Vahlo for the first time, reduce each PC's gold earned by the following amount.

Subtier 12–13: Reduce each PC's gold earned by 2,750.

Out of Subtier (Low): Reduce each PC's gold earned by 3,875.

Subtier 14–15: Reduce each PC's gold earned by 5,000.

Out of Subtier (High): Reduce each PC's gold earned by 7,500.

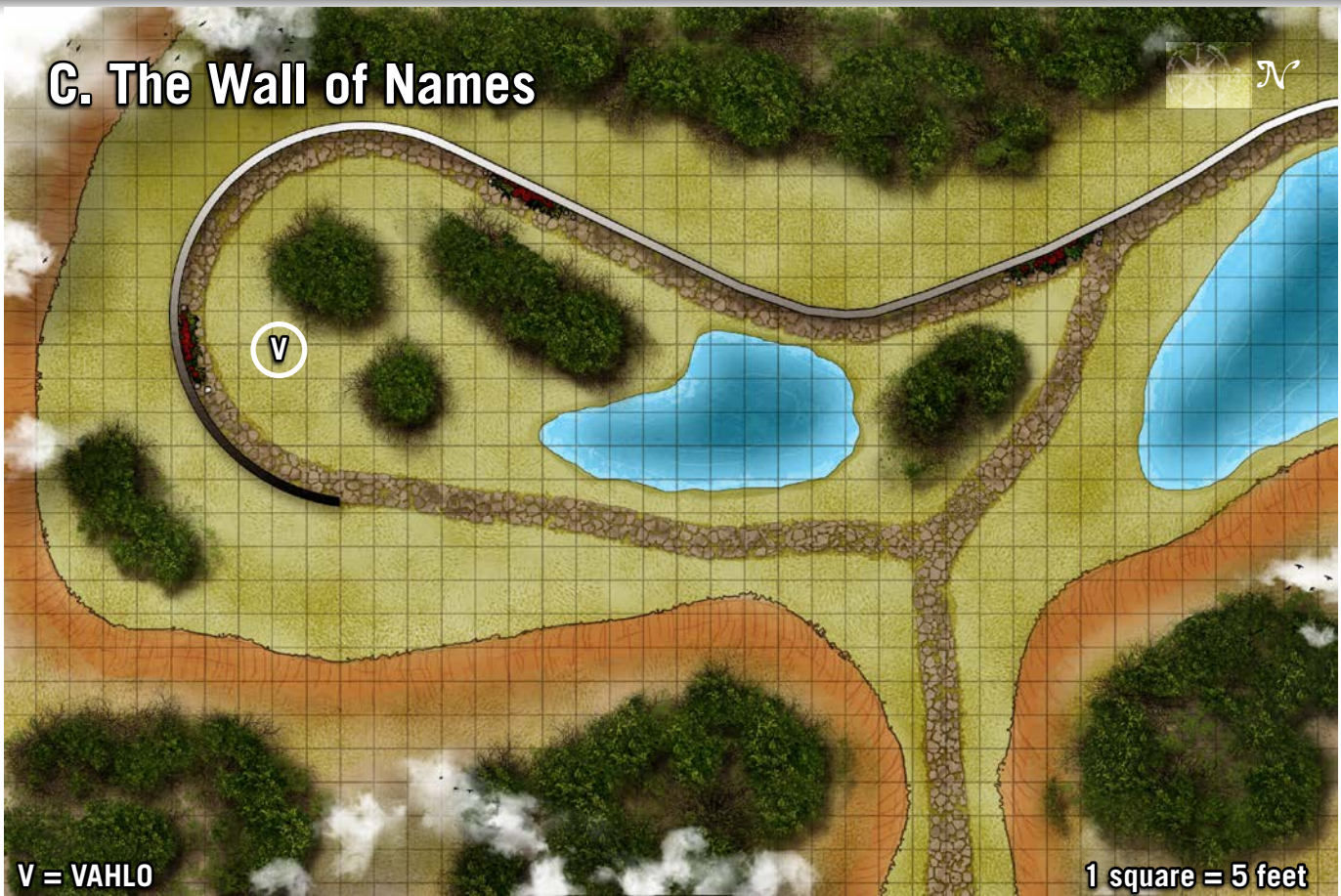
Subtier 17–18: Reduce each PC's gold earned by 10,000.

C. THE WALL OF NAMES (CR 16, CR 18, OR CR 21)

The Wall of Names was built and commemorated in 4330 AR in honor of Selmus Foster, one of the first explorers published in the *Pathfinder Chronicles* before his sudden death on the distant island of Bhopan. This curving wall of polished dark stone bears the name of each Pathfinder who has died in service to the Society. After nearly four centuries, the long wall now bears thousands of inscriptions. The structure stands atop a low, gentle hill, surrounded by manicured lawn, trees, and shallow ponds.

Creatures: The combination of so many names and memories juxtaposed with the boundless ambitions of the fallen Pathfinders have lent the Wall of Names increasing psychic resonance over the years. In the presence of the *Ensanguined Envy*, itself a blade empowered by the will to erase past mistakes and memories, the Wall of Names becomes a conduit for the spirits of restless Pathfinders. Roll initiative once for all lost Pathfinder spirits. On this initiative count, *Ensanguined Envy's* magic draws the memory of dead Pathfinders from the wall, causing the names to vanish from the surface and spinning the psychic resentment into a

C. The Wall of Names



ghostly representation of one or more of the lost Pathfinders; if one or more players have characters who were ever reported as permanently dead, consider having the lost Pathfinders resemble one or more of them (or even a contorted amalgam of several at once). Distressed, confused, and above all bitter that their careers were cut short, the spirits desperately try to recapture their lost ambitions by regaling the living with disjointed stories and draining the PCs' own determination.

The rate at which these spirits appear varies by subtier. In Subtier 12–13, one spirit appears on the first round, and an additional spirit emerges at any point along the wall every three rounds thereafter. In Subtiers 14–15 and 17–18, new spirits appear every two rounds thereafter; in Subtier 17–18, two spirits appear on the first round. Instead of appearing in pre-defined places on the map, the spirits appear from squares of the wall that are close to the PCs.

In addition, Vahlo is prepared to fight in one final showdown. He begins the encounter at full hit points and freed from any ongoing negative conditions or other effects. Any of his beneficial effects, such as *barkskin* or *nondetection*, are only in effect if they were not dispelled earlier, though his ongoing smite effects end due to his having been temporarily destroyed. Vahlo does not regain any of his expended daily abilities or spells. Death also disrupted his disguise, revealing that he is actually a halfling rather than a Taldan human man.

Finally, Grandmaster Torch and several of his remaining bodyguards are in the vicinity when the fighting breaks out. He spends the first round ascending to the roof of Starhall, and on the second round he spots the battle and looses a +1 *corrosive arrow* augmented by his sneak attack, which he is able to perform at range thanks to the *sniper goggles* he's donned (*Pathfinder RPG Ultimate Equipment* 227). This arrow strikes Vahlo right before the graveknight's second turn, dealing 6d6+3 piercing damage and 1d6 acid damage. Torch then descends and begins moving toward the Wall of Names, arriving after the battle (see *Confronting Torch* on page 35). If the PCs are struggling with this encounter, Torch might show up earlier, arriving with a bow in one hand and a glowing emerald (a minor artifact known as the *Emerald Sage Jewel*) in the other. He invokes the gem's power, firing a beam that staggers Vahlo for 1 round. On subsequent rounds he fires his bow, dealing 15 additional damage per round while shouting gruff encouragement to the PCs. He also carries a variety of magic items, and he might use a *scroll of breath of life* or other consumable item to aid a beleaguered PC.

It's possible that the PCs may choose to divert their attention to attack Grandmaster Torch at this time. If they do, he uses *dimension door* to retreat, certain that his presence is acting as more of a hindrance than an aid toward his ultimate goal of Vahlo's destruction. He has used scrolls of

Scaling Encounter C

To accommodate a group of four PCs, Vahlo is still reeling from his violent destruction and reformation. He takes a –2 penalty on all d20 rolls and to his DCs.

For a group that has elected to take on a greater challenge, make the following changes.

Subtier 12–13: Two Pathfinder spirits appear on the first round. Vahlo can activate his aura of rebirth as a move action. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Vahlo's long time as a graveknight has woven additional protections into his armor. The armor bonus from his breastplate also applies to his touch AC. This increases his touch AC to 23.

Subtier 14–15: Two Pathfinder spirits appear on the first round. Vahlo can activate his aura of rebirth as a swift action. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Finally, Vahlo's long time as a graveknight has woven additional protections into his armor. The armor bonus from his breastplate also applies to his touch AC. This increases his touch AC to 24.

Subtier 17–18: Three Pathfinder spirits appear on the first round. Vahlo can activate his aura of rebirth as a free action; when he does so, the mohrg he creates gains a +10 profane bonus on attack rolls, saving throws, and skill checks, and the save DC of its paralysis ability increases to 25. When Vahlo channels his touch of corruption through *Ensanguined Envy*, its damage becomes divine damage that cannot be reduced. He can channel his touch of corruption through that blade twice per round, rather than only once per round as typical for the *conductive* property. Vahlo's long time as a graveknight has woven additional protections into his armor. The armor bonus from his breastplate also applies to his touch AC. This increases his touch AC to 25.

fly for increased mobility, *spell immunity* to become immune to *dimensional anchor*, and *spell turning* to protect himself against all spells. He reappears again after the conclusion of the battle.

SUBTIER 12–13 (CR 16)

PATHFINDER SPIRIT

CR 13

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +20

Aura regale (60 ft., DC 23)

DEFENSE

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

hp 168 (16d8+96)

Fort +10, **Ref** +10, **Will** +13

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +15 (1d6 Charisma damage/19–20)

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 11, **Wis** 12, **Cha** 20

Base Atk +12; **CMB** +15; **CMD** 30

Feats Following Step^{APG}, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning Reflexes, Step Up, Step Up and Strike^{APG}, Toughness

Skills Fly +30, Intimidate +24, Perception +20, Stealth +22

Languages Common

SQ wayfinder affinity

SPECIAL ABILITIES

Drain Ambition (Su) A Pathfinder spirit's touch deals 1d6 points of Charisma damage (DC 23 Will negates). A successful critical hit causes 1d6 points of Charisma damage and 2 points of Charisma drain (instead of double Charisma damage). With each successful attack, the spirit gains 10 temporary hit points. This is a mind-affecting emotion effect.

Regale (Su) A Pathfinder spirit constantly speaks of its mortal accomplishments, unfinished business, and bitter sense of abandonment by the Society, creating a hypnotic, distracting effect. Living creatures within 60 of the spirit must succeed at a DC 23 Will save or become flat-footed for 1d4 rounds. A creature that successfully saves against this effect is immune to that Pathfinder spirit's regale aura for 24 hours. This is a sonic, mind-affecting compulsion effect.

Wayfinder Affinity A Pathfinder spirit views living Pathfinders with a mix of reverence and revulsion, coveting the living colleagues' lives yet loathe to violate the code against harming other Pathfinders. Any creature wearing a *wayfinder* gains a +5 deflection bonus to AC against the Pathfinder spirit's attacks. However, such creatures take a –2 penalty on saving throws against the spirit's drain ambition and regale abilities.

VAHLO HUOVAR

CR 16

hp 220 (see page 25)

SUBTIER 14–15 (CR 18)

PATHFINDER SPIRIT

CR 13

hp 168 (see Subtier 12–13 above)

VAHLO HUOVAR

CR 18

hp 266 (see page 27)

SUBTIER 17–18 (CR 21)

PATHFINDER SPIRITS (2)

CR 13

hp 168 each (see Subtier 12–13 on page 34)

VAHLO HUOVAR

CR 21

hp 332 (see page 30)

Development: After being destroyed a second time, Vahlo's body slowly begins crumbling, and his rejuvenation does not begin for another day. Although his first restoration temporarily drained his *Decemvirate helm* of some of its power—treating it as though it had already been worn by five different individuals 24 hours earlier for the purposes of its destruction condition—the artifact remains impervious to destruction by conventional means.

The PCs have about one minute to recover before Grandmaster Torch arrives, though with Vahlo's defeat, the adventure's combat encounters are effectively over. Even so, the PCs might feel threatened by the approach of such an old enemy of the Society and begin to prepare for yet another clash.

Rewards: If the PCs do not defeat Vahlo a second time, reduce each PCs' gold earned by the following amount.

Subtier 12–13: Reduce each PC's gold earned by 2,750.

Out of Subtier (Low): Reduce each PC's gold earned by 3,875.

Subtier 14–15: Reduce each PC's gold earned by 5,000.

Out of Subtier (High): Reduce each PC's gold earned by 7,500.

Subtier 17–18: Reduce each PC's gold earned by 10,000.

CONFRONTING TORCH

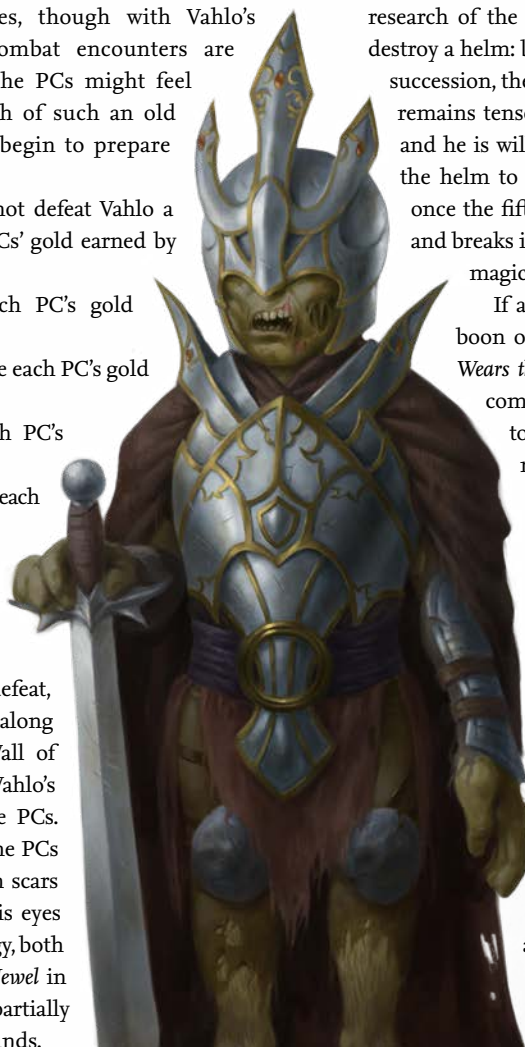
Shortly after Vahlo's defeat, Grandmaster Torch arrives along one of the trails to the Wall of Names, hoping to confirm Vahlo's demise and parley with the PCs. Unlike the previous times the PCs likely met him, Torch's burn scars are much less severe and his eyes glow faintly with green energy, both effects of the *Emerald Sage Jewel* in his possession, which has partially healed his cursed wounds. Read or paraphrase the following.

Carrying a bow, wearing a glowing green jewel around his neck, and showing signs of having fought numerous battles, Grandmaster Torch emerges near the Wall of Names with two beleaguered half-orc bodyguards in chainmail. The infamous information broker quickly examines the scene before tossing his bow aside. "Hold! Whether you consider me friend or foe, I am not here to fight, nor do I intend to flee. Stay your attacks until our common enemy is defeated; he is fallen but not gone." Torch motions to the *Decemvirate helm*. "You know what we're dealing with, what must be done?"

Torch listens to hear if any PCs voice key facts: that Vahlo is a graveknight, that he will rejuvenate in time so long as his armor survives, and that the *Decemvirate helm* is a part of that armor. Torch confirms any of these points and supplies the rest, observing that until the helm is destroyed, Vahlo will always return and control the Society. But in his extensive research of the Decemvirate, Torch has discovered how to destroy a helm: by having at least five people wear it in short succession, the badge of office will crumble entirely. Torch remains tense until he knows Vahlo is utterly destroyed, and he is willing to be one of the individuals who wears the helm to destroy it (if the PCs desire). As predicted, once the fifth person has donned the helm, it fractures and breaks into several large pieces that swiftly lose their magical aura.

If any of the PCs earned the Nemesis of Torch boon on their Chronicle sheets from #10–22: *Who Wears the Mask*, Grandmaster Torch has additional commentary. Ask the PCs what action they took to earn that boon. He tells these PCs that he respects their ingenuity and dedication, giving an example of a way that their actions harmed or hindered him. He then asks if their desire to oppose him came primarily from Vahlo's directive or from their own opinions of him. PCs who say that they did so primarily at Vahlo's behest earn a sad shake of the head; "You see now why I have gone so far to oppose the rot that festers within the Decemvirate." On the other hand, PCs who directly repudiate Torch from their own knowledge or experiences earn his respect; "I'm glad you've come by your opinion of me honestly. And I must admit, I've been working hard to seem a villain these past few years. Please, let me explain, and then you can eliminate me if that's still what you want to do."

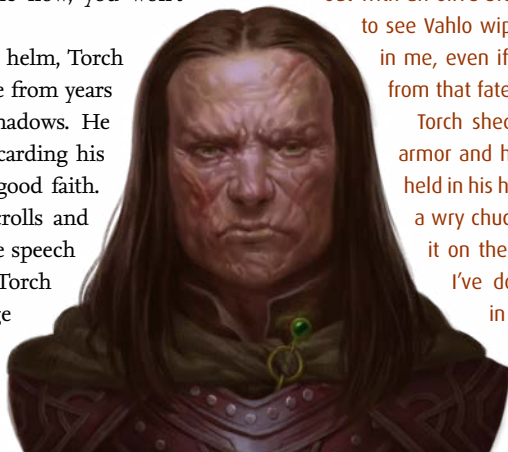
If the PCs want to attack Torch immediately even before they can hear what he has to say, he sighs, and



Vahlo Huovar

says “Will you wait a moment so I can remove my magical safeguards first? If you’ll hear me out, you can kill me and make it stick, but if you attack me now, you won’t accomplish anything.”

Once the PCs have destroyed the helm, Torch sighs and at last expresses his fatigue from years on the run, operating from the shadows. He begins explaining himself while discarding his wealth of magic items as a sign of good faith. These items include a bounty of scrolls and other valuable items. Throughout the speech below and questions, Grandmaster Torch addresses any former Shadow Lodge agents by name and addresses his agents as “you” rather than “them.” For instance, when he says “I couldn’t bear to see Vahlo wipe out the agents who placed their faith in me, even if I had to break their faith to save them from that fate,” he might instead say “I couldn’t bear to see Vahlo kill you after you placed your faith in me, even if I had to break your faith to save you from that fate.”



Grandmaster Torch

“This is where it ends,” Torch announces, while removing several rings and tossing them onto the ground. “So many years ago, I joined the Society and did the Decemvirate’s bidding, only to be betrayed and abandoned rather than have the leaders admit wrongdoing.” He unclasps his cloak and unbuckles a bandolier of potions, adding them to the pile. “I worked independently after that, as you know, trying to change the Society through the Shadow Lodge.” He grunts derisively while upending a belt pouch containing spell components, a half-dozen tub-shaped feather tokens, and an ivory statue of himself. “Lost control of those rebels, I admit, but the new Shadow Lodge that resulted? What a magnificent thing that was! Together, we stood to reform the Society from within!” He punctuates this point by dropping his quiver and discarding a leather case brimming with scrolls. “Until I realized that all the progress we seemed to make ceased the moment the Decemvirate took an interest.” He unceremoniously adds his sword to the growing hoard of magic items.

“I’m a suspicious man, and I admit I jumped too swiftly to blaming the Decemvirate. Yet, when the opportunity came to discover their identities, I took it. My old nemesis Dorianna Ouidda had secured the names, yet even she had yet to piece together Vahlo’s motivations. But I recognized him from the tales, recognized what his presence might mean, and knew what he would do to anyone who stood a chance of knowing his true identity. I killed Dorianna, I publicly betrayed the Society, and I no doubt disappointed many of you. It was the only way I saw in the moment to deflect blame from the Pathfinder agents and take it on myself, becoming in the Decemvirate’s eyes the villain they

always assumed I would become. And to be fair, it worked for those agents; instead of an inquisition, the Grand Lodge reached out with an olive branch and special training. I couldn’t bear to see Vahlo wipe out the agents who placed their faith in me, even if I had to break their faith to save them from that fate.”

Torch sheds the last of his equipment except for armor and his amulet, plus a candle and tindertwig held in his hands. “For old time’s sake,” he notes with a wry chuckle as he lights the candle and balances it on the ground before concluding. “Since then, I’ve done everything I can to unmask Vahlo in a way that the Decemvirate couldn’t laugh off. I’ve stolen, spied, and even warmongered to that end, but at last the worst of the Ten has fallen. And by now my agents have finished carrying off enough evidence implicating two of the other Decemvirate that I suspect they’ll flee the Society once those documents come to light.

“I’ve done what I came to do. I’ve finished what I set out to accomplish. What I’ve done, I’ve always done for the Pathfinder Society and its agents. But that’s not for me to judge. I’ll answer any of your questions, and I’ll submit to your judgment. If I am to live or die, let it be the decision of true Pathfinders, not the Ten.”

As promised, Grandmaster Torch patiently and truthfully answers any of the PCs’ questions while he stands next to a lit *candle of truth* (more a formality, given he could easily overcome the saving throw DC). He dismisses his remaining spells augmenting his abilities, such that the only auras on him are tied to his belt (a *belt of physical perfection* +4), his armor (+4 *improved shadow leather armor*), and the *Emerald Sage Jewel*. Likely questions and his answers follow. PCs may use Sense Motive to attempt to discern if Torch is lying. If they receive a result of at least 20 on their check, they recognize that he is telling what he believes to be the truth. However, the extent to which Torch’s account of his motivations is accurate and the extent to which he may be rationalizing his behavior after the fact is unclear.

How did you recognize Vahlo? “His name was on Dorianna Ouidda’s list, and I knew it from some of the Shining Crusade texts I had to study as an initiate. He was a bold paladin of Chaldira Zuzaristan who perished during a rescue, and those who died near the Whispering Tyrant became undead themselves.” He chuckles. “History lessons came in handy. Who knew?”

Why didn’t you tell anyone about Vahlo? Torch sneers. “When we’re deep in our cups, we all harbor our own ludicrous fantasies about who the Decemvirate really are. I’d

have been laughed off if I tried to explain that one of the Ten was a secret agent of the Whispering Tyrant using the Society's resources to assemble an arsenal for the lich's inevitable return. And the few who did believe me would be isolated and ultimately silenced—especially since the Decemvirate could easily dismiss my claims or mark those agents as traitors. No, the only options were unmasking Vahlo publicly or drawing him into a trap.”

Where did your agents go with the evidence? “I honestly don’t know, and that’s the point. Each has scattered in a different direction with instructions to employ the evidence as they deem proper. I could probably track them down eventually, but not before they will have done their damage.”

Why did you betray your agents? “I had lost several agents who sniffed too close to the Decemvirate’s secrets by that point—particularly the one in the three-flanged helm—and when I saw Vahlo’s name, I knew he’d silence anyone he considered a threat to his anonymity.” Torch pauses for a moment and wistfully shakes his head. “I had already lost so many agents. If playing the part of a villain could spare the other Pathfinders in the room by making them seem innocent, get the Ten to apologize to them and console them instead, I’d happily do it again.”

You ruined the Shadow Lodge! “More than once,” Torch agrees irritably. “It was dragged through the mud when I lost control and later when I became the Society’s worst bogeyman. But if you’re upset that I ruined the Shadow Lodge, then you’ve missed the point! It was always bigger than any faction. In the past decade, deaths in the field dropped by an estimated 44 percent, venture-captains were held to a higher standard, and lost Pathfinders got rescued—actually rescued, damnit! You don’t need an edgy shadow-flame insignia for that. You just need to care.”

Why did you kill Dorianna Ouidda? This refers to Torch’s killing of Dorianna “The Spider” Ouidda during *Pathfinder Society Scenario #4-23: Rivalry’s End*. “She knew Vahlo’s name, even if she hadn’t determined its significance. But she would talk, and if Vahlo’s identity got out, far more people could have died. Killing her seemed the right move to keep Pathfinders safe. And I admit I had a chip on my shoulder. Dorianna usurped and corrupted the original Shadow Lodge, which only lent the Decemvirate more authority and led to countless deaths. I’d be lying if I said I didn’t appreciate the moment of revenge.”

Why did you steal the sage jewel? This refers to the green gem Torch wears, which he secured during *Pathfinder Society Scenario #5-16: Destiny of the Sands, Part 3: Sanctum of the Sages*. “That was more an opportunity than a plan. Amenopheus had once shown me his sage jewel and explained its significance, and when I learned that several more had been unearthed—in the same ruins where I had been burned, no less—I took pains to secure one. There was a certain satisfaction in at last obtaining the artifact I’d failed to recover decades ago, and

it’s helped me understand and overcome some of my scars. At this point its value is more sentimental, and I’m ready to return it to the Jeweled Sages.”

Why did you attack Absalom? or Why did you cooperate with the Society’s enemies? This refers to Torch’s schemes in Season 9 of the campaign (specifically during *Pathfinder Society Special #9-00: Assault on Absalom*), during which he united four other villains to harass the Society: the demon Koth’Vaul, the assassin Muhlia al-Jakri, the demoniac Thurl, and the night hag Aslynn. “The attack on Absalom was...fraught. The Society had built an impressive list of enemies, and it was my hope that by facilitating these villains’ private revenge fantasies, I might provoke the Decemvirate into open action and draw out Vahlo, all the while exposing these villains so you could defeat them before they got too dangerous. It didn’t work as intended. Certainly Muhlia managed to implicate Skyreach in coordinating the invasion, which nearly drove the First Guard to investigate the Grand Lodge. Thurl, on the other hand, was too unpredictable. I had hoped he might create a few golems and let them loose in the Grand Lodge; instead he turned up with an army bent on utter conquest! In the chaos, though, I infiltrated Skyreach and identified Vahlo’s sinister plans for the construct known as Gulgamodh. I sent my agents to disable the giant construct, but the Pathfinders managed to beat us to it and use Gulgamodh in the city’s defense—far better than Vahlo’s plan to unleash it on Eastgate. It seemed to have worked as far as flushing out the other enemies as well. Their resources sapped, they fell to you easily after that. In fact, I am almost certain that time and resources spent on the siege of Absalom were the only thing that stopped Koth’Vaul from focusing on Deskari before the Society could defeat him. Thurl and Koth’Vaul both had big plans with or without me. The attack on Absalom was a major waste of their resources for little return that ultimately ruined them. I regret the lives lost that day, but far more would have suffered if they hadn’t spent that energy attacking such a well-defended target.”

Do you have regrets? Torch breathes in and sighs heavily. “Almost every day I’ve questioned whether the Society might have known peace if I hadn’t become a Pathfinder, hadn’t gone to Osirion, hadn’t started the Shadow Lodge, hadn’t investigated the Decemvirate, or hadn’t antagonized the Society. I’ve done so many regrettable things. But no matter what, Vahlo would have been ready to betray Absalom today, and my decisions allowed me to be here to help stop him.”

If we kill you, will you really die? Torch nods. “My contingencies are done, my safeguards are disabled, and I even ordered that the two clones I commissioned be destroyed. I am the one, only, and potentially last Grandmaster Torch.”

What would you do if we let you go? “I’ve spent years on the run and planning for today. I rarely gave what would follow any thought. It’s tempting to just retire somewhere warm and relax for once.”

True to his word, Grandmaster Torch is ready to live or

die by the PCs' hands. Give the players an opportunity to discuss their decision and Torch's merits. There is no special Chronicle sheet reward for executing him, letting him go, imprisoning him, or otherwise; this is instead the players' moment to judge one of the campaign's most complicated and controversial figures. Expect some players to reach this scene with very strong opinions on Torch's fate. Torch is effectively defenseless and has a modest number of hit points remaining. Any serious and uncontested attempt to execute him succeeds. If the PCs kill him, Torch's last words are "Asha, it's over...my sins...I fear I cannot join you..."

Ideally, the PCs come to a consensus. If there's a gridlock between opposing viewpoints, consider skipping ahead to the final scene without resolving Torch's fate. You can always record on each PC's Chronicle sheet what their particular decision was and treat that as the canonical ending for that character's story.

Rewards: If the PCs do not reach the encounter with Grandmaster Torch, reduce each PC's gold earned by the following amount.

Subtier 12–13: Reduce each PC's gold earned by 2,200.

Out of Subtier (Low): Reduce each PC's gold earned by 3,100.

Subtier 14–15: Reduce each PC's gold earned by 4,000.

Out of Subtier (High): Reduce each PC's gold earned by 6,000.

Subtier 17–18: Reduce each PC's gold earned by 8,000.

CONCLUSION

Shortly after the PCs resolve the situation with Torch—after enough time for Torch to depart if the PCs allow it, but not so long that the PCs leave the Grand Lodge—Eliza's reinforcements arrive. Eliza herself is nowhere to be seen. Instead, two Decemvirate members pull the PCs to the side, thank them for their profound service to the Society, and ask them to recount what has just happened.

One of these Decemvirate members is Shemis, though she appears in physical form rather than via an illusion as before. She wears the same heavily decorated ivory mask that she wore in her previous conversation with the PCs. The other Decemvirate member wears a mask of whorled black mesh that wraps the head like a tangle of thorns. Whenever she dons the mask, she speaks with a carefully generic Absalom accent and a voice of middle pitch devoid of suggestions of gender. This second Decemvirate member is actually Eliza Petulengro, though very few people other than Shemis know her identity. Once the PCs have given their account of what has transpired within the Grand Lodge, read or paraphrase the following. Even if the PCs refuse to share information, Shemis and Eliza have deduced enough of the situation to know of Vahlo's fate.

The Decemvirate member in a mask of whorled black mesh steps forward, "With Vahlo's destruction comes the destruction of his helm, an irreplaceable artifact. And with

it, the Ten would become Nine. So much has changed in the Decemvirate in just a decade—in spirit and in composition. It seems fitting that its organization should change as well to reflect its purged evils and a new era with new leadership." She takes her helm in both hands and removes it, her features resolving into those of Venture-Captain Eliza Petulengro. "It was the bravery of Pathfinders like you who convinced the Decemvirate to accept me as one of their own. It's past time I honor their courage by serving the Society as an open member of the Decemvirate."

"It is a bold move to become Unmasked," observes the ivory-masked Decemvirate member. "You are weaker without the artifact, and we are already weakened by becoming nine."

"You're missing the point," Eliza remarks. "What the Decemvirate needs most is new talent, courage, insight, and initiative." She nods to the gathered Pathfinders and holds out her helm. "I know that someone will rise to the challenge."

The ivory-masked figure chuckles warmly. "I doubt you'll ever cease to surprise me, Eliza." She turns toward the assembled Pathfinders. "Any one of you would be worthy of joining our ranks and helping us ensure that nothing like this ever happens again. What say you?"

Eliza offers the helm to the PCs. At this stage, any of the PCs can choose to don the mask. If more than one PC is interested in the role, feel free to have the scenario fade to black at this point. For the purposes of each PC's ongoing story, any PC who wants the role can become a member of the Decemvirate in their own personal story.

As long as the PCs defeated Vahlo, each player can choose between the Advisor to the Ten boon and the One of the Ten boon on their Chronicle sheets. These boons represent refusing to join and joining the Decemvirate, respectively.

If the PCs ask Shemis to remove her mask as well, she assures them that she will introduce herself unmasked to whoever takes up their own mask. Eliza vouches for the other Decemvirate member, explaining that they have worked together unmasked on several occasions and that she confirmed her identity through various means before coming to speak with the PCs.

REPORTING CONDITIONS

If the PCs spared Grandmaster Torch, check box A. If they killed him, check box B. If the group could not decide on a course of action regarding Torch, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat Vahlo and destroy his Decemvirate helm, each PC earns 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs earned at least 10 Stabilization Points, each PC earns 1 additional Prestige Point.

APPENDIX: STAT BLOCKS

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

ARCHON, EXSCINDER

This massive humanoid figure has no mouth, and carries a burning sword that matches its flaming wings.

EXSCINDER	CR 12
<i>Pathfinder RPG Bestiary</i> 5 34	
LG Huge outsider (archon, extraplanar, good, lawful)	
Init +8; Senses darkvision 60 ft., low-light vision, <i>true seeing</i> ; Perception +28	
DEFENSE	
AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, –2 size; +2 deflection vs. evil)	
hp 147 (14d10+70)	
Fort +16, Ref +10, Will +16; +4 vs. poison	
DR 10/evil; Immune acid, cold, fire, electricity, petrification; SR 23	
OFFENSE	
Speed 30 ft., fly 90 ft. (good)	
Melee +3 <i>flaming longsword</i> +25/+20/+15 (3d6+15/19–20 plus 1d6 fire)	
Space 15 ft.; Reach 15 ft.	
Special Attacks censor text	
Spell-Like Abilities (CL 15th; concentration +20)	
Constant— <i>detect evil</i> , <i>true seeing</i>	
At will— <i>cure light wounds</i> , <i>detect thoughts</i> (DC 17), <i>discern lies</i> (DC 19), <i>hold monster</i> (DC 20), <i>holy smite</i> (DC 19), <i>invisibility</i> (self only), <i>locate creature</i> , <i>locate object</i> , <i>modify memory</i> (DC 19), <i>protection from evil</i> (DC 16), <i>repress memory</i> (DC 21), <i>stabilize</i> , <i>zone of truth</i> (DC 17)	
3/day— <i>dispel evil</i> (DC 20), <i>fireball</i> (DC 18), <i>flame strike</i> (DC 20), <i>plane shift</i> (DC 20)	
1/day— <i>discern location</i> (DC 23), <i>find the path</i> (DC 21)	
STATISTICS	
Str 30, Dex 19, Con 20, Int 16, Wis 25, Cha 21	
Base Atk +14; CMB +26; CMD 40	
Feats Alertness, Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack	
Skills Intimidate +22, Knowledge (arcana, history, planes, religion) +20, Knowledge (geography) +17, Linguistics +10, Perception +28, Sense Motive +28, Spellcraft +10	
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Infernal; telepathy 100 ft., truespeech	
SQ change size, no breath	
Gear +3 <i>flaming longsword</i>	
SPECIAL ABILITIES	
Censor Text (Su) An excinder can attempt to magically steal or modify any text within 100 feet as a standard action. Against an unattended text, it automatically succeeds. A creature in possession of a text can attempt a DC 22 Will save to negate this ability. A stolen text teleports directly into the excinder's	

hand. A modified text is permanently revised according to the excinder's wishes—this change is detectable with magic, but can't be dispelled or reversed short of a *wish* or *miracle*. The save DC is Charisma-based.

Change Size (Su) An excinder can change its form to a Large, Medium, or Small version of itself. This does not change its ability scores; it adjusts only its size.

Repress Memory This personal-only spell-like ability from *Pathfinder RPG Occult Adventures* allows the archon to delete pieces of knowledge from its own memory. When casting this spell, it recounts one piece of knowledge it possesses (up to a maximum of 50 words). This knowledge disappears utterly from its mind, and it might not realize it forgot something. The magic of the spell patches omissions in its memory with indistinct haze. Repress memory protects against *detect thoughts*, *discern lies*, *zone of truth*, and similar spells, though careful questioning may reveal the gaps in its memory, or that its memory has been affected by the spell.

A repressed memory can be restored only by *break enchantment*, *psychic surgery* (also from *Occult Adventures*), *limited wish*, *miracle*, or *wish*. If it used this spell to negate the memory of a magical compulsion, it doesn't remove the compulsion, nor does it remove procedural memories that might affect its skills or class abilities.

DAEMON, ASTRADAEMON

Vaguely humanoid in shape, this gaunt fiend has the face of a hideous fish and a body of lanky limbs and writhing tendrils.

ASTRADAEMON	CR 16
<i>Pathfinder RPG Bestiary</i> 2 63	
NE Large outsider (daemon, evil, extraplanar)	
Init +7; Senses darkvision 60 ft., deathwatch, <i>true seeing</i> ; Perception +22	
Aura soul siphon (10 ft.)	
DEFENSE	
AC 29, touch 17, flat-footed 21 (+7 Dex, +1 dodge, +12 natural, –1 size)	
hp 212 (17d10+119)	
Fort +12, Ref +17, Will +14	
Defensive Abilities <i>displacement</i> ; DR 10/good and silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; SR 27	
OFFENSE	
Speed 90 ft., fly 90 ft. (good)	
Melee bite +23 (2d6+5 plus energy drain and grab), 2 claws +23 (1d8+5 plus energy drain), tail slap +18 (1d12+2 plus energy drain)	
Space 10 ft., Reach 10 ft. (15 ft. with tail)	
Special Attacks devour soul, energy drain (1 level, DC 25)	
Spell-Like Abilities (CL 17th; concentration +24)	
Constant— <i>deathwatch</i> , <i>displacement</i> , <i>true seeing</i>	
At will— <i>enervation</i> , <i>fear</i> (DC 21), <i>greater teleport</i> (self plus 50	

PATHFINDER SOCIETY SCENARIO

lbs. of objects only), *vampiric touch*
3/day—*locate creature*, *plane shift* (DC 24)
1/day—*energy drain* (DC 24), *finger of death* (DC 24), *summon*
(level 6, 1d3 derghodaemons 50%)

STATISTICS

Str 21, **Dex** 25, **Con** 24, **Int** 14, **Wis** 15, **Cha** 24

Base Atk +17; **CMB** +23; **CMD** 41

Feats Combat Reflexes, Dodge, Flyby Attack, Iron Will, Mobility, Nimble Moves, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +24 (+48 jump), Escape Artist +27, Fly +9, Intimidate +27, Knowledge (planes) +22, Perception +22, Sense Motive +22, Stealth +23, Survival +22

Languages Abyssal, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su) As a standard action, an astradaemon that begins its turn with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a DC 25 Fortitude saving throw. The save is Constitution-based. For every 5 HD of the slain creature, the daemon gains a +1 profane bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).

Soul Siphon (Su) If a Small or larger living creature dies within 10 feet of an astradaemon, the daemon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes. These bonuses stack with themselves. Incorporeal undead and living spirits traveling outside the body (such as a person using *astral projection* or *magic jar*) take 1d8 points of damage each round within the daemon's aura.

DAEMON, CRUCIDAEMON

Its body seemingly made of iron, this feminine form has wrists pierced by chains that end in curved blades.

CRUCIDAEMON

CR 15

Pathfinder RPG Bestiary 3 62

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *deathwatch*, *detect good*, *true seeing*; Perception +23

DEFENSE

AC 29, touch 16, flat-footed 23 (+5 Dex, +1 dodge, +13 natural)
hp 212 (17d10+119)

Fort +17, **Ref** +12, **Will** +13

DR 10/good and silver; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee daggers +29/+29/+24/+19/+14 (1d4+11/17-20 plus bleed)

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

Special Attacks bleed (2d6), chained daggers, trap making

Spell-Like Abilities (CL 16th; concentration +25)

Constant—*air walk*, *deathwatch*, *detect good*, *true seeing*
At will—*fear* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*

3/day—*greater glyph of warding* (DC 25), *hold monster* (DC 24)

1/day—*insanity* (DC 26), *summon* (level 4, 2 piscodaemons 50%), *symbol of pain* (DC 24)

STATISTICS

Str 28, **Dex** 21, **Con** 24, **Int** 16, **Wis** 17, **Cha** 29

Base Atk +17; **CMB** +26; **CMD** 42

Feats Dodge, Improved Critical (daggers), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Stealthy, Step Up, Weapon Focus (daggers)

Skills Bluff +29, Craft (traps) +31, Disable Device +25, Escape Artist +7, Intimidate +29, Knowledge (arcana, engineering) +11, Perception +23, Sense Motive +16, Spellcraft +18, Stealth +29, Use Magic Device +19; **Racial Modifiers** +8 Craft (traps)

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Chained Daggers (Su) A crucidaemon fights with the two daggers chained to its wrists as if dual wielding daggers with a reach of 10 feet (although it can also attack adjacent foes with no penalty). It takes no penalty on attack or damage rolls while wielding both of these daggers at once. These daggers are considered to be +2 *daggers* that deal 2d6 points of bleed damage. The daggers become nonmagical upon the daemon's death and cannot be disarmed. A crucidaemon may re-manifest a destroyed dagger as a standard action.

Trap Making (Ex) A crucidaemon can use Disable Device to disarm magic traps. When it uses its *greater glyph of warding* spell-like ability to create a spell glyph, it may utilize any 6th-level or lower spell from the cleric or the wizard spell list, even though it otherwise can't cast these spells. The Perception and Disable Device DCs for any traps a crucidaemon creates gain a +2 bonus.

NIGHTSHADE, NIGHTWALKER

This towering, night-black giant has demonic features, including a huge pair of ram-like horns. Its arms end in massive blades.

NIGHTWALKER

CR 16

Pathfinder RPG Bestiary 2 201

CE Huge undead (extraplanar, nightshade)

Init +2; **Senses** darksense, darkvision 60 ft., *detect magic*, low-light vision; Perception +29

Aura desecrating aura (30 ft.)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)
hp 241 (21d8+147)

Fort +14, **Ref** +11, **Will** +19

DR 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weaknesses light aversion

OFFENSE

PASSING THE TORCH PART 2: WHO SPEAKS FOR THE TEN

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19–20 plus 4d6 cold)

Space 15 ft., **Reach** 15 ft.

Special Attacks channel energy (8d6, DC 29, 8/day), fear gaze, swift sundering

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

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, quickened *unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +15; **CMB** +29; **CMD** 41

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quickened Spell-Like Ability (unholy blight), Vital Strike

Skills Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33; Racial Modifiers +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Desecrating Aura (Su) All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included in the nightshade's statistics). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

NIGHTSHADE, NIGHTWING

This enormous, bat-like creature is shaped from utter darkness, its eyes tiny red stars in the blackest night.

NIGHTWING

CR 14

Pathfinder RPG Bestiary 2 203

CE Huge undead (extraplanar, nightshade)

Init +8; **Senses** darksense, darkvision 60 ft., detect magic, low-light vision; Perception +25

Aura desecrating aura (30 ft.)

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, –2 size)

hp 195 (17d8+119)

Fort +12, **Ref** +11, **Will** +17

DR 15/good and silver; **Immune** cold, undead traits; **SR** 25

Weaknesses light aversion

OFFENSE

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

Melee bite +23 (4d10+18/19–20 plus 4d6 cold and magic drain)

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

Special Attacks channel energy (7d6, DC 28, 8/day)

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *greater dispel magic*, *haste*, *hold monster* (DC 20), *invisibility*

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 6, 2 greater shadows)

STATISTICS

Str 31, **Dex** 18, **Con** —, **Int** 18, **Wis** 21, **Cha** 21

Base Atk +12; **CMB** +24; **CMD** 38

Feats Cleave, Combat Reflexes, Command Undead, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Power Attack, Snatch

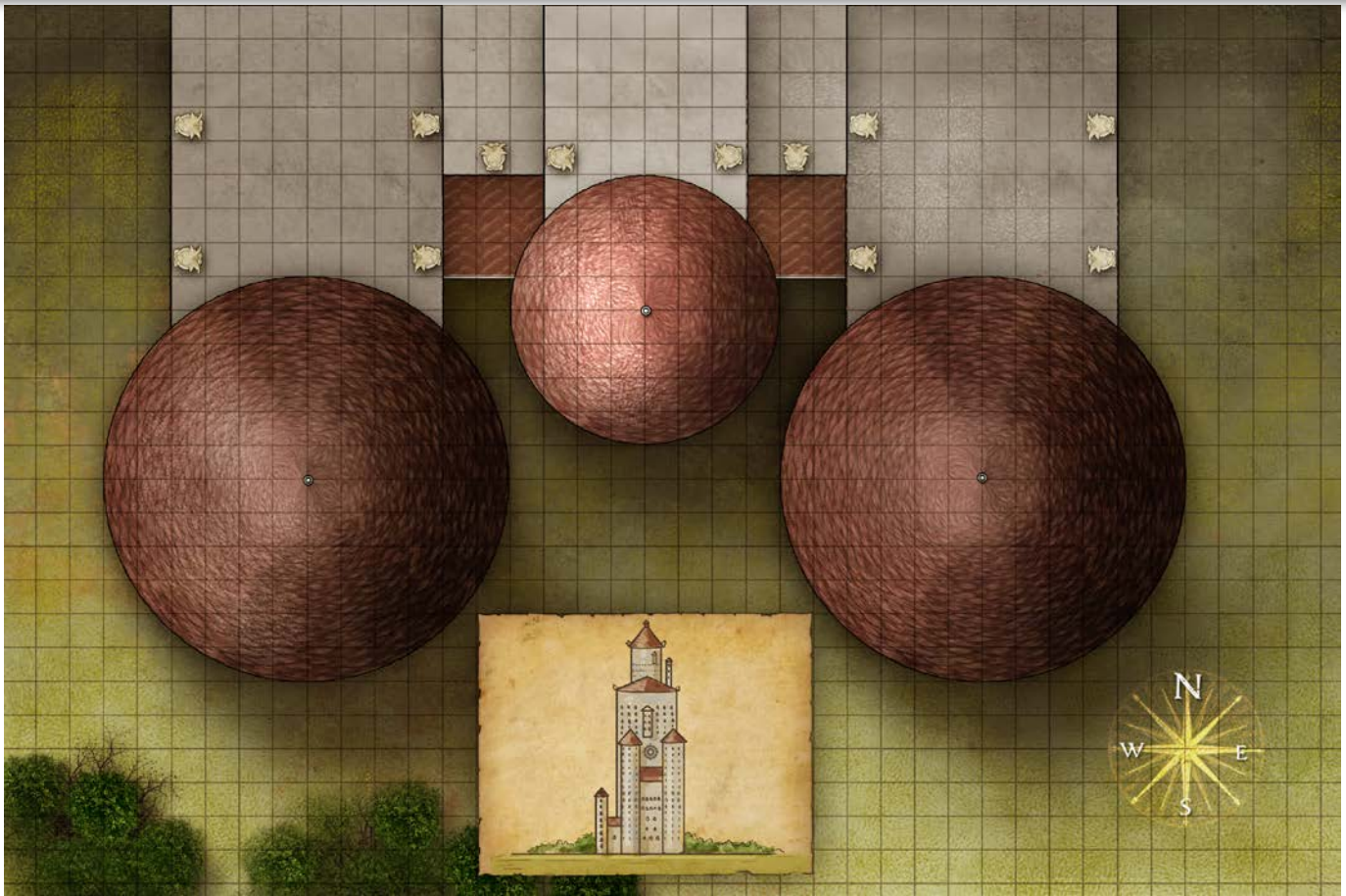
Skills Fly +24, Knowledge (arcana) +24, Knowledge (religion) +26, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16 (+24 in darkness), Swim +27; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Desecrating Aura (Su) This aura is a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these effects are included in the nightshade's statistics). *Dispel evil* can negate the aura, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.

Magic Drain (Su) When a nightwing bites a foe, the victim must make a DC 23 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 23 Will save. Damage dealt to an item is applied after the effects of magic drain.





PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-23: Passing the Torch Part 2: Who Speaks for the Ten

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Concordance
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

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

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Pathfinder Society Scenario #10-23: Passing the Torch Part 2: Who Speaks for the Ten

Character Chronicle #

☐ Core Campaign

SUBTIER ☐ Slow ☐ Normal

12-13 5,500 11,000

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 7,750 15,500

SUBTIER ☐ Slow ☐ Normal

14-15 10,000 20,000

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 15,000 30,000

SUBTIER ☐ Slow ☐ Normal

17-18 20,000 40,000

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

If you would like to discuss any of the decisions you made in this scenario, visit the thread #10-23: *Passing the Torch Part 2: Who Speaks for the Ten* [SPOILERS] in the Pathfinder Society section of the forums on paizo.com.

Advisor to the Ten: While you did not choose to join the Decemvirate, you are still a respected associate of the Ten who knows the identity of at least one of its hidden members. You immediately gain 10 bonus Prestige on this Chronicle sheet. This does not raise your Fame score. If it would increase your Prestige Point total to higher than your Fame, you may immediately spend the excess on this Chronicle sheet.

One of the Ten: When the dust settled after Vahlo's destruction, Eliza Petulengro revealed herself as a member of the Decemvirate and invited you to join the ranks of the society's secretive leaders. What you do with this power and influence is yours to decide. You can retire your character from regular adventuring to focus on enacting your agenda from the top, or you can continue to participate in Pathfinder missions outside of your secret role. You immediately gain 10 bonus Prestige on this Chronicle sheet. This does not raise your Fame score. If it would increase your Prestige Point total to higher than your Fame, you may immediately spend the excess on this Chronicle sheet. Additionally, you possess an official seal of the Decemvirate, which you can use to send communications to any NPC. This does not allow you to force people to act in a certain way (for example, a letter demanding that a venture-captain surrender all of their valuables to you is likely to be discounted), but it can confer circumstance bonuses and other advantages at the GM's discretion.

☐ ☐ ☐ **Torch's Bag of Contingencies:** You cornered Grandmaster Torch. Whether you killed him or chose to spare his life, you've acquired his *handy haversack* stuffed to the brim with backup plans. You gain a free *handy haversack*. In addition, you can check a box that precedes this boon to declare that an item with a weight of up to 5 lbs. and a value of up to 500 gp is present in the bag, adding it for free to the items you own. You can check multiple boxes to increase the value and weight allowed; for example, you could acquire an item worth up to 1,000 gp that weighs up to 10 lbs if you check two boxes.

Subtier 12-13

+4 improved shadow leather armor (31,360 gp)
+5 conductive wounding short sword (128,310 gp;
Pathfinder RPG Ultimate Equipment 127, 149)
belt of physical perfection +4 (64,000 gp)
greater ring of energy resistance (40,000 gp)
potion of barkskin (CL 6th; 600 gp, limit 1)
scarab of protection (38,000 gp)
scroll of dimension door (CL 18th; 1,800 gp, limit 1)
scroll of true resurrection (28,285 gp)
sniper goggles (20,000 gp; Ultimate Equipment 227)
winged boots (16,000 gp; Ultimate Equipment 233)

Subtier 14-15

+5 conductive wounding short sword (128,310 gp;
Pathfinder RPG Ultimate Equipment 127, 149)
belt of physical perfection +4 (64,000 gp)
greater ring of energy resistance (40,000 gp)
potion of barkskin (CL 6th; 600 gp, limit 1)
scarab of protection (38,000 gp)
scroll of dimension door (CL 18th; 1,800 gp, limit 1)
scroll of true resurrection (28,285 gp)
sniper goggles (20,000 gp; Ultimate Equipment 227)
winged boots (16,000 gp; Ultimate Equipment 233)

Subtier 17-18

+5 conductive wounding short sword (128,310 gp;
Pathfinder RPG Ultimate Equipment 127, 149)
+5 moderate fortification mithral breastplate (68,200 gp)
belt of physical perfection +4 (64,000 gp)
bracers of the avenging knight (11,500 gp; Ultimate
Equipment 272)

gloves of dueling (15,000 gp; Ultimate Equipment 236)
potion of barkskin (CL 6th; 600 gp, limit 1)
scroll of dimension door (CL 18th; 1,800 gp, limit 1)
scroll of true resurrection (28,285 gp)
sniper goggles (20,000 gp; Ultimate Equipment 227)
winged boots (16,000 gp; Ultimate Equipment 233)

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 #