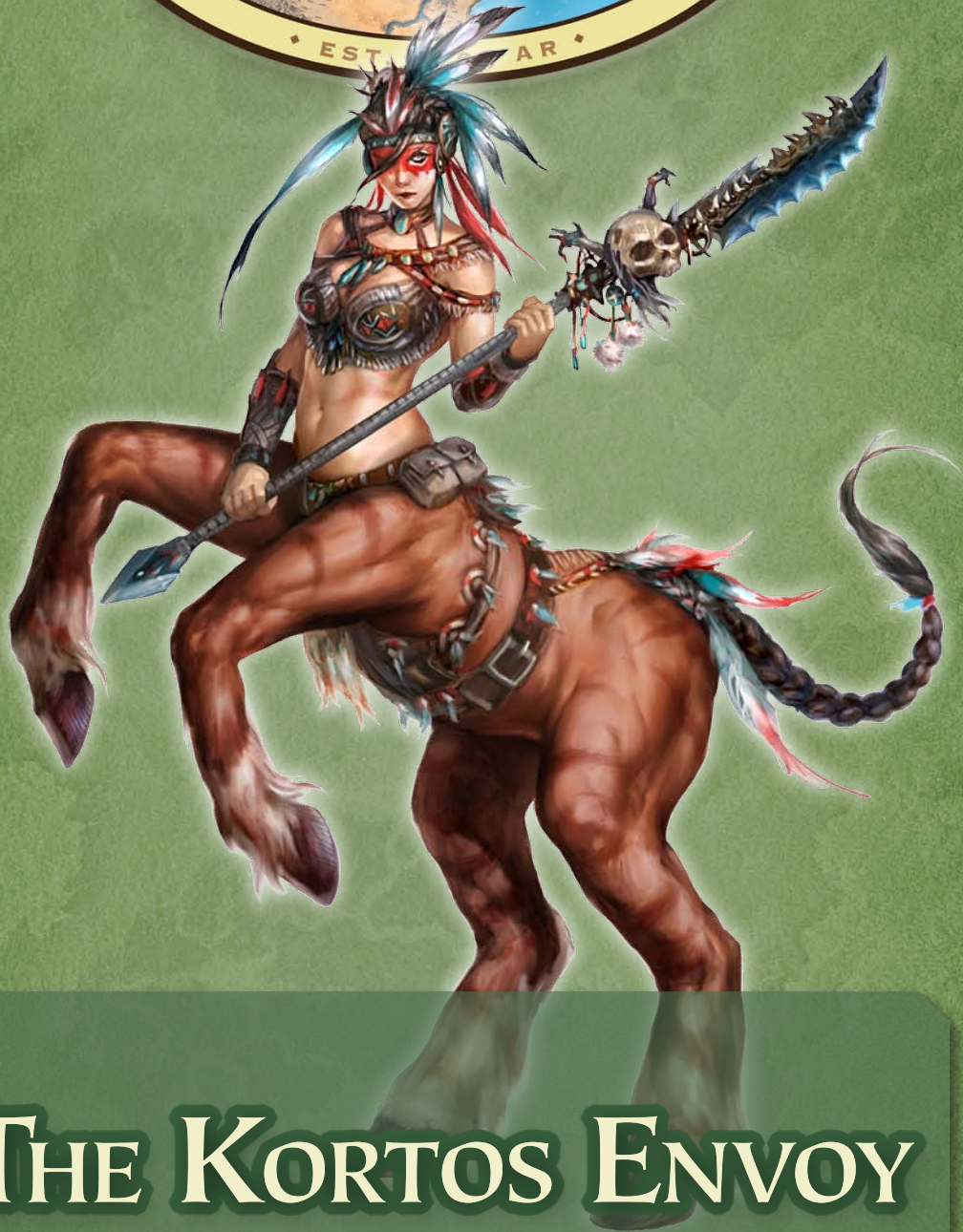


Pathfinder Society Scenario #3-04



THE KORTOS ENVOY

By Benjamin Bruck



THE KORTOS ENVOY

PATHFINDER SOCIETY SCENARIO #3–04

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Pathfinder Society Scenario #3–04: The Kortos Envoy is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 24 of this product.

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THE KORTOS ENVOY

BY BENJAMIN BRUCK

Despite being the least aggressive of the Isle of Kortos's monstrous residents, its centaurs are by no means a peaceful race. Many of the tribes believe they once owned the isle, and that the humans of Absalom stole it from them long ago. Ill feeling toward humanity builds from generation to generation, until inevitably some foolish young chieftain decides to reclaim the isle and leads his people to war, the inevitable death toll of the centaurs fostering further resentment and starting the cycle all over again.

Such was the case 2 years ago when the Rathangut tribe, a small but especially militant clan, took to sacking caravans and killing travelers. Sensing a threat to their profit margin, the trademasters of Absalom reacted quickly, offering a hefty reward for centaur skins. Soon adventurers and mercenaries surged out of the city, eager to collect on the fat bounty. Unfortunately, few of these crusaders bothered to differentiate between the guilty and the innocent. Bounties were paid for any centaur hide, Rathangut or not, making every centaur on the isle fair game. This brought even the more remote tribes, like the Cangarit clan, into direct conflict with the humans.

Things only got worse when Nashota Bloodhoof, warrior-princess of the Cangarit tribe, killed the son of Telannious Otheron, a wealthy scion of Absalom. Both sides accused each other of starting the conflict, and what began as a simple brush war soon escalated into a full-on blood feud. The campaign did not go well for the Cangarit tribe. Though they outmatched the hired thugs sent after them by House Otheron, they lacked the numbers and resources necessary to handle the human onslaught. The Cangarit were pushed deeper into the Kortos Mounts and forced to contend not only with human attacks, but also with an increasing number of harpy and minotaur raids as the centaurs encroached on the monstrous races' territories. The tribe was on the verge of the collapse.

Fortunately, the Pathfinder Society caught wind of the Cangarit-Otheron feud. The Decemvirate had just begun recruiting fighters from around the Inner Sea to ensure a Society victory in the upcoming Ruby Phoenix Tournament when tales of Nashota

WHERE ON GOLARION?

The Kortos Envoy takes place in the Kortos Mounts near Absalom, the City at the Center of the World. These mountains in the center of the Isle of Kortos are among the tallest, most jagged tors in the known world, their peaks eternally clad in caps of ice and snow. Still wild despite their close proximity to Absalom, the mounts are home to several tribes of minotaurs, centaurs, and harpies that engage in constant warfare among each other and against those who dare to enter their lands. Dragons have taken root in the mountains many times over the centuries, though the last major dragon—the tyrant Maejerex, known by many as Steeleye—was slain over 500 years ago. To learn more about the Kortos Mounts or the Isle of Kortos, see the Pathfinder Campaign Setting books *The Inner Sea World Guide* and *Guide to Absalom*, available at quality bookstores and game stores everywhere and online at paizo.com.



Bloodhoof's prowess in battle reached their ears. They decided she was just the warrior they were looking for, and quickly dispatched negotiators to mediate peace between her and House Otheron. In the end, it cost the Pathfinders a sizeable sum to pay for the dead nobleman's resurrection, but their diplomats secured both a truce and a promise from Nashota. Now, it's up to a team of expert Pathfinders to collect on the centaur's debt.

SUMMARY

The scenario begins as the PCs deliver a letter from the Decemvirate to Nashota Bloodhoof. The letter gives her 3 days to settle her affairs before leaving for the port of Diobel, where a ship waits to take her to Goka in distant Tian Xia. Despite owing the Pathfinders a favor, Nashota scoffs at their request. She refuses to leave her tribe until she can be certain of their safety, insisting that she be given a month to prepare the clan's defenses and root out the nearby harpies and minotaurs. She tells the PCs she'll reconsider her timeline if they help eliminate a few more of her tribe's enemies—three specific people in particular. The PCs are free to tackle these targets in any order they wish.

The first person Nashota wants dealt with is Urso Landel, a human sellsword hiding in the forest at the foot of Mount Ganog. Landel holds a grudge against Nashota for killing his prized horse, and he signed on to fight for House Otheron hoping to settle his business with the centaurs. He now wages a guerilla war against the Cangarit tribe despite their truce with his former employer, raiding their supplies and stealing weapons and armor. The PCs track Urso back to his camp in the forest and stop his attacks, either by putting him and his band of thieves to the sword or by convincing him to abandon his vendetta. While there, the PCs locate Nashota's spear, stolen by Landel on his last raid, which they can return to gain the centaur princess's trust.

The PCs scale the mist-shrouded heights of Mount Ganog to locate Nashota's second enemy, who makes her lair in Hollowfrost Pass. On the way they run across a trio of disgraced harpy warriors hoping to make a meal of the party. Afterward, the PCs climb the icy cliffs of Hollowfrost Pass to reach the den of their second target, Jerevyx the Wyrms-Queen. Jerevyx pits her draconic sorcery and pet frost drakes against the party. Once dispatched, the frost drakes provide a good supply of dragonhide, which makes an effective bribe for Nashota. Between dealing with their second and third target, the PCs fight off a hungry yrthak somewhere near the peak of Mount Ganog (this is an optional encounter).

To find Nashota's third enemy, the PCs must travel to the far side of Mount Ganog, where they discover the entrance to the old Northwind Mine, a labyrinth of pitch-black tunnels hiding a cult to the demon lord Baphomet. Venturing into the mine, the PCs interrupt the construction efforts of some minotaur cultists and a rock troll. Delving further, they find their way into a demonic shrine, where their third target, Dahruun Firehorn, prepares a sacrifice to Baphomet. After taking care of Dahruun, the PCs rescue several captive Cangarit centaurs, further ingratiating themselves to Nashota Bloodhoof.

Once the last of Nashota's enemies is neutralized, the PCs can return to the Cangarit camp and talk the centaur into leaving with them for Diobel, so that she arrives in Goka for the Ruby Phoenix Tournament on time.

GETTING STARTED

The scenario begins with the PCs already at the Cangarit camp deep in the foothills of the Kortos Mounts where the PCs may present their message to **Nashota Bloodhoof** (N female centaur fighter 8). Feel free to improvise the Pathfinders' journey from Absalom to the centaur camp, recapping the background information presented at the beginning of the scenario, then read the following to get the adventure underway.

"Three days?" Nashota exclaims, tossing the letter from the Decemvirate to the ground. "That's quite the sense of humor you Pathfinders have! I tell you I need time to make this land safe for my tribe, and you give me three days? You think by paying off one enemy, you solve all our problems? Look around you—we make camp in unfamiliar lands, our strongest warriors lay dead, our wounded captured by minotaurs, harpies and thieves harry us constantly. But lo! The hounds of Absalom retreat, we are saved!"

This rouses a hearty chorus of laughter among the centaurs, until Nashota raises a hand for silence. "A promise is a promise. I owe you much, and Nashota Bloodhoof pays her debts. Give me a month to train and arm a warband so I can clear out these damned mountains. Then I'll sail off to fight in your silly little game for human prizes.

"Or," the centaur says, smiling, "you could always march up the mountain in my place. You Pathfinders dealt with our enemies to the south—might as well handle the north, east, and west while you're at it, since we're such good friends?" Nashota grins, and gestures up the mountain. "To the north, there's that freak harpy Jerevyx. She roosts somewhere up by Hollowfrost Pass. Just follow the path up Mount Ganog to find her. In the east, look for Dahruun Firehorn. I hear he and his minotaurs are holed up in the old Northwind Mine. To the west, the thief Urso Landel makes camp somewhere in the forest. I don't care what you do with him so long as you get back the arms and armor he stole from us. Deal with them in three days," she snorts derisively, "and I'll consider your request. Until then, the matter is closed."

At this point, allow the PCs to question Nashota about the details of the mission.

What can you tell us about Urso Landel? "Urso was one of the brigands Absalom hired to collect centaur skins. I killed his horse the first time we first met in battle, and he's had it out for me ever since. Of course, after that he hired on with Otheron's sellswords, but the

damn fool didn't stop his attacks after the truce. As far as I can tell he's got around half a dozen bandits still working for him. Also, keep an eye out for my lance. He stole it from my tent in a raid three weeks ago, and I'd like to get it back."

How about Jerevy? You called her a "freak." "She's a sorcerer, definitely dragon-blooded from what I've seen. Claims to be descended from the old wyrm, Maejerex, but whether or not that's true I can't say. I should warn you, she keeps a pair of frost drakes as 'pets'. I'd been looking forward to hunting them down—I've always wanted a piece of dragonhide armor."

You mentioned Dahruun and his minotaurs? "Dahruun Firehorn. He's a gray old minotaur, and I've seen him using some strange magic. He's new to the area like we are, and word is he's starting up a cult to one of those demon lords they worship—Baphomet, I think. A few weeks ago his minotaurs smashed their way into the camp and stole several of my people. I don't hold much hope for you finding them alive, but if you'd look for them in the mine, I'd be grateful."

Can we teleport to these locations? "You're welcome to try, but the Kortos Mounts play strange tricks on that sort of magic. Something residual from when Aroden raised the island, or some old ward Maejerex placed, I'm not sure. Most of the time it works just fine, but don't be surprised if you don't end up where you meant to go."

The PCs are free to approach the three favors in any order they want. At the conclusion of each task, they may return to Nashota to inform her of their success or move directly to the next encounter. Since they have three days to complete the three tasks, it's possible they may wish to rest overnight after each challenge. In this case, Nashota offers them a single hut in her tribe's makeshift village that provides ample, if cramped and uncomfortable, space for six Medium creatures. If the PCs wish to rest in more luxurious accommodations, they must provide them themselves or find some way to return to Absalom nightly without wasting too much time on the overland journey.

Mission Notes: Three factions have missions involving interacting with Nashota one on one. These may be completed anytime the PCs are at the Cangarit camp, and while details of each are presented here, members of all three factions can attempt their missions throughout the scenario.

Cheliox faction PCs can take this opportunity to make a DC 24 Intimidate check to provoke Nashota

into a demonstrating her skill at arms, earning them 1 Prestige Point.

Lantern Lodge faction PCs can offer Nashota a lesson in conversational Tien. This requires a DC 24 Linguistics check. If the check is successful, each Lantern Lodge PC earns 1 Prestige Point.

Taldor faction PCs can convince Nashota to wear Taldan colors during the Ruby Phoenix Tournament by making a DC 24 Diplomacy check, earning them 1 Prestige Point each.



ACT 1: THE THIEF URSO LANDEL

Urso Landel uses an abandoned camp 6 miles west of the Cangarit village as his base of operations. The camp was built 3 years ago by lumberjacks considering moving their operation into the area. They abandoned the site after discovering trees infected with a fungus known as raenor's blight.

To locate the camp, the PCs must make a DC 20 Survival check to find and follow the trail left by Urso's axe beak mount. This check may be attempted untrained. If the PCs fail, they may try again, though each failure adds an hour to their travel time, as they backtrack and relocate the trail. It takes players walking at a speed of 30 feet 4 hours to reach the camp. They can get there in half that time by hustling, but they take a –5 on their Survival check for doing so. For speeds of other than 30 feet, see page 172 of the *Pathfinder RPG Core Rulebook*, treating the terrain as a forest trail. Parties with access to flight may instead try to locate the camp from the air, which requires 2 hours of searching and a DC 30 Perception check. As with tracking, this check can be attempted more than once, but each subsequent search takes an additional 2 hours to perform.

1. Landel's Camp (CR 8 or CR 11)

A broken-down wagon sits off to one side of this small clearing, its wheels sunk deep into the soft turf. Two partially collapsed huts rest not far away, huddled around the smoldering remains of a campfire.

This small camp serves as the base for Urso Landel and his bandits. The trees surrounding the clearing can be climbed with a DC 10 Climb check up to a height of 30 feet, after which the branches become too weak to hold a creature's weight.

Creatures: Urso Landel, a shabby, bearded Ulfen man with dirty blond hair, makes his camp here along with four bandit scouts. When the PCs arrive, Landel is busy feeding his axe beak scraps of dried meat, while two of his scouts rest by the campfire. The remaining scouts keep watch from 20 feet off the ground in the tree branches on either side of the camp's entrance, taking 10 on their Stealth checks to hide. PCs should make Perception checks to spot them when they enter the clearing; those who spot the scouts may act in the surprise round if combat breaks out. Once the PCs enter the clearing, Urso mounts his bird (if he has not done so already) and readies his lance, shouting, "Empty your hands, dogs!" If the PCs don't at least lower their weapons, he whistles, signaling his scouts to attack.

PCs who lower or drop their weapons when they are confronted by Urso can negotiate with the sellsword, who seems genuinely glad for company other than his four scouts. Urso was consumed by hatred for the centaurs when he began his raids, but lately he's grown weary of battle and can be convinced to leave the Kortos Mounts with a DC 25 Diplomacy check (DC 30 in Subtier 10–11). Any player who has a horse or pony as an animal companion or mount gains a +4 bonus on this check. The PCs can retry this check as often as they like, but they take a –2 penalty on subsequent checks as Urso grows tired of their company. If at any time the PCs fail by 10 or more, they inadvertently offend Urso, causing him to become hostile.

The lance Urso carries once belonged to Nashota, and can be identified as belonging to the warrior-princess with a DC 15 Perception check. PCs can either recover it after defeating Urso in combat, or by making another DC 15 Diplomacy check after convincing him to leave.

Subtier 7–8 (CR 8)

URSO LANDEL	CR 6
Male human ranger (horse lord) 7 (<i>Advanced Player's Guide</i> 125) CN Medium humanoid (human)	
Init +3; Senses Perception +13	
DEFENSE	
AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)	
hp 71 (7d10+28)	
Fort +8, Ref +6, Will +5	
OFFENSE	
Speed 30 ft.	
Melee +1 lance +11/+6 (1d8+4/x3)	
Ranged mwk light crossbow +9 (1d8/19–20)	
Special Attacks favored enemy (humans +4, monstrous humanoids +2)	
Ranger Spells Prepared (CL 4th; concentration +5) 1st— <i>feather step*</i> , <i>lead blades*</i>	
TACTICS	
Before Combat If any of the bandits notice the PCs' approach, Urso mounts his axe beak and drinks his <i>potion of barkskin</i> , gaining a +2 natural armor bonus.	
During Combat Urso uses Ride-By Attack and Spirited Charge so long as he has room to maneuver. If pinned down, he casts <i>lead blades</i> , increasing the damage of his weapons by 1 size category, and works with his mount to take down the most dangerous-looking PC.	
Morale Urso fights to the death or until his axe beak is slain, at which point he attempts to surrender to the PCs' demands, knowing that he's as good as dead when not mounted.	
STATISTICS	
Str 16, Dex 13, Con 16, Int 8, Wis 12, Cha 10	

THE KORTOS ENVOY

Base Atk +7; **CMB** +10; **CMD** 21

Feats Endurance, Iron Will, Missile Shield*, Mounted Combat, Mounted Shield*, Ride-By Attack, Shield Focus, Spirited Charge

Skills Handle Animal +10 (+12 with animal companion mount), Intimidate +10, Perception +13, Ride +11 (+13 with animal companion mount), Stealth +13, Survival +13

Languages Common

SQ favored terrain (forest +2), mounted bond (axe beak), track +3, wild empathy +7, woodland stride

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mithral shirt, +1 darkwood heavy wooden shield, +1 lance, masterwork light crossbow with 20 bolts, 71 gp

SPECIAL ABILITIES

Missile Shield Once per round, when Urso would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), he may deflect the hit so that he takes no damage, as if he had the Deflect Arrows feat. Urso must be aware of the attack, not flat-footed, and using a light, heavy, or tower shield to use this feat.

Mounted Shield Urso may add his base shield bonus (including the bonus from Shield Focus but not enhancement bonuses) to his mount's AC. In addition, he may add this bonus when making a Ride check to negate a hit against his mount using the Mounted Combat feat.

* See the *Advanced Player's Guide*.

ROKKA

CR —

Axe beak animal companion (*Pathfinder RPG Bonus Bestiary* 7)
N Large animal

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +4 natural, +3 shield, −1 size)

hp 30 (4d8+12)

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

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+7)

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

Special Attacks sudden charge

TACTICS

Morale Rokka flees if Urso is slain.

Base Statistics Without the benefit of Urso's Mounted Shield feat, Rokka has **AC** 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, −1 size)

STATISTICS

Str 20, **Dex** 18, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 23

Feats Power Attack, Skill Focus (Perception)

Skills Perception +8, Stealth +5

Gear exotic military saddle

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak is not tripped in return.

BANDIT SCOUT (4)

CR 2

Human rogue 3

N Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 20 each (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/x3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat If combat looks imminent, the scouts hiding in the trees drink their *potions of feather fall*.

During Combat The scouts concentrate ranged fire on flat-footed PCs during the first few rounds of combat. If no flat-footed targets remain, they switch to their daggers and move to flank the PCs.

Morale The bandits flee if Urso is slain.

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +11, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9, Sleight of Hand +9, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talents (surprise attack), trapfinding +1

Combat Gear *potion of feather fall*, *potion of pass without trace*, tanglefoot bag; **Other Gear** leather armor, dagger, masterwork composite shortbow with 20 arrows, *universal solvent*, climber's kit, , grappling hook, silk rope (50. ft), masterwork thieves' tools, 53 gp

Subtier 10–11 (CR 11)

URSO LANDEL

CR 9

Male human ranger (horse lord) 10 (*Advanced Player's Guide* 125)

CN Medium humanoid (human)

Init +6; **Senses** Perception +18

DEFENSE

AC 22, touch 12, flat-footed 20 (+5 armor, +2 Dex, +5 shield)

hp 99 (10d10+40)

Fort +11, **Ref** +10, **Will** +7

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 lance +14/+9 (1d8+4/x3)

Ranged mwk light crossbow +13 (1d8/19–20)

Special Attacks favored enemy (humans +6, monstrous humanoids +4, magical beasts +2)

Ranger Spells Prepared (CL 7th; concentration +8)

2nd—*lockjaw**

1st—*hunter's howl** (DC 12), *feather step**, *lead blades**

TACTICS

Before Combat If any of the bandits notice the PCs' approach, Urso mounts his axe beak and drinks his *potion of barkskin* +3.

During Combat Urso uses Ride-By Attack and Spirited Charge so long as he has room to maneuver. If pinned down, he casts *lockjaw* on Rokka, giving the axe beak the grab ability with its bite attack (including the +4 bonus on combat maneuver checks to initiate or maintain a grapple), and directs his mount to grab the nearest PC.

Morale Urso fights to the death or until his axe beak is slain, at which point he surrenders to the PCs' demands, knowing that he's as good as dead when not mounted.

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +13; **CMD** 25

Feats Diehard, Endurance, Iron Will, Missile Shield*, Mounted Combat, Mounted Shield*, Mounted Skirmisher*, Ride-By Attack, Shield Focus, Spirited Charge

Skills Handle Animal +13 (+15 with animal companion mount), Intimidate +13, Perception +18, Ride +15 (+17 with animal companion mount), Stealth +19, Survival +18

Languages Common

SQ favored terrain (forest +4, mountain +2), hunter's bond (axe beak), swift tracker, track +5, wild empathy +10, woodland stride

Combat Gear *potion of barkskin* +3, *potion of cure serious wounds*; **Other Gear** +1 mithral shirt, +2 darkwood heavy wooden shield, +1 lance, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, 93 gp

SPECIAL ABILITIES

Missile Shield Once per round, when Urso would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), he may deflect the hit so that he takes no damage, as if he had the Deflect Arrows feat. Urso must be aware of the attack and not flat-footed and using a light, heavy, or tower shield to use this feat.

Mounted Shield Urso may add his base shield bonus

(including the bonus from Shield Focus but not enhancement bonuses) to his mount's AC. In addition, he may add this bonus when making a Ride check to negate a hit against his mount using the Mounted Combat feat.

Mounted Skirmisher If Urso's mount moves its speed or less, the ranger can still take a full-attack action.

* See the *Advanced Player's Guide*.

ROKKA

CR —

Axe beak animal companion (*Pathfinder RPG Bonus Bestiary* 7)

N Large animal

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

DEFENSE

AC 26, touch 13, flat-footed 22 (+4 armor, +4 Dex, +6 natural, +3 shield, –1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +9, **Will** +2; +4 vs. enchantment spells and effects

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+7)

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

Special Attacks sudden charge

TACTICS

Morale Rokka flees if Urso is slain.

Base Statistics Without the benefit of Urso's Mounted Shield feat, Rokka has **AC** 23, touch 13, flat-footed 19 (+4 armor, +4 Dex, +6 natural, –1 size)

STATISTICS

Str 21, **Dex** 19, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 24

Feats Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6

Other Gear +1 *studded leather barding*, exotic military saddle

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak is not tripped in return.

SEASONED SCOUTS (4)

CR 5

Human rogue 6

N Medium humanoid (human)

Init +3; **Senses** Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 48 each (6d8+18)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +8 (1d6+2/19–20)

Ranged mwk composite shortbow +8 (1d6+1/x3)

Special Attacks sneak attack +3d6

TACTICS

Before Combat If combat looks imminent, the scouts hiding in the trees drink their *potions of feather fall*.

During Combat The scouts concentrate ranged fire on flat-footed PCs during the first few rounds of combat. If no flat-footed targets remain, they switch to their short swords and move to flank the PCs.

Morale The bandits flee if Urso is slain.

STATISTICS

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

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

Feats Great Fortitude, Point-Blank Shot, Skill Focus (Perception), Stealthy, Weapon Finesse

Skills Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +17, Escape Artist +14, Knowledge (local) +6, Knowledge (nature) +8, Linguistics +6, Perception +12 (+15 to locate traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8

Languages Common, Draconic, Elven, Halfling

SQ rogue talents (fast stealth, finesse rogue, surprise attack), trapfinding +3

Combat Gear *potion of feather fall*, *potion of pass without trace*, antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, +1 *short sword*, masterwork composite shortbow with 20 arrows, *cloak of resistance* +1, masterwork thieves' tools, sunrod, 48 gp

Treasure: The larger of the two huts holds eight sets of studded leather armor fit for centaurs, 12 longswords, and eight longbows. Any PC that searches the smaller hut can make a DC 24 Perception check to find a stone jar buried in the hut's dirt floor. Inside the jar the PCs find a set of ancient Osirian scrolls known as the *Medistai Indices*.

Development: Once Urso has been dealt with (whether through violence or diplomacy), the PCs are free to explore the camp and recover any equipment they find. Bringing Nashota the arms and armor found in the large hut earns them 1 Favor Point, and returning her spear earns them an additional 3 Favor Points for a maximum of 4 Favor Points for Act 1.

Mission Notes: Andoran faction PCs can collect a sample of raenor's blight from the trees around the campsite by making a DC 24 Knowledge (nature) check, earning them 1 Prestige Point.

Osirian faction PCs should be interested in the *Medistai Indices* found in this area. Delivering them to their Osirian agent in Diobel earns each Osirian PC 1 Prestige Point.

Sczarni faction PCs should give their secret message to Urso by making a DC 24 Bluff check while speaking with

him. If Urso survives the encounter having received this message, each Sczarni PC earns 1 Prestige Point.

Rewards: If the PCs stop Urso's attacks and recover the stolen equipment, reward each subtier thusly:

Subtier 7–8:

Give each PC 925 gp.

Subtier 10–11:

Give each PC 2,664 gp.

ACT 2: JEREVYX THE WYRM-QUEEN

The trail leading up Mount Ganog is steep and winding. It takes parties walking at a speed of 30 feet 8 hours to reach Hollowfrost Pass, though characters can hustle to reach the gorge in half that time. For characters with speeds of other than 30 feet, see page 172 of the *Core Rulebook*, treating the trail as an 18 mile journey through mountainous terrain. Traveling by air reduces the travel time to one-quarter the normal walking speed, though the perpetual fog surrounding the mountain's upper reaches makes navigating the area by air very difficult. Parties attempting to fly directly to the pass must make a DC 24 Survival check to find their way through the thick mist. Each failed attempt to find the pass from the air adds an hour to the total travel time.

1. Hollowfrost Pass (CR 8 or CR 11)

A bitter wind whips between the cliffs that form this narrow defile. At the center of the pass a pair of weathered stone towers jut from the snow.

Hollowfrost Pass is a 120-foot-deep gorge running north between the twin peaks of Mount Ganog. A strong wind (*Core Rulebook* 439) blows through the pass at all times. A DC 23 Climb check is required to scale the icy cliff face running along either side of the pass. Much of the ground here is covered in thick drifts of snow, creating difficult terrain. The stone towers at the center of the pass each are 30 feet tall. Their faces are worn almost completely smooth by ages of erosion, and they are covered with a thick layer of frost, requiring a DC 30 Climb check to scale them. These towers are all that remain of an outpost built by Arodenite ascetics over 4,000 years ago. The decorative engravings that once covered the exterior surface of each tower are no longer visible, but characters who examine the interior of either ruin—accessible via a single broken archway at the foot of each tower—can discern legible writing carved into the walls.

Creatures: A harpy war party waits in the ruins at the center of the pass. Led by an archer named Aldrova

the Huntress, the raiders paused at the entrance to Hollowfrost Pass several days ago after a failed raid on the Cangarit village. In part, they wait in anticipation of a centaur counterattack, though their primary motivation is simply the desire to delay reporting their failure to Jerevyx as long as possible. Aldrova and her warriors sing in shifts while they wait in order to lure out anyone sneaking through the pass. PCs who enter the gorge are subject to Aldrova's captivating song ability and must save or be drawn toward the easternmost tower where she waits. The harpies ran out of provisions a day ago and are anxious to feast upon the PCs, though Aldrova does hope to capture at least one character to give to Jerevyx in exchange for clemency.

Subtier 7–8 (CR 8)

ALDROVA THE HUNTRESS	CR 6
Female harpy fighter 2 (<i>Pathfinder RPG Bestiary</i> 172)	
CE Medium monstrous humanoid	
Init +4; Senses darkvision 60 ft.; Perception +10	
DEFENSE	
AC 18, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 dodge, +1 natural)	
hp 60 (9d10+11)	
Fort +8, Ref +9, Will +7; +1 vs fear	
Defensive Abilities bravery +1	
OFFENSE	
Speed 20 ft., fly 80 ft. (average)	
Melee morningstar +12/+7 (1d8+3), 2 talons +7 (1d6+1)	
Ranged mwk composite longbow +14/+9 (1d8+3/x3)	
Special Attacks captivating song (DC 15)	
TACTICS	
During Combat Aldrova hovers within 30 feet of the PCs and fights using her bow. She targets spellcasters and PCs using ranged weapons first, hoping to knock out the party's ability to deal with airborne targets.	
Morale Aldrova is desperate and refuses to flee.	
STATISTICS	
Str 16, Dex 19, Con 13, Int 6, Wis 14, Cha 14	
Base Atk +9; CMB +12; CMD 27	
Feats Dodge, Flyby Attack, Great Fortitude, Hover, Point-Blank Shot, Precise Shot, Skill Focus (Bluff)	
Skills Bluff +6, Fly +14, Intimidate +6, Perception +10, Perform (sing) +4	
Languages Common	
SQ hawkeye +1	
Other Gear leather armor, morningstar, masterwork composite longbow with 20 arrows, ivory totem necklace worth 60 gp	

HARPIES (2)	CR 4
hp 38 each (<i>Pathfinder RPG Bestiary</i> 172)	

Subtier 10–11 (CR 11)

ALDROVA THE HUNTRESS	CR 9
Female harpy fighter (archer) 5 (<i>Advanced Player's Guide</i> 104, <i>Pathfinder RPG Bestiary</i> 172)	
CE Medium monstrous humanoid	
Init +5; Senses darkvision 60 ft.; Perception +14	
DEFENSE	
AC 19, touch 16, flat-footed 13 (+2 armor, +5 Dex, +1 dodge, +1 natural)	
hp 82 (12d10+17)	
Fort +9, Ref +11, Will +8	
OFFENSE	
Speed 20 ft., fly 80 ft. (average)	
Melee mwk morningstar +16/+11/+6 (1d8+3), 2 talons +10 (1d6+1)	
Ranged +1 composite longbow +17/+12/+7 (1d8+11/x3)	
Special Attacks captivating song (DC 15), expert archer +1, trick shot (disarm)	
TACTICS	
During Combat Aldrova hovers within 30 feet of the PCs and fights using Deadly Aim with her bow; the effects of this feat are already included in her stats. She targets spellcasters and PCs using ranged weapons first, hoping to knock out the party's ability to deal with airborne targets.	
Morale Aldrova is desperate and refuses to flee.	
Base Statistics When not using Deadly Aim, Aldrova has the following stats: Ranged +1 composite longbow +20/+15/+10 (1d8+5/x3)	
STATISTICS	
Str 16, Dex 20, Con 13, Int 6, Wis 14, Cha 14	
Base Atk +12; CMB +15; CMD 31	
Feats Deadly Aim, Dodge, Flyby Attack, Great Fortitude, Hover, Point-Blank Shot, Precise Shot, Skill Focus (Bluff), Weapon Focus (longbow)	
Skills Bluff +6, Fly +15, Intimidate +6, Perception +14, Perform (sing) +4	
Languages Common	
SQ hawkeye +1	
Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear masterwork leather armor, masterwork morningstar, +1 composite longbow, ivory totem necklace worth 150 gp	
SPECIAL ABILITIES	
Expert Archer (Ex) Aldrova gains a +1 bonus on attack and damage rolls with bows. This benefit has already been calculated into her statistics.	
Hawkeye (Ex) Aldrova gains a +1 bonus on Perception checks, and the range increment for any bow she uses increases by 5 feet.	
Trick Shot (Ex) Aldrova can attempt a disarm combat maneuver with a bow against any target within 30 feet with a –4 penalty to her CMB. This maneuver uses up an arrow as normal.	

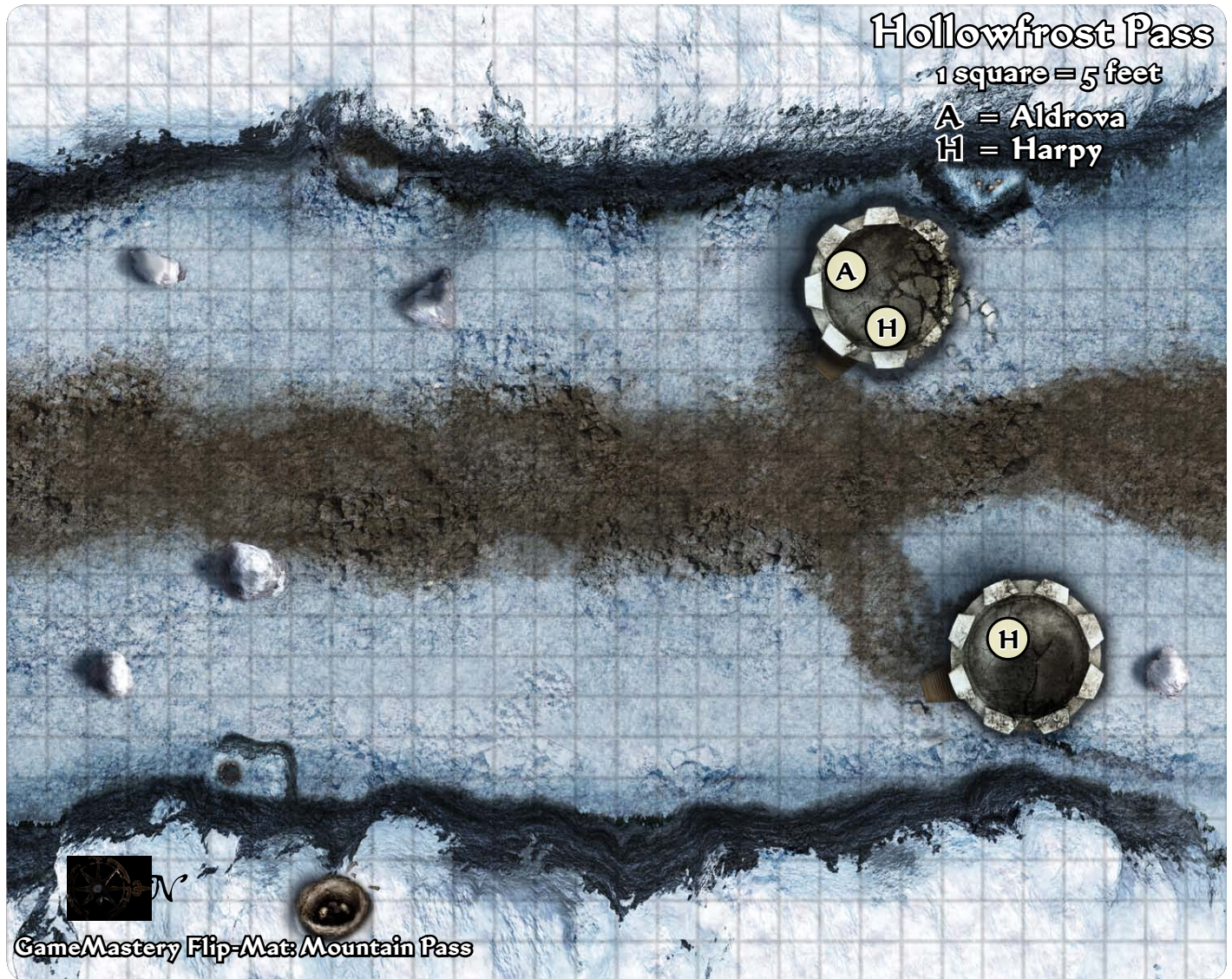
HARPY RAIDER (2)	CR 7
Female harpy warrior 5 (<i>Pathfinder RPG Bestiary</i> 172)	

Hollowfrost Pass

1 square = 5 feet

A = Aldrova

H = Harpy



CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)**hp** 82 each (12d10+17)**Fort** +9, **Ref** +8, **Will** +6**OFFENSE****Speed** 30 ft., fly 80 ft. (average)**Melee** +1 morningstar +12/+7/+2 (1d8+17), 2 talons +5 (1d6+5)**Special Attacks** captivating song (DC 17)**TACTICS**

During Combat One raider uses captivating song to lure enemies into being flanked, while the other attacks using her morningstar two-handed. Both harpies attack using Power Attack each round, the effects of which are already calculated into the stat block.

Morale The raiders flee if Aldrova is slain.

Base Statistics When not using Power Attack, the harpies have the following statistics: **Melee** +1 morningstar +16/+11/+6 (1d8+5), 2 talons +10 (1d6+1)

STATISTICS**Str** 16, **Dex** 14, **Con** 12, **Int** 5, **Wis** 10, **Cha** 17**Base Atk** +12; **CMB** +15; **CMD** 28**Feats** Ability Focus (captivating song), Dodge, Flyby Attack, Great Fortitude, Power Attack, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +4, Perform (sing) +5**Languages** Common**Other Gear** leather armor, +1 morningstar, 82 gp

Treasure: The harpies ambushed a minotaur runt passing through the gorge 2 days ago, but deemed him too scrawny to buy them clemency from Jerevyx.

Unbeknownst to them, the thick leather foot-wrappings the minotaur wore function as *boots of the winterland*, which the PCs can find on his half-frozen corpse in the easternmost tower.

Development: If any of the harpies escape this fight, they report the PCs' approach to Jerevyx, who plans accordingly.

Mission Notes: Silver Crusade faction PCs should be interested in the writing found on the inside walls of the ruined towers. If they succeed at a DC 24 Knowledge (religion) or Linguistics check, they identify the ruins as an outpost of the ancient Arodenite monastery located somewhere in the Kortos Mounts and earn 1 Prestige Point each.

Rewards: If the PCs defeat the harpies, reward each subtier thusly:

Subtier 7–8:

Give each player 281 gp.

Subtier 10–11:

Give each player 936 gp.

2. The Dragon's Den (CR 10 or CR 13)

The entrance to Jerevyx's den is not only well camouflaged by ice, but also located 70 feet up the side of a frost-covered cliff. PCs must make a DC 27 Perception check to locate the mouth of the cave. This check can be repeated as often as the party likes, but each attempt takes an hour. Alternatively, any of the harpies from the previous encounter can direct the PCs to the entrance, though the party will first need to subdue them and adjust their attitude from hostile to indifferent to get any information. Unless the PCs have some other way to reach the cave's entrance, they'll need to make DC 23 Climb checks to scale the frozen cliff face.

As the PCs reach the ice cave, read the following.

The wide mouth of this frigid cavern is almost completely sealed by thick pillarlike accumulations of ice and snow. An enormous stone column dominates the center of the cave's interior. A small platform, cut into the pillar just below where two archways of ice branch off to join the cavern walls, bears a grotesquely carved throne decorated with draconic motifs. Stalactites, some as long as fifteen feet, droop in patches along the ceiling, while rows of shorter, jagged stalagmites sprout from the cavern floor. An icy stone shelf above the western corner of the cave partially obscures a narrow passageway leading deeper into the cavern.

This 40-foot-tall chamber is lit by torches inset at 30-foot intervals along the cavern walls. A series of notches running up the south side of the central column allows characters to reach the throne platform 20 feet up the pillar by making DC 10 Climb checks. All the other faces

of the column are too slick with ice to climb without the use of magic.

Creatures: The PCs arrive to find Jerevyx reclining in her grand throne at the center of the cavern with two frost drakes lying curled at her feet. Her hands and feet are covered with thick blue scales, and her face bears traces of some primitive, reptilian ancestry. She refuses to speak with the PCs, declaring them thieves and assassins, just like the "adventurers" who slew her "glorious progenitor." Fortunately for the PCs, Jerevyx is not terribly popular among her harpy subjects. Most escape out the bolt hole located in the back of the cave when combat begins, with a scant few remaining to watch the bloodshed. In Subtier 10–11, three of these harpies join the fight alongside the Wurm-Queen, but flee once Jerevyx is slain.

Subtier 7–8 (CR 10)

JEREVYX	CR 8
Female harpy sorcerer 2/dragon disciple 3 (<i>Pathfinder RPG Bestiary</i> 172)	
LE Medium monstrous humanoid	
Init +6; Senses darkvision 60 ft.; Perception +6	
DEFENSE	
AC 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 natural)	
hp 101 (12 HD; 7d10+2d6+3d12+38)	
Fort +9, Ref +9, Will +11	
Resist electricity 5	
OFFENSE	
Speed 20 ft., fly 80 ft. (average)	
Melee 2 talons +13 (1d6+3)	
Special Attacks captivating song (DC 18), claws (2, 1d4+3, treated as magic weapons, 8 rounds per day), dragon bite (1d6+5), breath weapon (60-ft. line, 5d6 electricity damage, Reflex DC 17 half, usable 1/day)	
Sorcerer Spells Known (CL 4th; concentration +9)	
2nd (4/day)— <i>elemental touch*</i> (DC 17) <i>resist energy</i>	
1st (8/day)— <i>mage armor</i> , <i>magic missile</i> , <i>shocking grasp</i> , <i>true strike</i>	
0 (at will)— <i>acid splash</i> , <i>daze</i> (DC 15), <i>detect magic</i> , <i>resistance</i> , <i>spark*</i> (DC 15), <i>touch of fatigue</i> (DC 15)	
Bloodline Draconic (blue)	

TACTICS

Before Combat Jerevyx casts *mage armor* on herself before battle (included in her stats).

During Combat Jerevyx activates her draconic claws and casts *elemental touch* (see Special Abilities below), then flies down to attack the nearest PC, attempting a full-attack action with both claws, both talons, and her dragon bite on the following round. She uses her breath weapon if she can hit multiple PCs without hurting her allies.

Morale Jerevyx fights to the death to protect her hoard.

The Dragon's Den

1 square = 5 feet



Base Statistics Without *mage armor* active, Jerevyx has the following statistics: AC 17, flat-footed 14

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 21

Base Atk +10; **CMB** +13; **CMD** 26

Feats Combat Casting, Dodge, Eschew Materials, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Bluff), Toughness

Skills Bluff +14, Fly +17, Intimidate +18, Knowledge (arcana) +10, Linguistics +1, Perception +6, Perform (sing) +7

Languages Common, Draconic

SQ bloodline arcana

Gear *amulet of natural armor* +1, *cloak of resistance* +1, gold circlet and jewelry worth 450 gp

SPECIAL ABILITIES

Spells Jerevyx's preferred tactics include the spell *elemental touch*. This spell infuses her hands with electrical energy for 4 rounds, allowing her to make a touch attack dealing 1d6 points of electricity damage each round of the spell's duration. A target hit by this spell is staggered for 1 round unless it makes a Fortitude save to negate this condition. When Jerevyx makes an attack with her draconic bloodline claws, she may deliver this touch attack through one of them in addition to the normal damage dealt, but the energy damage may not be used on more than one attack

per round. Subsequent attacks deal energy damage as normal, but the staggered effect does not stack.

*See the *Advanced Player's Guide*.

PET DRAGONS (2)

CR 6

Young frost drake (*Pathfinder RPG Bestiary* 2 108, 293)

CE Medium dragon (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 68 each (8d12+16)

Fort +8, **Ref** +9, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow (snow only) 20 ft., fly 60 ft. (average)

Melee bite +12 (1d8+4 plus 1d6 cold), tail slap +7 (1d6+2)

Special Attacks freezing mist breath

TACTICS

During Combat The frost drakes use their freezing mist breath on the PCs in the first round of combat, creating icy ground near the cave's mouth. If any PCs remain in this area, the drakes take turns attempting to bull rush them over the edge, provoking attacks of opportunity

but gaining a +2 bonus on their CMB checks thanks to the icy ground.

Morale The frost drakes are loyal to Jerevyx and fight to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +12; **CMD** 25

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +15, Fly +14, Intimidate +12, Perception +10, Stealth +14

Languages Draconic

SQ icewalking, speed surge

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 16 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icwalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

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

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

Subtier 10–11 (CR 13)

JEREVYX

CR 8

Female harpy sorcerer 2/dragon disciple 6 (*Pathfinder RPG Bestiary* 172)

LE Medium monstrous humanoid

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 23, touch 14, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +5 natural)

hp 143 (15 HD; 7d10+2d6+6d12+62)

Fort +11, **Ref** +10, **Will** +12

Resist electricity 5

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +16 (1d6+4)

Special Attacks breath weapon (60-ft. line, 8d6 electricity

damage, Reflex DC 21 for half, usable 1/day), captivating song (DC 19), claws (2, 1d6+4, treated as magic weapons, 9 rounds/day), dragon bite (1d6+6 plus 1d6 electricity)

Sorcerer Spells Known (CL 6th; concentration +12)

3rd (4/day)—*elemental aura** (DC 20), *fly*

2nd (7/day)—*elemental touch** (DC 19), *mirror image*, *resist energy*

1st (8/day)—*mage armor*, *magic missile*, *shield*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *mage hand*, *resistance*, *spark** (DC 17), *touch of fatigue* (DC 16)

Bloodline Draconic (blue)

TACTICS

Before Combat Jerevyx casts *mage armor* on herself before combat, which is included in her stats. If she is made aware of the PCs' approach, she casts *mirror image* and *shield* before the PCs reach the top of the cliff.

During Combat Jerevyx casts *elemental aura* to deal electricity damage, then flies down to attack the nearest PC. In subsequent rounds she casts *elemental touch* to deal electricity damage using one of her bloodline claws, and fights with full attacks using all five of her natural attacks each round. She uses her breath weapon if she can hit multiple PCs without hurting her allies.

Morale Jerevyx fights to the death to protect her hoard.

Base Statistics Without *mage armor* active, Jerevyx has the following statistics: **AC** 19, touch 13, flat-footed 15

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 22

Base Atk +12; **CMB** +16; **CMD** 30

Feats Combat Casting, Dodge, Eschew Materials, Flyby Attack, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Bluff), Spell Focus (evocation), Toughness

Skills Bluff +15, Fly +19, Intimidate +23, Knowledge (arcana) +10, Linguistics +1, Perception +6, Perform (sing) +8

Languages Common, Draconic

SQ bloodline arcana

Gear *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1, gold circlet and assorted jewelry worth 950 gp

SPECIAL ABILITIES

Spells Jerevyx's preferred tactics include the spells *elemental aura* and *elemental touch*. *Elemental touch* is explained in Subtier 7–8, but has an 8-round duration when cast in this subtier. *Elemental aura* surrounds Jerevyx in an aura of electricity that deals 2d6 points of electricity damage to all adjacent creatures when the spell is cast and at the start of Jerevyx's turn. As a secondary effect, creatures affected by the aura are staggered for 1 round. Any creature affected by the aura can make a Reflex save to halve the damage and negate the secondary effect. This aura lasts for 8 rounds.

*See the *Advanced Player's Guide*.

GREATER PET DRAGONS

CR 8

Advanced frost drake (*Pathfinder RPG Bestiary* 2 108, 292)

CE Large dragon (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +12

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)

hp 100 (8d12+48)

Fort +12, **Ref** +9, **Will** +7

Immune cold, paralysis, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (snow only) 20 ft., fly 60 ft. (average)

Melee bite +15 (2d6+8 plus 1d6 cold), tail slap +10 (1d8+4)

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

Special Attacks freezing mist breath

TACTICS

During Combat The frost drakes use their freezing mist breath on the PCs in the first round of combat, creating icy ground near the cave's mouth. If any PCs remain in this area, the drakes take turns attempting to bull rush them over the edge, provoking attacks of opportunity but gaining a +2 bonus on their CMB checks thanks to the icy ground.

Morale The frost drakes are loyal to Jerevyx and fight to the death.

STATISTICS

Str 26, **Dex** 17, **Con** 22, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +17; **CMD** 30

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +19, Fly +12, Intimidate +14, Perception +12, Sense Motive +12, Stealth +10, Survival +12

Languages Common, Draconic

SQ speed surge, icewalking

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 20 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icewalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

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

Snow Vision (Ex) A frost drake can see perfectly well in snowy



OPTIONAL ENCOUNTER

Act 3 is an optional encounter and should only be run as the PCs move between their second and third objective if there are at least 2 hours remaining to complete the scenario. If the PCs look like they're going to bypass the encounter by teleporting to their next objective, feel free to make good on Nashota's warnings about such magic being unreliable in the Kortos Mounts. If less than 2 hours remains to complete the scenario, move directly to the third of the PCs' objectives.

conditions, and does not take any penalties on Perception checks while in snow.

HARPIES (3)

CR 4

hp 38 each (*Pathfinder RPG Bestiary* 172)

Treasure: PCs that inspect Jerevyx's throne can discover a hidden hollow beneath the seat. It contains a *boulderhead mace* (*Advanced Player's Guide* 290), an *elixir of fire breath*, and 430 gp. In Subtier 10–11, PCs also find a *suit of mistmail* (*Advanced Player's Guide* 285). PCs that succeed at a DC 23 Perception check notice a false bottom in the treasure cache, and below it a thick leather-bound journal detailing Jerevyx's explorations of draconic ruins in the area.

Development: None of the harpies who fled the cave return to bother the PCs. If the party succeeded in slaying the frost drakes, they can spend 20 minutes skinning the dragons to recover a piece of usable dragonhide from each drake.

Bringing Nashota proof of Jerevyx's death earns the PCs 1 Favor Point. The party earns an additional 2 Favor Points for each piece of dragonhide they give to Nashota.

Mission Notes: Grand Lodge faction PCs who recover Jerevyx's journal gain 1 Prestige Point.

Rewards: If the PCs defeat Jerevyx and find the treasure stash under her throne, reward each subtier thusly:

Subtier 7–8:

Give each PC 1,056 gp.

Subtier 10–11:

Give each PC 1,494 gp.

ACT 3: YRTHAK ATTACK
(CR 9 OR CR 12)

Mount Ganog is home to a large population of yrthaks—giant winged reptiles that are nearly blind but equipped with echolocation and sonic attacks—that find their blindsight ability gives them an edge over sighted prey

that often get lost among the mountain's mist-shrouded heights. One such yrthak notices the PCs as they travel between their second and third objective, and swoops in to investigate.

The thick patch of fog finally clears, revealing a small stony plateau covered in snow.

Creatures: A hungry yrthak attacks the PCs just as the fog begins to clear.

Subtier 7–8 (CR 9)

YRTHAK

CR 9

N Huge magical beast

Init +6; **Senses** blindsight 120 ft.; Perception +18

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 Dex, +1 dodge, +12 natural, –2 size)

hp 114 (12d10+48)

Fort +12, **Ref** +12, **Will** +8

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

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

Melee bite +17 (2d6+7), 2 claws +17 (1d8+7)

Ranged sonic lance +12 ranged touch (8d6 sonic)

Space 15 ft.; **Reach** 10 ft.

Special Attacks explosion

TACTICS

Morale The yrthak flees if reduced to 15 hit points or fewer.

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +12; **CMB** +21; **CMD** 34 (38 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +7, Perception +18; Racial Modifiers +4 Perception

Languages Draconic

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the yrthak's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex) As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion.

This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex) Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 points of sonic damage to one target.

Subtier 10–11 (CR 12)

ELDER YRTHAK

CR 12

Advanced yrthak (*Pathfinder RPG Bestiary* 2 290)

N Huge magical beast

Init +7; **Senses** blindsight 120 ft.; Perception +20

DEFENSE

AC 26, touch 12, flat-footed 22 (+3 Dex, +1 dodge, +14 natural, –2 size)

hp 157 (15d10+75)

Fort +14, **Ref** +14, **Will** +10

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

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

Melee bite +21 (2d6+8), 2 claws +21 (1d8+8)

Ranged sonic lance +16 ranged touch (8d6 sonic)

Space 15 ft.; **Reach** 10 ft.

Special Attacks explosion

TACTICS

Morale The yrthak flees if reduced to 20 hit points or fewer.

STATISTICS

Str 26, **Dex** 16, **Con** 20, **Int** 9, **Wis** 17, **Cha** 13

Base Atk +15; **CMB** +25; **CMD** 39 (43 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will,

Lightning Reflexes, Mobility, Skill Focus (Perception), Wingover

Skills Fly +10, Perception +20; **Racial Modifiers** +4 Perception

Languages Draconic

SPECIAL ABILITIES

See Subtier 7–8.

Development: If the party kills the yrthak, Nashota catches wind of their accomplishment and is impressed by the act. This earns the PCs 1 Favor Point.

ACT 4: THE CULT OF BAPHOMET

The entrance to the Northwind Mine is located on the far side of Mount Ganog from the centaur village. PCs can reach the mine by traveling east around the base of the mountain, or by crossing Hollowfrost Pass and descending the mountain's backside. Starting from the Cangarit village it takes 16 hours walking at a speed of 30 feet to reach the entrance of the mine, or 8 hours if the characters hustle. From Hollowfrost Pass the trip is

much shorter, taking characters 4 hours of walking or 2 hours of hustling. For characters with speeds of other than 30 feet, see page 172 of the *Core Rulebook*, and treat the path from the Cangarit village as a 48-mile journey through forest trails, and the path from Hollowfrost Pass as a 9-mile journey through mountainous trails.

The inside of the mine is pitch black unless otherwise noted. Mineshafts vary in height from 10 feet to 30 feet, with timber supports bracing the ceiling every 10 feet. The tangled network of mineshafts form a sort of labyrinth, forcing PCs to make DC 20 Knowledge (dungeoneering) checks to navigate from location to location, beginning at the mine's entrance. These checks may be attempted untrained. PCs can retry these checks as often as they like, but each failed check causes them to spend an hour lost inside the mine. Any party that makes some effort to chart its passage through the mine (such as by drawing maps or marking the walls with chalk) gains a cumulative +2 bonus on the check to find their way to the next location.

1. The Half-Finished Hall (CR 9 or CR 12)

The mineshaft widens into a long, twenty-five-foot wide hallway terminating at a double door carved from rough black stone. Torches mounted on the walls cast flickering light throughout the room. Five-foot-thick basalt columns run down the center of the passage, supporting the ceiling and replacing the aged timber sets present in the rest of the mine. Several such pillars lie in pieces on the floor, yet to be assembled.

The ceiling of this hallway is 30 feet high. The door at the east end of the room is locked, and unlocking requires a DC 25 Disable Device check.

Creatures: The bulk of Dahruun's cult is hard at work in this room, shaping the rough stone that forms this chamber into flat polished walls. Dahruun even hired a rock troll named Karg to help with the heavy labor, which today consists mainly of lifting stone columns into place. The minotaurs are spoiling for a fight, as it's been over a week since they last raided the Cangarit village. Even Karg is anxious for something more interesting to do than lift heavy objects, and he gleefully joins the melee along with his employers.

Three shackled centaurs (*Pathfinder RPG Bestiary* 42) are busy gathering rubble on the east side of the chamber. They can be released with a DC 25 Escape Artist check, or by breaking their manacles (hardness 10, hp 10, Break DC 26). The centaur prisoners are exhausted, and if released during combat, they prove too traumatized to offer any help in the fight against their captors.

Subtier 7–8 (CR 9)

KARG**CR 5**Male young rock troll (*Pathfinder RPG Bestiary* 2 272, 293)

CE Medium humanoid (earth, giant)

Init +3; **Senses** low-light vision; Perception +6**DEFENSE****AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 66 (7d8+35); regeneration 5 (acid or sonic)**Fort** +10, **Ref** +5, **Will** +3**Weaknesses** sunlight petrification**OFFENSE****Speed** 30 ft.**Melee** bite +10 (1d6+5), 2 claws +11 (1d4+5)**Special Attacks** rend (2 claws, 1d4+7)**STATISTICS****Str** 21, **Dex** 16, **Con** 20, **Int** 5, **Wis** 9, **Cha** 6**Base Atk** +5; **CMB** +10; **CMD** 23**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claws)**Skills** Climb +9, Intimidate +8, Perception +6**Languages** Giant**SPECIAL ABILITIES**

Sunlight Petrification (Ex) A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

MINOTAURS (4)**CR 4****hp** 45 each (*Pathfinder RPG Bestiary* 206)

Subtier 10–11 (CR 12)

KARG**CR 7**Male giant rock troll (*Pathfinder RPG Bestiary* 2 272, 293)

CE Huge humanoid (earth, giant)

Init +0; **Senses** low-light vision; Perception +6**DEFENSE****AC** 20, touch 8, flat-footed 20 (+12 natural, –2 size)**hp** 94 (7d8+63); regeneration 5 (acid or sonic)**Fort** +14, **Ref** +2, **Will** +3**Weaknesses** sunlight petrification**OFFENSE****Speed** 30 ft.**Melee** bite +12 (2d6+9), 2 claws +13 (1d8+9)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d8+13)**STATISTICS****Str** 29, **Dex** 10, **Con** 28,**Int** 5, **Wis** 9, **Cha** 6**Base Atk** +5; **CMB** +16; **CMD** 26**Feats** Intimidating Prowess, Iron Will,

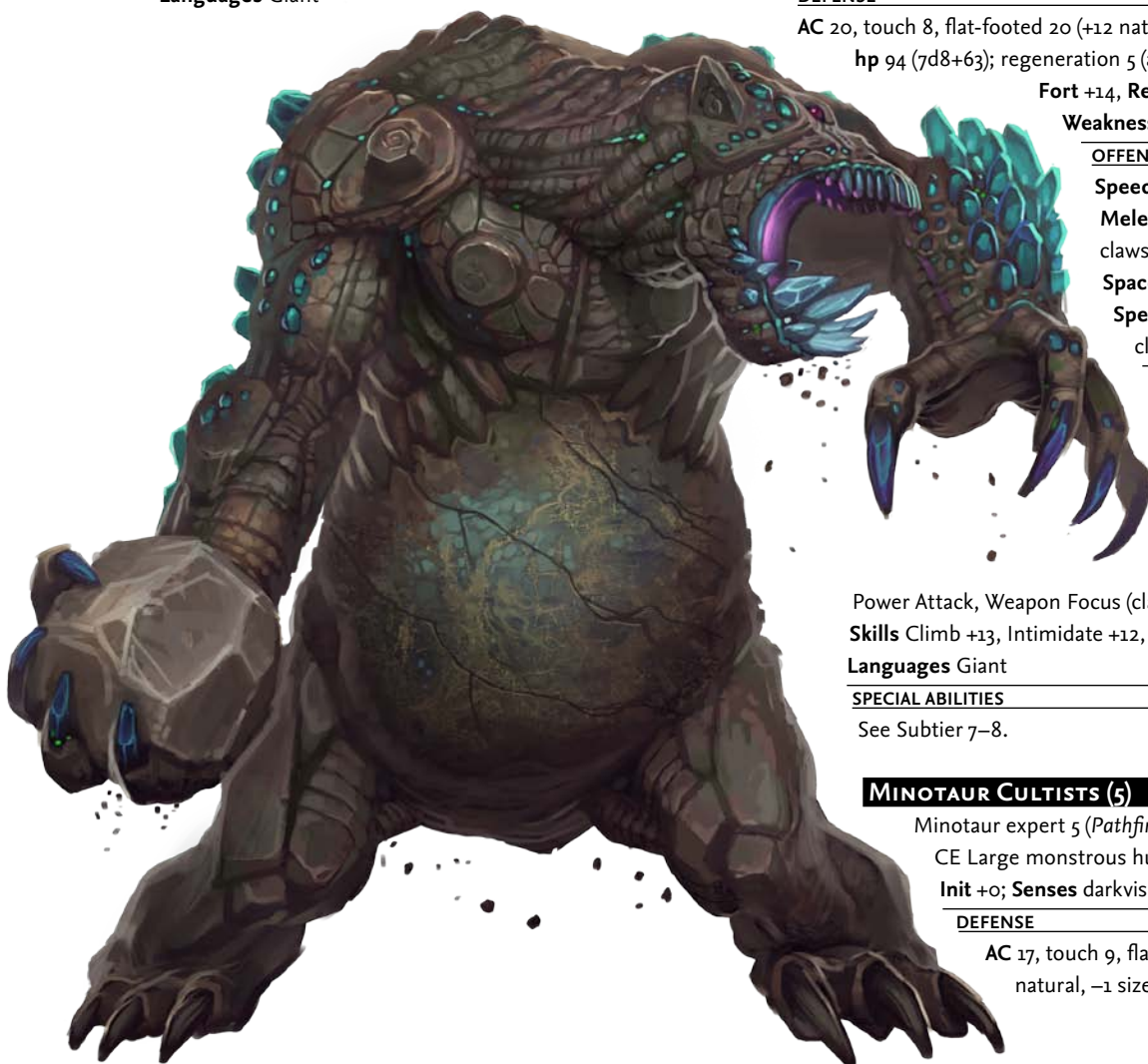
Power Attack, Weapon Focus (claws)

Skills Climb +13, Intimidate +12, Perception +6**Languages** Giant**SPECIAL ABILITIES**

See Subtier 7–8.

MINOTAUR CULTISTS (5)**CR 7**Minotaur expert 5 (*Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 17, touch 9, flat-footed 17 (+3 armor, +5 natural, –1 size)

hp 88 each (11 HD; 6d10+5d8+33)

Fort +8, **Ref** +6, **Will** +10

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee mwk heavy pick +15/+10 (1d8+5/x4), gore +8 (1d8+2)

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

Special Attacks powerful charge (gore, 4d8+24)

STATISTICS

Str 21, **Dex** 10, **Con** 16, **Int** 8, **Wis** 8, **Cha** 7

Base Atk +9; **CMB** +15; **CMD** 25

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (heavy pick)

Skills Craft (sculpture) +9, Craft (stonemasonry) +12, Intimidate +5, Knowledge (engineering) +8, Knowledge (religion) +6, Perception +15, Stealth +4, Survival +9; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

Gear masterwork studded leather, masterwork heavy pick, masterwork artisan's tools, 87 gp

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Treasure: One of the minotaurs in the room carries a set of keys that unlocks both the centaurs' shackles and the eastern door. Two *searing arrows* (*Advanced Player's Guide* 291) are lodged in Karg's stony hide, just above his right shoulder. These arrows can be removed one at a time without destroying them once Karg is dead by taking a full-round action for each arrow that is extracted. Karg carries a sack over his other shoulder holding a collection of "tasty tasty rocks," which includes 1,000 gp in random precious ores and gems, and a scuffed but otherwise fully functional *dark blue rhomboid ioun stone*.

Development: If the PCs release the centaurs, the liberated prisoners are extremely grateful to the Pathfinders and gladly answer any questions the party asks. The centaurs don't know much about Dahruun, but they can give simple directions on how to get to his shrine deeper in the mine. This advice grants the players a +2 bonus on checks to navigate to the next location. They also inform the PCs that Dahruun is accompanied by several fiends, and can give a rough description of the outsiders, detailed enough to allow the players Knowledge (the planes) checks to identify the monsters before facing them in combat.

PCs that escort the centaur prisoners back to Nashota gain 1 Favor Point for each captive they rescue.

Mission Notes: Qadiran faction PCs can inspect the contents of Karg's sack to make a DC 24 Appraise check to assess the mineral potential of the mine, earning them 1 Prestige Point.

Shadow Lodge faction PCs should make DC 24 Knowledge (local) checks to recognize one of the minotaurs in this room as the clanmate of Nuar Spiritskin they were asked to locate. If that minotaur survives the encounter and the PCs report his condition to their contact in Diobel, each Shadow Lodge faction PC earns 1 Prestige Point.

Rewards: If the PCs defeat Karg and the minotaurs, reward each subtier thusly:

Subtier 7–8:

Give each PC 1,266 gp.

Subtier 10–11:

Give each PC 1,592 gp.

2. Shrine to Baphomet (CR 10 or CR 13)

Small piles of rubble cover the floor of this roughly hewn rectangular room. Statues of bull-headed warriors in various states of completion line the east and west walls, while a double row of polished black stone columns form a path down the center of the chamber. At the north end of the room, a massive stone figure with the face of a snarling bull rises from a pit carved into the floor. Flames flicker in the hole, filling the air with the acrid scent of burning grease. The bestial statue clutches an altar at the edge of the pit, posed as though it were trying to wrench the stone pedestal down into the chasm.

The ceiling of this room is 30 feet high. The statues that line the walls are 20 feet tall and stand atop 5-foot-tall, 10-foot-square pedestals. The statues are particularly top-heavy, and can be pushed over into the two squares adjacent to them as a standard action with a DC 30 Strength check. One statue on the east wall has 20-foot-tall scaffolding erected around it, which can be climbed with a DC 10 Climb check. The fire pit casts normal light out to a radius of 40 feet and dim light another 40 feet beyond that.

Creatures: The minotaur cleric Dahruun Firehorn kneels in prayer by the altar. Two brimorak demons—three-foot-tall, blue-gray-skinned humanoids with dark fur and burning hooves—prepare a single unconscious centaur (*Pathfinder RPG Bestiary* 42) for sacrifice by lashing him to the altar slab. As with the centaur captives in area 1, this centaur is too traumatized to fight, even if revived. In Subtier 10–11, a trio of babau demons replace the brimoraks.

Baphomet Shrine

1 square = 5 feet



Subtier 7–8 (CR 10)

DAHRUUN FIREHORN

CR 9

Male minotaur elder (*Classic Monsters Revisited* 44)

CE Large monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 9, flat-footed 23 (+6 armor, +8 natural, –1 size)

hp 133 (14d10+56)

Fort +10, Ref +9, Will +12

OFFENSE

Speed 20 ft.

Melee greataxe +20/+15/+10 (3d6+10/x3), gore +15 (1d8+3)

Space 10 ft.; Reach 10 ft.

Special Attacks powerful charge (gore, 4d6+10)

Spell-Like Abilities (CL 9th; concentration +12)

3/day—fog cloud, glyph of warding (DC 16), stone shape

1/day—maze, wall of stone

Save DCs are Wisdom-based.

TACTICS

Before Combat Dahruun has saved against the Brimoraks' smoke breath and is not sickened while adjacent to them.**During Combat** Dahruun begins the battle using his powerful charge ability to gore the nearest PC. When reduced to 70 hit points or fewer, he uses his *maze* spell-like ability and

maze mastery special quality to isolate a nonspellcasting PC and attempts to grapple and gore them to death.

Morale Dahruun fights to the death for the glory of his dark lord.

STATISTICS

Str 24, Dex 10, Con 19, Int 9, Wis 16, Cha 11

Base Atk +14; CMB +22 (+24 bull rush or grapple); CMD 32 (+34 vs. bull rush or grapple)

Feats Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Power Attack**Skills** Intimidate +17, Perception +20, Stealth +9 (+17 in mazes);**Racial Modifiers** +8 Stealth in mazes**Languages** Giant**SQ** maze mastery, natural cunning**Other Gear** breastplate, greataxe, silver unholy symbol of Baphomet

SPECIAL ABILITIES

Maze Mastery (Su) Minotaur elders possess a supernatural cunning when in the confines of a maze or labyrinth. In such areas, they receive a +4 bonus on initiative checks and a +8 racial bonus on Stealth checks. In addition, a minotaur elder might enter a *maze* spell as it is being cast along with the intended target so long as the target is within 30 feet. This includes *maze* spells cast by the minotaur elder. Once inside, the minotaur elder can leave the *maze* as a move action. The minotaur elder and

the target appear at opposite ends of a 30-foot-square chamber where all exits lead to the maze itself (and the only way out for the target).

Natural Cunning (Ex) This ability is identical to the minotaur ability (*Pathfinder RPG Bestiary* 206).

BRIMORAK **CR 5**

Pathfinder Campaign Setting: Lords of Chaos 56

CE Small outsider (chaotic, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +10

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities boiling blood; **DR** 5/cold iron or good;

Immune electricity, fire; **Resist** acid 10, cold 10; **SR** 16

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +0 (1d3+1 plus 1d6 fire)

Special Attacks breath weapon (20-ft. line of boiling blood, 5d6 fire damage, Reflex DC 17 half, usable every 1d4 rounds), burning hooves

Spell-Like Abilities (CL 6th; concentration +8)

3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*

1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak, 50%)

TACTICS

During Combat The brimorak demons use their *fireball* spell-like ability in the first round, hoping to soften up the PCs. Thereafter, they fight in melee, employing their boiling blood attacks whenever appropriate. Once Dahruun exits into his *maze* spell with one of the PCs, the Brimorak demons use their summon ability to call in reinforcements.

Morale The brimoraks teleport to safety once Dahruun has been slain.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.

SQ flaming weapon

Other Gear longsword

SPECIAL ABILITIES

Boiling Blood (Su) A brimorak's blood is boiling hot. It can cough out a hideous amount of this scorching fluid as a

breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their air walk spell-like ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off hand) with its fiery nature, allowing it to deal an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also deal. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A DC 17 Fortitude save grants immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.

Subtier 10–11 (CR 13)

DAHRUUN FIREHORN **CR 12**

Male minotaur elder cleric of Baphomet 2/demoniac 2 (*Classic Monsters Revisited* 44, *Lords of Chaos* 46)

CE Large monstrous humanoid

Init –1; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 23, touch 8, flat-footed 23 (+7 armor, –1 Dex, +8 natural, –1 size)

hp 202 (18 HD; 14d10+4d8+108)

Fort +14, **Ref** +9, **Will** +21; +4 vs. confusion and insanity effects

OFFENSE

Speed 20 ft.

Melee greataxe +23/+18/+13/+8 (3d6+12/x3), gore +18 (1d8+4)

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

Special Attacks channel negative energy 3/day (DC 11, 1d6), powerful charge (gore, 4d6+12)

Spell-Like Abilities (CL 9th; concentration +15)

3/day—*fog cloud*, *glyph of warding* (DC 19), *stone shape*

2/day—*misdirection* (DC 18)

1/day—*maze, wall of stone*

Save DCs are Wisdom-based.

Domain Spell-Like Abilities (CL 3rd; concentration +9)

9/day—touch of chaos

Cleric Spells Prepared (CL 3rd; concentration +9)

2nd—*align weapon* (chaos)^D, *resist energy, spiritual weapon, weapon of awe*^{*}

1st—*entropic shield, magic fang*^D, *magic weapon, protection from law, shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic, guidance, resistance*

^D Domain spell; **Domains** Chaos, Fur^{*}

TACTICS

Before Combat If Dahruun notices the PCs coming, he casts *entropic shield* on himself and *weapon of awe* on his greataxe (granting it a +2 sacred bonus on damage rolls; see Special Abilities for more details) before they arrive.

During Combat Dahruun begins the battle using his powerful charge ability to gore the nearest PC. When reduced to 70 hit points or fewer, he uses his *maze* spell-like ability and maze mastery special quality to isolate a nonspellcasting PC and attempts to grapple and gore them to death within the *maze*.

Morale Dahruun fights to the death for the glory of his dark lord.

STATISTICS

Str 27, **Dex** 8, **Con** 22, **Int** 10, **Wis** 22, **Cha** 10

Base Atk +16; **CMB** +25 (+27 bull rush and grapple); **CMD** 34 (36 vs bull rush and grapple)

Feats Cleave, Combat Casting, Demonic Obedience, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Iron Will, Power Attack

Skills Intimidate +21, Knowledge (planes) +10, Linguistics +4, Perception +24, Spellcraft +10, Stealth +13 (+21 in mazes)

Languages Abyssal, Giant

SQ damned, demonic mark, energumen +2, maze mastery, natural cunning, obedience, aura

Gear +1 *breastplate*, greataxe, silver unholy symbol of Baphomet

SPECIAL ABILITIES

Damned (Ex) When a demoniac is killed, his soul is instantly claimed by the Abyss. In time, the demoniac's soul is transformed into a demon appropriate to the greatest sins the demoniac gloried in while he lived. Any character attempting to resurrect a slain demoniac must succeed at a caster level check equal to 10 + the demoniac's level or the spell fails. That character cannot attempt to resurrect the demoniac again until the following day, though other characters can attempt to do so if they please.

Demonic Mark (Ex) A demoniac bears the sign of his chosen demon lord as a tattoo-like brand somewhere on his body. Once per day, a demoniac can call upon the profane power of this mark to power a spell as he casts it. Doing so causes the spell to gain the chaotic and evil descriptors, and causes the spell not be expended as it is cast, allowing the

demoniac to cast the spell again at a later point in the day.

Energumen (Su) Once per day, a demoniac can open his soul to a demonic spirit as a free action. This spirit possesses the demoniac for a number of rounds equal to his demoniac level, granting a +2 profane bonus to one ability score of the demoniac's choice. When the energumen ends, the demoniac becomes confused for a number of rounds equal to his demoniac level as the demonic spirit has its way with his mind. At the start of each round of confusion, the demoniac can make a DC 25 Will save to end the confusion effect immediately.

Energumen is a possession effect, and is negated by *protection from evil* or *protection from chaos*. A demoniac can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) the energumen ends, but being affected by such a spell before the energumen has run its course also causes the benefits granted to end prematurely.

Obedience (Ex) In order to maintain the abilities gained from this prestige class (including all spellcasting abilities that have been augmented by this prestige class), a demoniac must indulge in a daily obedience to his chosen demon lord. This ceremony is incorporated into whatever method the demoniac uses to regain spellcasting abilities. In Dahruun's case, he remains motionless each morning for 55 minutes, and then spends the last 5 minutes speaking 50 observations regarding his surroundings into a hollowed-out bull's horn, granting him immunity to *maze* and a +4 profane bonus on saving throws against confusion and insanity effects.

Spells Dahruun's tactics include the casting of *weapon of awe* on his greataxe if possible. This spell grants one manufactured weapon a +2 sacred bonus on damage rolls for 1 minute per level, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect.

^{*} See the *Advanced Player's Guide*.

BABAU DEMON (3)

CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57)

Hazards: The statues can be toppled over onto creatures, forcing them to make a DC 20 Reflex save or take 5d6 points of bludgeoning damage. Creatures that fall into the fire pit take 5d6 points of fire damage at the start of every turn they spend in the pit and may catch fire (*Core Rulebook* 444).

Treasure: PCs that inspect the altar discover a *ring of delayed doom* (*Advanced Player's Guide* 292) with 1 charge remaining placed on the end of the large minotaur statue at the end of the hall. In Subtier 10–11, the ring has two charges remaining. In Subtier 7–8, PCs that make a DC 15 Perception check also notice a steel chest hidden at

the bottom of the burning pit. Inside, they find a melted lump of 2,605 gp worth of what were once coins of gold, silver, and platinum.

Development: Bringing Nashota proof of Dahruun's death earns the PCs 1 Favor Point. If the PCs restore the centaur in this room to consciousness and escort him back to Nashota, they receive 1 additional Favor Point.

Rewards: If the PCs defeat Dahruun Firehorn, reward each subtier thusly:

Subtier 7–8:

Give each PC 892 gp.

Subtier 10–11:

Give each PC 994 gp.

CONCLUSION

Once the PCs have eliminated all three of Nashota's enemies, they can return to the Cangarit camp and make one final attempt to convince Nashota to leave. Cheliox, Lantern Lodge, and Taldor faction PCs may also try to complete their faction missions, if they haven't already attempted to do so.

Over the course of the scenario, the PCs have had several chances to curry favor with Nashota by earning Favor Points. If the PCs accumulated at least 10 Favor Points over the course of the scenario, Nashota acquiesces to their request. She is greatly impressed by the Pathfinders' courage and skill, and prepares to leave for Diobel immediately, secure in knowing that the largest threats to her people have been eliminated.

If the PCs have not accumulated at least 10 Favor Points, they must make a DC 35 Diplomacy check to convince Nashota to leave immediately. The players gain a +2 bonus on this check for each Favor Point they've accumulated, up to a possible total of +18. If they succeed, Nashota reluctantly agrees to leave with the Pathfinders. If they fail, Nashota insists upon waiting a week to make sure things have truly settled down, she misses the ship chartered to take her to Goka, and she fails to qualify for the Ruby Phoenix Tournament.

Success Conditions

If the PCs get Nashota to the tournament on time by convincing her to leave for Diobel immediately, they earn 1 Prestige Point each.

Faction Missions

Members of each faction have the ability to earn an additional Prestige Point for completing their respective faction missions, as detailed below.

Andoran Faction: Andoran faction PCs who collect a sample of raenor's blight in Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who provoke Nashota into demonstrating her martial skills at any time before the scenario's conclusion earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who locate Jerevyx's journal in area 2 of Act 2 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who successfully teach Nashota conversational Tien before she departs for Diobel earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who find the *Medistai Indices* in Act 1 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who accurately assess the mineral wealth of the Northwind Mine in Act 4 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who pass a secret message to Urso and convince him to leave the Kortos Mounts in Act 1 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who identify Nuar Spiritskin's clanmate in Act 4 and report his condition earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who identify the ruins in Hollowfrost Pass as being Arodenite in origin during Act 2 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who convince Nashota to wear Taldan colors at the Ruby Phoenix Tournament earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO #3-04: THE KORTOS ENVOY

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni
<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni
<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Silver Crusade
<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/> Prestige Points
Character Name _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah
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THE KORTOS ENVOY

Andoran



Defender of Liberty,

Your journey into the hinterlands of Absalom is well timed! Rumor spreads of an infectious fungus known as raenor's blight ravaging the forests of Kortos. If this disease spreads to the mainland, Andoran's forests—and lumber industry—would be devastated. If your mission takes you into the forests around the Cangarit camp, keep an eye out for sickly trees. If you bring our agents in Diobel a sample of tainted wood, I'm certain we can devise a defense against the blight.

For Andoran,

Major Colson Maldris

Chelax



My Fortunate Thrall,

This horse-girl you're going to meet is certainly feisty, I'll give her that, but can we really count on an unruly beast-woman to win us the tournament? Yet the Decemvirate is dead set on the centaur, so for good or ill it seems we're stuck with her. Still, it would ease my mind if we had a more reliable account of her skill at arms than the tavern tales everyone's spreading around. Perhaps you could use that barbed tongue of yours to goad her into putting on a show?

By no means pick a fight with our little Princess. Simply convince her to spar with another centaur or two, and report back to me once you've seen her in action.

For the Majestrix's Glory,

Paracountess Zarta Dralneen

Grand Lodge



Respected Lodge Member,

Your latest mission takes you deep into the Kortos Mounts, an exciting and historic locale to be sure! Of particular interest to the Pathfinders are the ruins left behind by the dragon Maejerex, who ruled the mounts up until about 500 years ago. I have reason to believe several of these ruins may still lie untouched, despite their close proximity to Absalom.

If you spot any draconic ruins, or any evidence pointing to the location of draconic ruins, please share your findings with the Grand Lodge as soon as you can.

Fruitful delving,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Lantern-Bearer,

We are excited to receive the illustrious and storied Nashota Bloodhoof as our most welcome guest! It is our duty as hosts to ensure that the centaur princess finds comfort and pleasure while in the Lantern Lodge's home city of Goka. We have included a small phrasebook, with the request that you kindly offer to educate our soon-to-be guest in the fundamentals of conversational Tien.

With blessings,


Venture-Captain Amara Li

Osirion

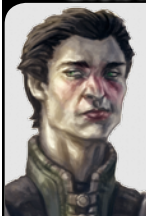


Seeker of the Lost,

Fate has once again placed you in a most fortuitous position. A valuable shipment of ancient documents was hijacked between Absalom and Diobel. The scrolls, indices from the lost library at Medistai, have yet to surface on any of the black markets where we'd usually expect to find stolen antiquities. If fortune favors us, this means the thief still has them. Should you encounter any bandits, brigands, or ne'er-do-wells in the course of your mission, search their belongings thoroughly. With any luck, we may be able to recover the scrolls yet.

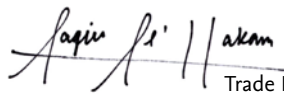
Under the ancestors' gaze,

 Amenopheus, the Sapphire Sage

Qadira

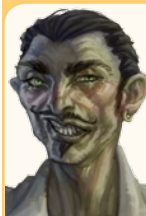


Noble Profiteer,

I have a grand opportunity for you! Thanks to all this unpleasantness between Absalom and the centaurs, I was able to purchase mineral rights for several locations around the Kortos Mounts at a deep discount. Now that we're on friendly terms with the Cangarit tribe, I can put these claims to use, I need only decide where to dig first. That's where you come in, my trusted associate. If you can give me an accurate assessment of Mount Ganog's mineral potential, I will be sure the Satrap knows who helped to fill its coffers.

Sincerely,

 Trade Prince Aaqir al'Hakam

SCZARNI



Trusted Cousin,

I hear rumors of a brigand named Urso Landel lurking around Mount Ganog, and I'm wondering if this is the same Urso who worked for me some years ago. If this is the same man, I may have more work for one with his talents. If you happen to meet the sellsword, speak to him in the old cant and tell him to come visit me. If he's the man I'm thinking of, he'll understand you just fine.

Watching over you,

 Gueril Karela


SHADOW LODGE



Ally in Arms,

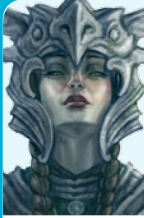
I need your help to get back into the good graces of my dear friend Nuar Spiritskin. It seems his favorite nephew is mixed up with a pretty rowdy crowd somewhere in the area of Mount Ganog. Just the other day I heard him fretting over the poor boy's fate.

I want you to keep an eye out for the lad. You'll be able to recognize one of Nuar's kin easily enough, and just try to make sure he doesn't end up stuck on some crazed centaur's spear, or worse yet, killed by a Pathfinder over some petty trifle. Do that for me and I'll remember the favor.

Faithfully yours,

 Grandmaster Torch

THE KORTOS ENVOY

Silver Crusade



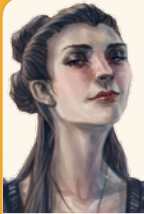
Shield of Justice,

Legend holds that the early Arodenites built a monastery somewhere in the lower reaches of the Kortos Mounts. If such a temple exists, one can only imagine the wealth of information it contains regarding the early teachings of Aroden and the ways of his followers. Recently uncovered evidence points to Mount Ganog as one possible location of the lost monastery. Should your mission take you up the mountain, keep an eye out for ruins, and send us word if you find anything interesting.

Blessings upon you,

Ollysta Zadrian

TALDOR



Sword of the Crown,

The Ruby Phoenix Tournament presents an excellent opportunity to heap glory upon the empire! I had hoped we might enter our own champion into the lists in place of this centaur woman, but the Decemvirate is adamant. Then, inspiration struck me. Why not recruit this Nashota Bloodhoof to Taldor's cause? Convince the horse-woman to don our colors and insignia, and share in her victories! I leave the details to you; promise her whatever you must. The centaur must fight for Taldor!

For the Empire,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-04

THE KORTOS ENVOY

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	2,210	4,420
7-8		
SUBTIER	3,840	7,680
10-11		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
ALL

- ☐ **Hoofbrother:** Word of your exploits in assisting the Cangarit tribe spread among the centaur peoples of the Inner Sea. You gain a +2 bonus on all Diplomacy checks made against centaurs.
- ☐ **Spearmind:** In thanks for your efforts to ensure her tribe's safety, and to increase your chances of being victorious in the Ruby Phoenix Tournament, Nashota imparts to you knowledge of traditional centaur defenses against spear attacks. You gain a +1 dodge bonus to AC against all attacks with weapons in the spears weapon group (this list appears on page 56 of the *Core Rulebook* and page 45 of *Ultimate Combat*).

SUBTIER
7-8

- Amulet of natural armor* +1 (2,000 gp)
- Boots of the winterlands* (2,500 gp)
- Boulderhead mace* (6,812 gp; *Advanced Player's Guide* 290)
- Cloak of resistance* +1 (1,000 gp)
- Dark blue rhomboid ioun stone* (10,000 gp)
- Elixir of fire breath* (1,100 gp)
- Potion of barkskin* (300 gp)
- Potion of cure moderate wounds* (300 gp)
- Ring of delayed doom* (1 garnet remaining, 5,000 gp; *Advanced Player's Guide* 292)
- Searing arrow* (limit 2, 1,516 each; *Advanced Player's Guide* 291)
- Universal solvent* (50 gp)

SUBTIER
10-11

- Mistmail* (2,250 gp; *Advanced Player's Guide* 285)
- Potion of barkskin* +3 (600 gp)
- Potion of cure serious wounds* (750 gp)
- Ring of delayed doom* (2 garnets remaining, 10,000 gp; *Advanced Player's Guide* 292)
- Ring of protection* +1 (2,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #