

PATHFINDER SOCIETY®

Year of Factions' Favor



THE LION'S JUSTICE

By Thurston Hillman



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HOW TO PLAY

Pathfinder Society Scenario #9–13: The Lion's Justice is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

The Lion's Justice makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Intrigue* (UI), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and *NPC Codex* are reprinted at the back of the adventure for the GM's convenience.

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THE LION'S JUSTICE

By Thurston Hillman



For millennia since the Age of Destiny, Taldor's armies have incorporated countless minor states, nomadic tribes, and untamed wilds into its empire, uniting its far-flung provinces with a shared culture and language. Taldor has not known this glory for nearly 600 years, beginning with the Even-Tongued Conquest that saw Cheliox secede and continuing with Taldor's steady decline. Taldor's common folk are largely left to govern themselves while its nobles pursue lifestyles of high society in defiance of their nation's waning fortunes. The current leader, Grand Prince Stavian III, makes for a representative figurehead for this negligent aristocracy. He is without a living male heir and grows increasingly paranoid that his popular daughter, Princess Eutropia, might overthrow both him and the country's tradition of primogeniture (the succession of rule to only male heirs) in one fell swoop. As he shores up his place on the throne against his own daughter, Taldor's everyday governance has fallen even further into the hands of town councils, criminal syndicates, and secret societies.

For all the prevailing inadequacies in the aristocracy, Taldor's upper class is not monolithically inattentive. Numerous leaders have their hearts in the right place yet lack the leadership, opportunity, permission, or resources to take meaningful action. As it stands, the Taldan senate is roughly divided between supporting Stavian (stubborn and stay-the-course imperialists), supporting Eutropia (generally well-meaning reformists), and supporting neither side (whether intentionally neutral, distracted by other concerns, or having not been swayed by one or the other). Lady Gloriana Morilla, leader of the Sovereign Court faction, has developed a strong and secret working relationship with Princess Eutropia, and the Sovereign Court has quietly supplied Eutropia with intelligence and supplies to support her bid for the crown—a move Morilla believes will ultimately bring prosperity to the region and reinforce the status of upstanding nobles over their less responsible peers. Momentum is gradually building in the senate to overturn primogeniture and pave the way for Eutropia's eventual ascension.

WHERE ON GOLARION?

The Lion's Justice takes place in Oppara, the ornate capital city of Taldor, a former empire that has maintained the high culture of its imperial days despite its gradual decline in regional influence. For more information about Taldor and its people, see *Pathfinder Campaign Setting: Taldor, the First Empire*. For more information on the events of the Grand Day of Exaltation and the follow-up to this historic event in Taldor, see *Pathfinder Adventure Path #127: Crownfall*. Both products are available in bookstores and game stores everywhere, and online at paizo.com.



Grand Prince Stavian III is not blind to these maneuvers, and he has begun consolidating his allies and resources to eliminate this perceived threat to his rule. The Ulfen Guard, his sworn bodyguards, are unwaveringly loyal in protecting the ruler's life, even if some of these warriors may grumble under their breath at Stavian's increasingly dishonorable schemes. The Lion Blades, a secret spy organization dedicated to the government, also support Stavian, but their loyalty is to Taldor, not strictly to the crown. So long as the Lion Blades believe that the grand prince won't bring ruin to the nation, these spies prefer to keep their attention focused outward rather than interfere with internal power struggles.



The trouble is that Stavian is poised to upset the Lion Blades along with a great many others. Several other nations' rulers—particularly those who don't meet the ideals of productive and upstanding nobility—are increasingly aware of the Sovereign Court and its meddling, and Stavian has reached out to several of his international peers for help in destroying these perceived threats to his rule. Not only is Stavian preparing to accuse a large number of Taldan leaders of treason, but he's also bringing in a host of foreign agents to help dispense justice. Should the Lion Blades learn of and confirm this, it might cause them to identify Stavian as a threat to Taldor and actively contribute to his removal.

Few know of Grand Prince Stavian III's intention to bring in foreign agents and other dubious allies to ensure he retains power. Of these witnesses, one member of the Ulfen Guard, **Bjarte Trolltooth** (CN male human barbarian 8), determined that it's his moral imperative—even the best route to preserve Stavian's life—to alert others of what he knows of the grand prince's plans. He secretly contacted Lady Gloriana Morilla, offering to share what he knows in exchange for the Pathfinder Society salvaging his family's name by exonerating his centuries-dead ancestor. The Society accepted, with the ensuing events fully described in *Pathfinder Society Scenario #9–11: The Jarlsblood Witch Saga*. Word has just arrived in Taldor of those agents' success.

This timing is ideal for Gloriana, for an upcoming event known as the Grand Day of Exaltation promises to provide plenty of social cover for a team of Pathfinders to secure Bjarte's intelligence, confirm it, and act as necessary. What Morilla does not know is that Stavian isn't just planning future mischief; he's poised to order a massacre during this public event.

In addition to recently and quietly adopting the war hero Maxillar Pythareus as his heir, Stavian III has made ample promises and payments to a handful of fervent conspirators. Most relevant for this adventure is Earl Calhadion Vernisant, a regional administrator in Ridonport and direct heir of the celebrated General Arnisant. Calhadion is unabashed in wielding his lineage as a political bludgeon, though thanks to Gloriana's machinations, he recently suffered an embarrassing and public debacle, which is fully described in *Pathfinder Society Scenario #9–08: Birthright Betrayed*. Enraged, Calhadion appealed to Stavian III for justice, and the grand prince has invited the politically fragile earl into his inner circle. Calhadion recognized that his tarnished reputation places him with little to lose when dealing with Oppara's infamous Brotherhood of Silence and several foreign powers, for whom he's served as the grand prince's liaison. In the span of just a few months, the earl has become one of Stavian's most embittered cohorts, and he is now overseeing the planned massacre in the event the grand prince is incapacitated or forced to flee.

The Lion Blades remain aware of the internal political tension and growing schemes, though the full scope and timing isn't entirely clear to them at the beginning of this adventure. Operatives have been shadowing Calhadion for several weeks now and know of his dalliances with the Brotherhood of Silence and outside powers. However, the spies have kept their distance, concerned that without further evidence of misdeeds, any intervention would be spun as their meddling in senate affairs. Furthermore, the Lion Blades view the Pathfinder Society with some suspicion, particularly after linking a break-in several years ago to a team of Pathfinders (an event detailed in *Pathfinder Society Scenario #5–11: Library of the Lion*).

SUMMARY

The adventure begins with Venture-Captain Muesello briefing the PCs in Oppara, only to be interrupted by the arrival of Bjarte Trolltooth, Lady Morilla's Ulfen Guard contact. Bjarte relays that Stavian rashly intends to execute the attendees of the Exaltation Gala event using the Ulfen Guard and other foreign agencies. Muesello recognizes the delicacy of the situation and sends the PCs to meet with a high-ranking Lion Blade to convince the spy agency to help coordinate a defense against Stavian's planned assault.

The PCs meet with the Lion Blade agent and learn that the spies remain unconvinced of the imminent disaster. The Lion Blades have maintained surveillance of Calhadion Vernisant during his association with the Brotherhood of Silence but need concrete evidence to take further action. The Lion Blade representative promises to take the threat seriously and assist the PCs if the Pathfinders can retrieve incriminating information from the earl's Opparan villa.

The PCs travel to Calhadion's villa, managed by the earl's chamberlain. She is completely unaware of her master's conspiratorial plans and remains utterly loyal to Calhadion. As the PCs attempt to negotiate entry or infiltrate the estate, Brotherhood of Silence agents operating under the guise of the estate's wait staff prepare a deadly ambush. Once the PCs successfully dispatch the Brotherhood of Silence agents, they can uncover further evidence linking the thieves' guild (as well as other groups) to Calhadion and the grand prince.

The PCs take this evidence back to the Lion Blade agent, who reviews what they found, quickly sends out the call for reinforcements, and urges the PCs to accompany them to the senate chambers where the exaltation ceremony should be taking place any minute. They arrive to find the chamber's doors closed and barred. Breaking through the barrier, the PCs enter just in time to stop the nascent slaughter in the senate from becoming an outright massacre. In this scene, the PCs battle a foreign noble with a particular grudge against the Society while shepherding the nobles away from the massacre.

Finally, in order to quell the ongoing conflict in the senate building, the PCs must stop Calhadion, who rides atop an exceptional lion mount, trampling through the immense



building and striking down dissidents. In defeating Calhaddon, the PCs scatter Stavian's immediate allies. The fighting quickly dies down, and the stage is set for a new conflict: the War for the Crown, detailed in the upcoming Adventure Path of the same name!

GETTING STARTED

The adventure begins in the Taldan capital city of Oppara, where the PCs have recently arrived at Venture-Captain Muesello's lodge. The lodge has the appearance of a simple bait and tackle shop, and Muesello has one of his assistants handling the front counter—the store remains open due to the increased profits from the festivities surrounding the Grand Day of Exaltation. Muesello and the PCs convene in a room that's half meeting room and half tackle storage in the rear of the building. Read or paraphrase the following to get the adventure underway.

Venture-Captain Muesello straddles a turned-around wooden chair, resting his arms atop the back. He looks around with a wide smile on his face, nodding with satisfaction at the group assembled before him.

"Good, good. You all made it through the crowds gathered for the Grand Day of Exaltation. Be sure to keep a hand on your coin purses during these festivities; there's an abundance of pickpockets out there. All the big nobility is at the senate building, including our own Lady Morilla. That's where the exaltation ceremony is set to take place: the grand prince is going to elevate a commoner into the ranks of the nobility. It's all real charming, not to mention a great boon for business. Heck, that's why I'm keeping the shop open even while we meet!"

Muesello lets out a raucous laugh before continuing. "All right, while all the nobles are enjoying their fancy party, it's up to you to do some important work for Lady Morilla. The Society's recent accomplishments in the Lands of the Linnorm Kings have gained us support from a member of the Ulfen Guard: a man by the name of Bjarte Trolltooth. Now, it seems that Bjarte wanted to talk to the Society abo—"

Muesello's overview is suddenly interrupted by the forceful slamming of the tackle shop's front door. A bellowing string of foreign words resonates through the shop, followed by tramping footsteps. Any PC who speaks Skald recognizes the shout as a curse invoking the wrath of Gorum. Muesello begins to stand when he hears the shopkeeper utter warnings to the unseen visitor about the back room being off-limits.

Give the PCs a moment to prepare, letting them each take one action before reading or paraphrasing the following.

The door to the back room swings open, knocked partially off its hinges by the force of the slam. A bear of an Ulfen man stands in the open doorway, silhouetted by the sunshine from the storefront. A greataxe is strapped along his back, and animal furs cover a set of tanned hide armor. He looks around the back room, a sense of barely restrained fury in his eyes.

"Where is the fancy woman who calls herself Morilla? I, Bjarte Trolltooth of the Ulfen Guard, made an oath to her, and now I uphold that vow. By the gods, this is a dark time. The Grand Prince will soon mete out a bloody culling of the senate. I am honor-bound not to interfere, but I can warn those who might be able to stop it."

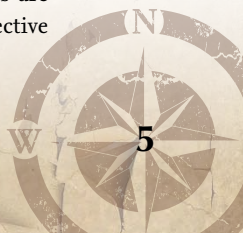
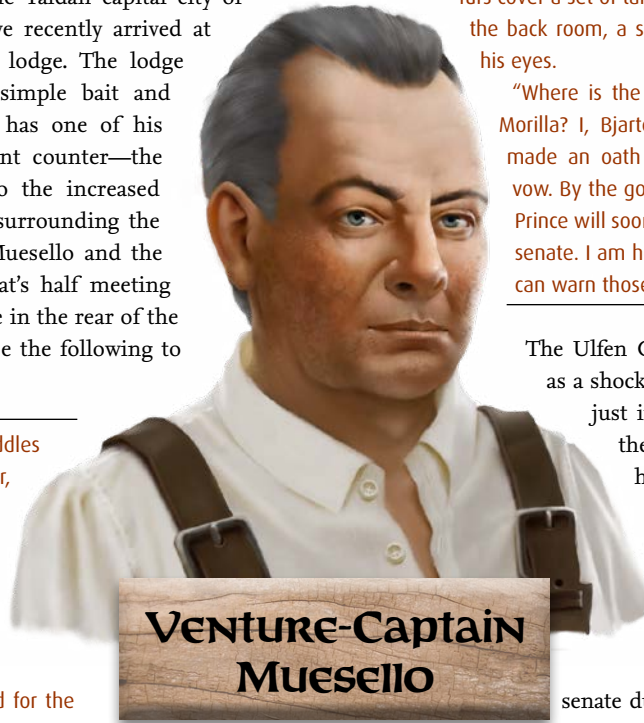
The Ulfen Guard's brusque arrival comes as a shock to Muesello—after all, he was just instructing the PCs to go find the person who just burst into his lodge! The venture-captain is silent, giving the PCs a chance to speak with the recent arrival. Bjarte is eager to relay the information he knows: Grand Prince Stavian intends to attack the senate during the exaltation ceremony, and he has seeded numerous allies

within the gathering to help enact his purge!

With this information, the scope of the PCs' mission changes, and Muesello and Bjarte discuss what must be done to prevent Stavian's planned massacre. Eventually, the two agree that the best strategy is to include the Lion Blades, for they are the only organization capable of opposing this sort of treachery without also instigating an international uproar. While the PCs are skilled, attempting to barge into the exaltation event without solid proof would only make them targets, likely before they could deliver a proper warning. Bjarte agrees to involve the Lion Blades, and given his tenure with the Grand Prince, he believes he can provide the PCs with an audience to a Lion Blades representative. Muesello instructs the PCs to go with Bjarte and stop Stavian's plan by any means necessary.

The PCs can ask Bjarte several questions before heading out on their updated mission.

Why are you helping us? "I've pledged myself to the grand prince, but I'm also a man with principles. What Stavian intends to do is vile. It must be stopped, even if the axe that falls is not my own. Many of my fellow Ulfen Guards are opposed to this, but the grand prince has been selective



in deciding which of us will join him at the ceremony and which were left behind to defend the palace. Those with him will not take a stand against this madness.”

What exactly is Stavian planning? “He intends to stop his daughter’s attempts to claim the throne. He sees the senate as monstrous and bloated, and he intends to cull the herd. Even if he were right, his methods are madness. He brings in foreigners to kill his citizens and seeks to end his own bloodline to hold onto power. It is... disgraceful.”

Why do we need the Lion Blades? “I am a killer of warriors. I am not a diplomat or a spy. The Lion Blades know how to walk these paths better than I. We would not make it up the hundred steps to the senate before being stopped. Even witch magic to bring us within the building would only cast us as assassins or traitors. No, the Lion Blades must be convinced of Stavian’s madness.”

Diplomacy (gather information), Knowledge (local), or Knowledge (nobility)

Based on the result of a Diplomacy check to gather information or a Knowledge (local or nobility) check, the PCs might know more about recent events in Oppara and Taldor. They learn all of the information below with a DC equal to or less than the result of their check.

10+: The week before the Grand Day of Exaltation is an immense celebration in Oppara. The city almost doubles in size as visitors cram into the capital to be part of the historic event. The exaltation ceremony involves the grand prince elevating a commoner into the ranks of the nobility.

15+: A historic vote of the senate is set to take place before this year’s exaltation ceremony, determining whether to end primogeniture, which mandates only a male heir can ascend the Taldan throne. Stavian’s sole heir, Princess Eutropia, has amassed strong support in the senate to overturn this law. The nation anxiously awaits the result of the vote.

20+: The recipient of this year’s exaltation is a simple man from a hamlet called Breezy Creek. He is Kalbio, and his story is one of family sacrifice: his parents accrued considerable debts to educate their son and ensure he had the requisite coin to make the journey to Oppara and secure appropriate attire for the important event.

25+: Stavian has put Earl Calhadion Vernisant in charge of preparing the security for the exaltation events at the senate building. Calhadion arrived 2 months ago and has been working intently to ensure that the security for the event meets Stavian’s rigorous demands.

30+: More than any previous exaltation event, this year has seen a massive surge in the number of foreign dignitaries. Even envoys from former provinces, such as Cheliah, are in attendance. One particular Chelish attendee is a noblewoman from the Deckland family. She’s a renowned fencer and spellcaster as well as a devout servant of Asmodeus. Why she was admitted to the events remains a mystery.

THE LION’S DEN

Following the briefing, Bjarte escorts the PCs from Muesello’s lodge to the Kitharodian Academy. The Ulfen has enough clout to arrange an audience, though the PCs must endure waiting for about 15 minutes in a reception area as arrangements are made. Following this, several junior students escort the PCs into an underground section of the academy known as the Library of the Lion. Any PC who has a Chronicle sheet from *Pathfinder Society Scenario #5–11: Library of the Lion* immediately recognizes the area from that adventure. The escorts take the party into the administrator’s room, where the PCs must wait several minutes more before someone comes to speak with them. Read or paraphrase the following description of the room.

Two rows of tall bookshelves flank the imposing yet beautiful wooden desk that presides over this room. Over the door hangs a portrait of Grand Prince Stavian III wearing an especially smug grin. A brass plaque on the frame of the portrait reads, “A cunning lie is never told twice.”

After a few minutes of waiting, an older Taldan woman enters the room. She seemingly ignores the PCs as she moves to sit at the chair behind the desk, or stands ominously over any PC who dared take the seat for herself. The woman refuses to introduce herself as anything beyond “a Lion Blade,” though in fact this is **Laurisa Tromaine** (N female human bard 3/rogue 3/Lion Blade 3; *Pathfinder Player Companion: Taldor, Echoes of Glory* 22), a senior Lion Blade many consider to be next in line to succeed the current head of the Lion Blades.

Laurisa listens as the PCs tell their story alongside Bjarte’s testimony. Once done, she nods and indicates that the Lion Blades have heard these rumors of foreign interference, but they find it hard to believe such a widespread conspiracy could have gone undetected by their agency. Laurisa needs tangible proof before she offers the support of the Lion Blades in stopping Stavian. To this end, the Lion Blades have an offer for the PCs, if they’re willing to get involved in the brewing conflict.

The Mission: The Lion Blades have identified that one of Stavian’s closest allies, the nobleman Calhadion Vernisant, has been receiving regular guests at his Opparan villa. The guests are most often not members of the Taldan nobility, and many are foreign dignitaries or local visitors for the Grand Day of Exaltation. With Calhadion busy with the exaltation events, Laurisa would like the PCs to visit Calhadion’s villa and seek out any trace of illicit or treacherous negotiations with foreign powers—such evidence would be sufficient to bring the Lion Blades into the fray. If the PCs can bring this information back to Laurisa, then she can muster a contingent of Lion Blades to help avert Stavian’s plans.



A. CALHADION VERNISANT'S VILLA

Earl Calhadion Vernisant maintains a modest villa at the edge of Oppara's city limits. He frequents this estate when the senate convenes or other matters of state require him to depart Ridonport for the capital. At present, Calhadion is off at the Grand Day of Exaltation festivities, but his personal chamberlain maintains the estate, with the help of several servants and aides.

As the PCs arrive, one of the halfling servants (see area **A3**) greets them at the entrance. The halfling escorts the PCs to meet Chamberlain Ionna Eckhart in area **A2**, and then he quickly retreats to inform the other servants of the recent arrivals. The servant is secretly a member of the Brotherhood of Silence, a local thieves' guild hired by Stavian to assist with the upcoming massacre. The Brotherhood worked with the crown using Calhadion Vernisant as an intermediary. Recognizing the potential for spies coming to his estate, Calhadion requested that his staff be replaced by members of the Brotherhood, as the organization shares his desire to keep their connections with Stavian a secret, but also has the talents to keep interlopers away.

Use the map on page 8 for areas **A1–A4**. Due to the nature of the social and combat encounters within the villa, only areas **A1** through **A4** are relevant to this portion of the adventure. Feel free to have combat spill into unmarked areas of the map, and use the Flip-Mat details to describe the immediate surroundings.

Goal: The PCs' goal is to find any sort of evidence linking Calhadion Vernisant—and by extension, Grand Prince Stavian—to a plot involving the use foreign agents on Taldan soil. Such evidence exists in two forms: the first is Calhadion's cache of signed agreements, kept under strict guard in area **A4**. The second piece of evidence lies in the Brotherhood of Silence agents stationed to guard the villa. Powerful locks protect the former, while only magical compulsion can force information out of the latter.

A1. Courtyard

This open courtyard of the estate has several well-trimmed rose bushes and a sizable pool filled with exotic fish. A horse stable along the northern section of the estate is currently unoccupied. One of the halfling servants (further detailed in area **A3**) waits near the northeast gate to admit guests, taking them to area **A2** to meet with Chamberlain Eckhart. Otherwise, the courtyard isn't important to the scenario beyond the potential for combat to spill into the area.

A2. Meeting Room (CR 9 or CR 12)

Lavish rugs and velvet couches fill this large, square entry chamber. Sturdy oak doors open to the north, and curtains cover adjoining hallways to the east and west that lead off into separate areas of

Memories of the Past

As players might have strong memories from *Pathfinder Society Scenario #5-11: Library of the Lion*, you can add to the impact of this encounter by utilizing GM elements from that scenario. As the PCs traverse the library to meet with Laurisa Tomaine (herself located in area **B10** on the *Library of the Lion* map), you can lay out that scenario's map, likely eliciting even more of a response from players familiar with that scenario. Despite there being no combat encounters in this area, simply putting down the map should be enough to surprise the players and keep them on their toes at the start of what is already a high-stakes scenario.

Glorymane Resurgent: If one or more PCs present possesses *Glorymane*, the intelligent shield perks up at Laurisa's presence. While the shield can only communicate empathically, it displays an intense sense of duty toward and protectiveness of the agent, and *Glorymane* delights in any intention to work with the Lion Blades. In addition to this, the shield brims with extra magical vigor; for the duration of the scenario, the shield's enhancement bonus increases to +4, it gains a +4 bonus on attack rolls with its bite attack, and the damage of its bite increases to 2d10.

the villa. A central brazier burns with magical fire, filling the room with cheerful light.

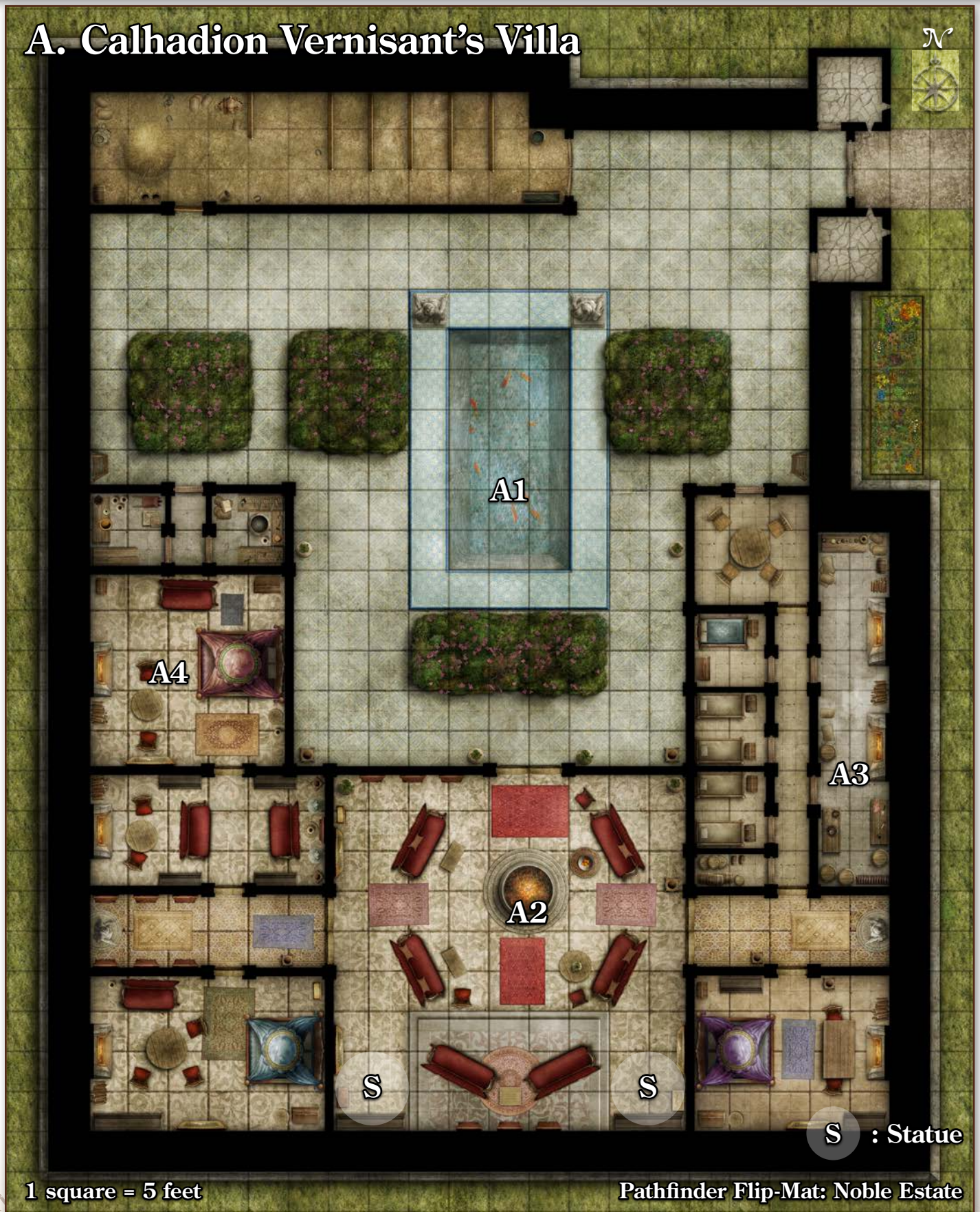
This is where Calhadion typically entertains large groups of guests who visit his villa. With the earl absent for the Grand Day of Exaltation, his chamberlain Ionna Eckhart greets any visitors. Two statues in the southern corners of the room (marked on the map) are terra-cotta horsemen in Subtier 7–8, or clay golems molded to resemble Taldan knights in Subtier 10–11. The statues remain inert until Ionna activates them (see below).

Creatures: Ionna Eckhart, a tall Garundi woman, opens her arms wide to greet the PCs, asking them their business at the Vernisant estate. She goes on to discuss her master's absence, but insists she can certainly take the PCs' information and book an appointment for them in the coming weeks. Ionna remains entirely in the dark about her master's more insidious dealings and his conspiracy with Grand Prince Stavian III. Despite (or perhaps because) of Ionna's altruism, Calhadion Vernisant finds her suitable to the position of estate chamberlain. If Ionna is questioned on Calhadion's recent association with foreign powers, she insists she has no knowledge of such things, stuttering her words out of concern instead of any sort of complicity.

As Ionna speaks with the PCs, the Brotherhood of Silence operatives in area **A3** convene and recognize the potential threat of the PCs' inopportune timing. They emerge during the PCs' conversation with Ionna, bringing snack trays

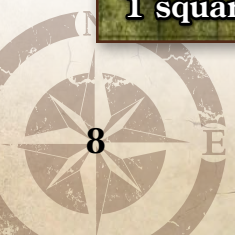


A. Calhadion Vernisant's Villa



1 square = 5 feet

Pathfinder Flip-Mat: Noble Estate



laden with Taldan treats (such as the delicious local specialty yonder tarts). These tray's contents are each laced with 2 doses of wolfsbane poison (*Pathfinder RPG Ultimate Equipment* 111), which are further obfuscated by the concocter in area A3 casting *obscure poison* (*Pathfinder RPG Ultimate Intrigue* 220) on the refreshments. The poison has an effective save DC of 18 due to the concentrated doses. In Subtier 10–11, the concocter adds another 2 doses, increasing the poison DC to 22. The poison takes 10 minutes to take effect, and unless the PCs detect it, it's likely that it strikes them as they're conversing with Ionnia Eckhart or in the aftermath of a combat. The chamberlain remains blissfully unaware of the poison and consumes one of the snacks during the conversation.

Ionnia knows of no incriminating information, though a PC who succeeds at a DC 22 Diplomacy or Intimidate check (DC 26 in Subtier 10–11) over the course of about 10 minutes of conversation (just enough for the delivered poison from the treats to take effect) convinces her to explain that Calhadion keeps private documents in his office (area A4). Engaging in any sort of violence against Ionnia or failing an Intimidate check against her causes the chamberlain to activate the two construct guardians standing in the southern corners of the room. Ionnia can activate the statues verbally, and both are keyed to follow her instructions. In the event that the PCs and Ionnia are poisoned, she attempts to order the constructs to attack the Brotherhood agents, but they do not respond—Calhadion having provided superseding instructions that the Brotherhood agents are not to be harmed.

Subtier 7–8 (CR 9)

IONNIA ECKHART

CR 2

Heir apparent (*Pathfinder NPC Codex* 251; see page 23)
hp 22

TERRA-COTTA HORSEMEN (2)

CR 7

Terra-cotta horseman (*Pathfinder RPG Bestiary* 3 262)
N Large construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 85 each (10d10+30)

Fort +3, **Ref** +6, **Will** +3

DR 5/bludgeoning; **Immune** construct traits, fire; **SR** 17

Scaling Encounter A2

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

OFFENSE

Speed 30 ft.

Melee lance +13/+8 (1d8+4/x3) or

2 slams +12 (1d6+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks keen weapons, rank fighting, trample (1d6+4, DC 18)

TACTICS

During Combat The terra-cotta horsemen make charge attacks with their lances, after which they mindlessly attack their targets in melee. They follow Ionnia's orders, otherwise selecting the closest foe in order to subdue the PCs.

Morale The constructs fight either until destroyed or until Ionnia orders them to stand down.

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +14 (+16 bull rush, overrun); **CMD** 27 (29 vs. bull rush or overrun)

Feats Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (lance)

Skills Perception +8

SQ undersized weapons

Gear lance

SPECIAL ABILITIES

Keen Weapons (Su) After it has engaged in at least 1 round of combat, a terra-cotta horseman's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.

Rank Fighting (Ex) Whenever a terra-cotta horseman is adjacent to another terra-cotta horseman, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Subtier 10–11 (CR 12)

CLAY GOLEMS (2)

CR 10

hp 101 each (*Pathfinder RPG Bestiary* 159; see page 22)

IONNIA ECKHART

CR 2

Heir apparent (*Pathfinder NPC Codex* 251; see page 23)

hp 22



Scaling Encounter A3

To accommodate a group of four PCs, remove one Brotherhood of Silence watcher from the encounter. In addition, remove the *potions of shield of faith* from the remaining watchers.

Development: The two most likely outcomes for this encounter are combat or the PCs successfully influencing Ionnia. Successfully convincing Ionnia of Calhadion's complicity in aiding foreign agents gets her to reveal the location of the safe in area A4. However, such a revelation likely coincides with the onset of the delivered poison, and Ionnia must also attempt a saving throw against the poison, which likely leads into an immediate combat with the Brotherhood of Silence agents detailed in area A3. If combat with the constructs in this room breaks out, the Brotherhood of Silence agents in area A3 wait for the battle to end before rushing in to finish off the PCs.

A3. Kitchen (CR 10 or CR 13)

Calhadion Vernisant's traditional serving staff work in this room to prepare meals for the earl and his guests.

Creatures: Two Brotherhood of Silence watchers—specialized cleaners for messy situations—meander about this room. A third watcher greets visitors in area A1 and quickly retreats here after introducing the guests to the chamberlain. The group confers as the PCs meet and greet with Ionnia, and after several minutes, two of them depart to provide poisoned refreshments to the PCs (as described in area A2.)

The leader of the Brotherhood of Silence agents, a skilled alchemist interrogator, also waits in this room. The alchemist prepares and administers the poisons sent out to affect the PCs and chamberlain—reasoning the chamberlain's life is forfeit anyway if the PCs are agents sent from nobles opposing Stavian. As long as the PCs remain in conversation with Ionnia, the Brotherhood of Silence operatives wait here until just before the wolfsbane onset time (10 minutes) is set to occur. At this point, the concocter orders the watchers to bring a second set of normal refreshments and attack as soon as the poison takes effect on the PCs.

If combat occurs in any of the villa areas prior to their poison's expected onset, all the agents in this chamber wait until the battle ends before moving out to engage the PCs, preferring to cut their enemies off at key choke points where they can maximize their flanking potential.

Subtier 7-8 (CR 10)

BROTHERHOOD OF SILENCE WATCHERS (3) CR 6

Halfling slayer (cleaner) 7 (*Pathfinder RPG Advanced Class Guide* 53, 118)

NE Small humanoid (halfling)

Init +8; **Senses** Perception +8

DEFENSE

AC 23, touch 18, flat-footed 19 (+4 armor, +3 deflection, +4 Dex, +1 shield, +1 size)

hp 64 each (7d10+21)

Fort +8, **Ref** +10, **Will** +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk longsword +10/+5 (1d6+4/19–20 plus shadow essence poison)

Special Attacks sneak attack +2d6, studied target +2 (swift action; 2 targets)

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

At will—*misdirection* (self only)

TACTICS

Before Combat Each of the watchers uses *misdirection* on the lawful good chamberlain prior to the PCs' arrival. Each agent quaffs a potion of *shield of faith* and administers a dose of shadow essence onto his longsword prior to entering combat.

During Combat The watchers work together to bring down enemies, aware that their individual damage is minimal.

They prefer to attack the same target, using their poisoned longswords to administer multiple doses of shadow essence.

Morale The agents know that failure will get them killed, so they fight to the death.

Base Statistics Without their potions, the watcher's statistics are

AC 20, touch 15, flat-footed 16.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +7; **CMB** +6; **CMD** 23

Feats Deceitful, Improved Initiative, Slashing Grace^{ACG}, Weapon Finesse, Weapon Focus (longsword)

Skills Acrobatics +13, Bluff +14, Climb +2, Disguise +14 (+18 when cleaning an area of evidence), Intimidate +12, Knowledge (local) +5, Perception +8, Sense Motive +6, Stealth +18 (+22 when cleaning an area of evidence or hiding in or escaping from cleaned area); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ slayer talents (poison use^{ACG}, swift poison^{APG}), without a trace

Combat Gear *potion of shield of faith* (CL 6th), shadow essence poison (2); **Other Gear** +1 studded leather, mwk buckler, mwk longsword

BROTHERHOOD OF SILENCE CONCOCTER CR 6

Male human alchemist (interrogator) 7 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Intrigue* 18)

LE Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 24, touch 13, flat-footed 21 (+4 armor, +2 Dex, +1 dodge, +3 natural, +4 shield)



hp 49 (7d8+14)

Fort +6, **Ref** +7, **Will** +2; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee injection +7 touch (special)

Ranged +2 **dart** +9 (1d4+1 plus concentrated giant wasp poison)

Special Attacks injections (3 minutes, 11/day), serums

Alchemist Extracts Prepared (CL 7th; concentration +11)

3rd—*displacement*, *fly*

2nd—*barkskin*, *invisibility*, *kinetic reverberation*^{UC} (DC 16),
protection from arrows

1st—*comprehend languages*, *disguise self*, *obscure poison*^{UI} (2),
shield

TACTICS

Before Combat Prior to combat, the concocter quaffs his extracts of *barkskin* and *shield*. If given additional time, he also quaffs additional extracts of *displacement*, *fly*, *invisibility*, and *kinetic reverberation*, in that order. Prior to combat, the concocter has also used his concentrate poison ability to mix two doses of giant wasp poison together and applied the poison to his darts.

During Combat The concocter assists in combat up close by administering his injections, preferring to do so while invisible. If allies surround a foe, he tries to throw his darts against opportune targets, hoping to take down foes with multiple applications of poison.

Morale The concocter, like his allies, fights until death.

Base Statistics Without his extracts, the concocter's statistics are

AC 17, touch 13, flat-footed 14.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17

Feats Brew Potion, Combat Expertise, Dodge, Mobility, Spring Attack, Throw Anything, Weapon Finesse

Skills Appraise +14, Craft (alchemy) +14 (+21 when creating alchemical items), Intimidate +11, Knowledge (local) +11, Knowledge (nature) +14, Perception +10, Sense Motive +10, Sleight of Hand +12, Spellcraft +14

Languages Common, Dwarven, Elven, Halfling, Sylvan

SQ alchemy (alchemy crafting +7), discoveries (concentrate poison, poison conversion^{UC}), poison use, serums (confusion, truth [3 questions]), swift alchemy

Combat Gear giant wasp poison (2), medium spider venom (3), nitharrit, wolfsbane (4); **Other Gear** +1 *studded leather*, +2 *dart*, darts (5), formula book

Subtier 10–11 (CR 13)

BROTHERHOOD OF SILENCE WATCHERS (3) CR 9

Halfling slayer (cleaner) 10 (*Pathfinder RPG Advanced Class Guide* 53, 118)

NE Small humanoid (halfling)

Init +8; **Senses** Perception +11

DEFENSE

AC 25, touch 18, flat-footed 21 (+5 armor, +3 deflection, +4 Dex, +2 shield, +1 size)

hp 89 each (10d10+30)

Fort +10, **Ref** +12, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk longsword +13/+8 (1d6+4/19–20 plus shadow essence poison)

Special Attacks sneak attack +3d6, studied target +3 (swift action; 3 targets)

Slayer Spell-Like Abilities (CL 10th; concentration +13)

At will—*misdirection* (self only)

TACTICS

Use the tactics from Subtier 7–8.

Base Statistics Without their potions, the watchers' statistics are

AC 22, touch 15, flat-footed 18.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +10; **CMB** +9; **CMD** 26

Feats Deceitful, Improved Initiative, Outflank^{APG}, Slashing Grace^{ACG}, Weapon Finesse, Weapon Focus (longsword)

Skills Acrobatics +14 (+10 when jumping), Bluff +16, Climb +2, Disguise +17 (+21 when cleaning an area of evidence), Intimidate +16, Knowledge (local) +7, Perception +11, Sense Motive +9, Stealth +21 (+25 when cleaning an area of evidence or hiding in or escaping from cleaned area); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ slayer talents (lasting poison^{APG}, poison use^{ACG}, powerful sneak^{APG}, swift poison^{APG}), without a trace

Combat Gear *potion of shield of faith* (CL 6th), shadow essence poison (2); **Other Gear** +1 *glamered studded leather*, +1 *buckler*, mwk longsword

BROTHERHOOD OF SILENCE CONCOCTER CR 9

Male human alchemist (interrogator) 10 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Intrigue* 18)

LE Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 26, touch 13, flat-footed 23 (+5 armor, +2 Dex, +1 dodge, +4 natural, +4 shield)

hp 79 (10d8+30)

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

Immune poison

OFFENSE

Speed 20 ft.

Melee injection +10 touch (special)

Ranged +2 **dart** +10 (1d4+1 plus concentrated giant wasp poison)

Special Attacks injections (5 minutes, 14/day), serums

Alchemist Extracts Prepared (CL 10th; concentration +14)

4th—*cure critical wounds*, *freedom of movement*



3rd—*cure serious wounds, displacement, fly, haste*
 2nd—*barkskin, invisibility, kinetic reverberation^{uc}* (DC 16),
protection from arrows, see invisibility
 1st—*comprehend languages, disguise self, obscure poison^{ui}* (2),
shield, true strike

TACTICS

Use the tactics from Subtier 7–8.

Base Statistics Without his extracts, the concocter's statistics are
AC 18, flat-footed 15.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 18

Feats Brew Potion, Combat Expertise, Dodge, Mobility, Spring
 Attack, Throw Anything, Weapon Finesse, Weapon Focus
 (injection)

Skills Appraise +17, Craft (alchemy) +17 (+27 when creating
 alchemical items), Intimidate +14, Knowledge (local) +14,
 Knowledge (nature) +17, Perception +13, Sense Motive +13,
 Sleight of Hand +15, Spellcraft +17

Languages Common, Dwarven, Elven, Halfling, Sylvan

SQ alchemy (alchemy crafting +10), discoveries (concentrate
 poison, poison conversion^{uc}, sticky poison), poison use, serums
 (confusion, paralytic, truth [5 questions]), swift alchemy

Combat Gear deathblade, giant wasp poison (2), medium spider
 venom (3), nitharit, wolfsbane (4); **Other Gear** +2 *studded*
leather, +2 *dart*, darts (5), formula book

Development: It is quite possible that the PCs keep one or more Brotherhood of Silence operatives alive. An unconscious agent proves to be sufficient evidence for the Lion Blades to get involved, but the stockpiles of potent poisons found on the bodies might also serve. While not as condemning as the evidence in area A4, this is a secondary means for the PCs to progress the scenario with the assistance of Laurisa Tromaine and the Lion Blades.

Rewards: If the PCs don't defeat the Brotherhood of Silence agents, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,460 gp.

Out of Subtier: Reduce each PC's gold earned by 1,985 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,510 gp.

A4. Calhadion's Office

Bookshelves line the wall of this square chamber. A fireplace along the far western wall looks well used but presently lies cold. A circular table replete with documents rests in front of it, while two couches face each other near the center of the room. A portrait of a particularly pompous noble wearing a gaudy lion helm hangs along the eastern wall, flanked by two statues of glorious Taldan knights.

Private meetings occur in this chamber. The portrait is a reproduction of Earl Vernisant, and characters

who've played *Pathfinder Society Scenario* #9–08: *Birthright Betrayed* immediately recognize the image. The portrait conceals a safe where Calhadion maintains his most precious documents, including recent agreements with the Brotherhood of Silence and various foreign operatives for assistance in Stavian's upcoming cull. A PC can open the safe with a successful DC 35 Disable Device check (DC 40 in Subtier 10–11). A PC failing this check by 5 or more triggers a failsafe magical effect, akin to *explosive runes*, that immediately incinerates the documents within.

Treasure: The safe contains letters of credit worth 2,500 gp (4,500 gp in Subtier 10–11). Activating the safe's fail-safe incinerates these valuable papers.

Development: The documents within the safe clearly show that Calhadion arranged the services of dozens of foreign groups to assist with Stavian's planned massacre of the senate and the grand prince's own daughter, Princess Eutropia. Along with the Brotherhood of Silence, several other organizations are listed, including local Qadiran insurgents, an overly zealous band of Andoren freedom fighters, and even one noble family from Cheliox. This last entry includes a troubling footnote that Cheliox's Deckland family specifically requested the honor of eliminating Lady Gloriana Morilla and any allied Pathfinders present at the Grand Day of Exaltation.

Once the PCs retrieve this information and stop the Brotherhood of Silence agents in the villa, they should make haste back to Laurisa Tromaine. If Ionnia remains alive and on speaking terms with the PCs, she offers to handle any questions should others come to the estate as her loyalties have been shattered by her experience and the evidence implicating Calhadion as a conspirator.

Rewards: If the PCs fail to recover the documents and associated treasure, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 416 gp.

Out of Subtier: Reduce each PC's gold earned by 583 gp.

Subtier 10–11: Reduce each PC's gold earned by 750 gp.

ALERTING THE LION BLADES

Once the PCs retrieve evidence from Calhadion's villa, they should return to Laurisa Tromaine at the Kitharodian Academy, where they're quickly ushered in to meet with the senior Lion Blade. If the PCs recovered the documents, Laurisa is clearly convinced that Stavian has jeopardized the independence and stability of Taldor by making such reckless overtures to foreign powers, and she mobilizes as many Lion Blades as she can to make haste to the senate building. In the event that the PCs bring back only a Brotherhood of Silence operative or assorted clues, Laurisa indicates that they'll need time to interrogate the prisoner or examine the evidence before committing additional forces.

Either way, Laurisa informs the party that Grand Prince Stavian has just recently arrived at the senate building for the Grand Day of Exaltation ceremonies. Recognizing the potential risk of some subterfuge occurring, the Lion Blade presents the PCs with temporary senatorial aide badges, granting them admittance to the senate building. Laurisa requests the PCs make their way to the building and keep an eye on events while she rallies those remaining Lion Blades not already nearby.

B. THE TALDAN SENATE

The Taldan senate, sometimes referred to as the senate building or simply the senate, is the seat of the senatorial branch of the Taldan government. The structure has existed in one form or another for millennia, though natural disasters, sabotage, and war have partially leveled it several times during the empire's grand history, leading to many large-scale repairs, renovations, and revisions. The current senate building is a grandiose, T-shaped edifice constructed from white marble. Ostentatious columns carved with glorious scenes of the nation's history surround the building on all sides, while a pronounced flight of precisely 100 stairs ascends to the main entrance.

See the map on page 14 for areas **B1–B7**. Due to the sheer size and scope of the senate building, each of the areas within are given only a basic description, and individual rooms are not detailed. The descriptions for the major areas are based on the senate descriptions from *Pathfinder Adventure Path #128: Crownfall*, which details the events of the Grand Day of Exaltation from a different perspective.

The Massacre: By the time the PCs arrive, the majority of the attendees have gathered on the senate floor (area **B6**) where Grand Prince Stavian III is set to perform the exaltation ceremony. Just as the PCs arrive, the grand prince instigates his purge of the senate. While the PCs cannot stop these events from beginning, their actions can greatly curb the damage and prevent it from becoming the full-on massacre Stavian desires. The lead-up to this momentous event is further detailed in *Crownfall*, where the PCs in that adventure are physically present in the room at the start of Stavian's purge. This scenario details a second side of the event, with the PCs of this adventure set to break open the doors so the various guests and senators can escape from Stavian's murderous plans.

The remaining encounters are detailed below as events, and each is (generally) confined to a specific area of the senate.

B1. Arcade of Triumphs

This entry gallery celebrates Taldor's abundant military and political glories. Banners and trophies line the halls, some displayed openly while others rest behind intricate glass cases, while armor stands and display cases present countless artifacts belonging to great heroes and soldiers.

B2. Courtyard

Breathtaking gardens surround the senate building. Catered patios segregated by short iron fences, coordinated military displays, and a makeshift zoo of imported animals and magical beasts fill the few open spaces here, even including a small hive of bees that busily pollinate the exotic flowers and make the honey used by the senate kitchens. A skeleton crew of servants tidies the grounds as the attendees cram onto the senate floor for the exaltation ceremonies.

B3. Emperor's Hall

This gathering space before the senate chamber is set aside as the property of the emperor, and features countless statues and portraits of previous grand princes. While formally these chambers are for use by the emperor, no grand prince has ever maintained an office within the senate building, and the space is understood to be public meeting rooms by silent agreement.

B4. Gallery

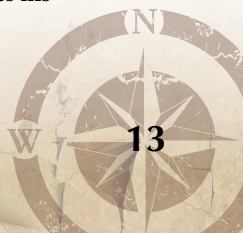
The second floor of the senate building (not shown on the Taldan Senate map on page 14) acts as an observation deck for visitors to witness events of the main floor, with offices for various senators lining the outer walls. This area of winding passageways is typically open to noble observers and senatorial aides. Much of the gallery is dedicated to entertaining the children of various nobles, with extravagant performances occurring throughout the upper balconies of the senate building. Servants hastily shepherd the children away to a safe location at the onset of trouble in the senate.

B5. Imperial Archives

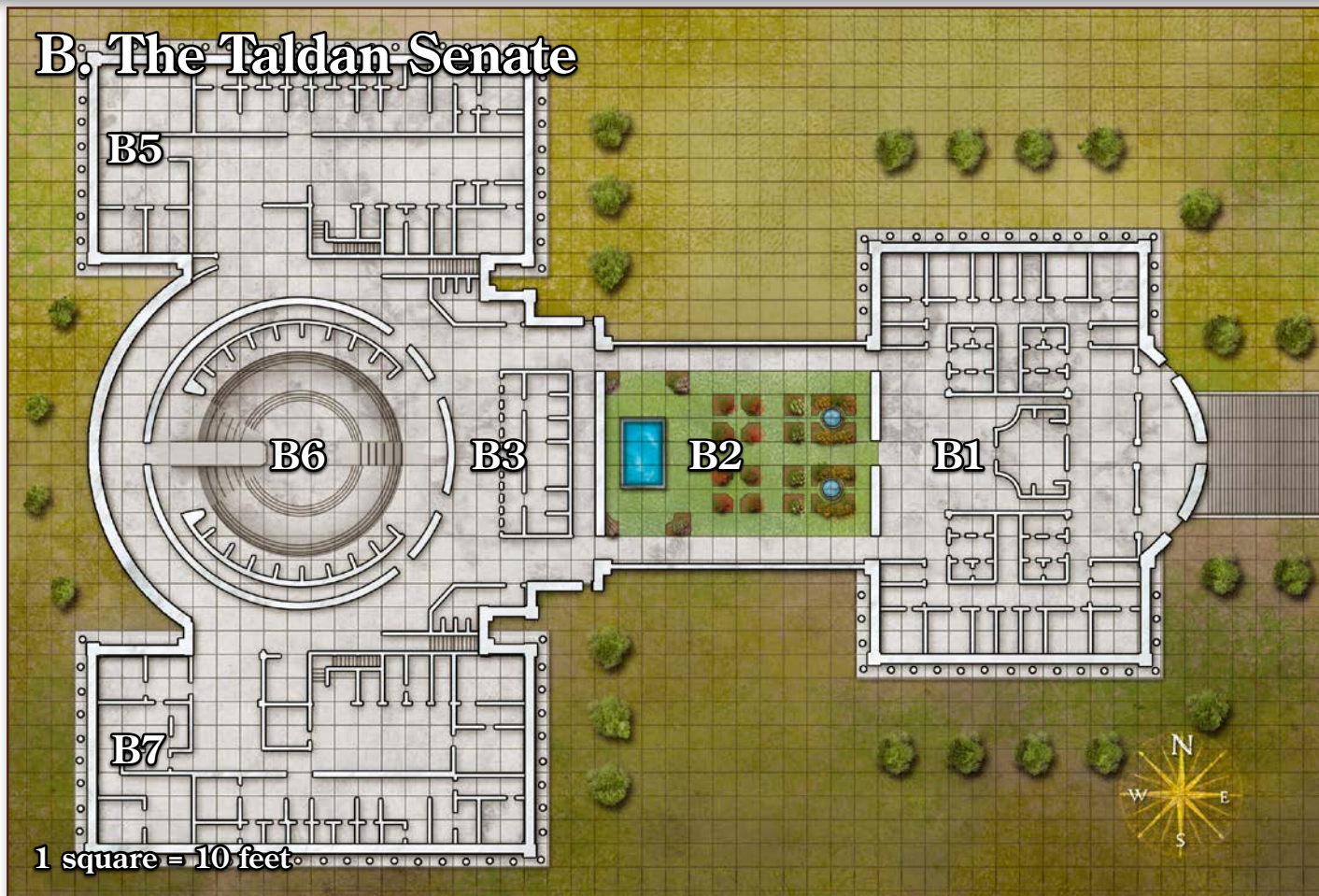
The Imperial Archives could have been Golarion's greatest collection of transcribed knowledge, had any care been invested into its upkeep. Instead, centuries of redirected funding and senate-sanctioned pruning of "sensitive information" has ruined the once-immaculate reputation of the archives. This vast library now acts as a repository of haphazardly curated books, senate minutes, and genealogy records left open to the scrutiny of uncaring nobles. The area is empty, save for a few curators, during the exaltation ceremony.

B6. Senate Floor

Normally closed to non-senators, the vast, circular senate floor is open to special guests during the Grand Day of Exaltation, and myriad would-be nobles take the opportunity to duck in and live out a few moments of power fantasy, issuing mock legislation or engaging in lively debates. The chamber is now sealed as Grand Prince Stavian performs the exaltation ceremony and initiates his subsequent attack.



B. The Taldan Senate



B7. Servant Area

While several hidden corridors crisscross the senate building, allowing servants to come and go without disturbing the assembled politicians, this area houses most of the storerooms, workshops, and kitchens where the building's small army of servants bustle to maintain the facade of opulence. Even this area, never meant for noble eyes, is of exceptional quality, though the gilt has worn thin on most corners, and here and there cheap repairs mar artistic furniture.

EVENT 1: BREAKING DOWN THE DOORS

Each of the four doors along the eastern edge of area **B6** (immediately to the west of area **B3**) is closed, further reinforced by a thick wooden crossbar to prevent those within the senate from fleeing. These wooden reinforcements require a DC 22 Strength check to remove and have a hardness of 5 with 80 hit points. Removing or destroying the boards opens one of the doors.

The door at the western edge of area **B6** remains open, previously used by Stavian and his Ulfen Guard to reach the senate floor's raised pulpit. Stavian's loyalists guard this exit to keep anyone from fleeing, and should the PCs decide to maneuver in this direction instead of helping to open the

sealed doors, move on to Event 2 and have Karina Deckland stationed nearby as part of the grand prince's rearguard.

Creatures: A group of four guards is stationed at each of the sealed doors to the senate floor. These groups received their instructions directly from Calhaddon and are essentially there to ensure the wooden boards were hefted into place and the chambers sealed to prevent escape. These soldiers should pose little to no threat to the PCs, but nonetheless they attempt to stop the PCs from opening the doors.

Both Subtiers (CR 5)

STAVIAN LOYALISTS (4)

CR 1

Guards (*Pathfinder NPC Codex* 267; see page 23)

hp 22 each

Development: This event effectively takes place at the same time as the following event, though Event 2 begins as soon as the PCs open one or more of the sealed doors. Once one set of doors is open, the remaining guards at all doors abandon their posts as a horde of dignitaries floods out from the senate floor to escape the violence. The PCs can continue opening doors, and the effects of opening additional doors are detailed below.

EVENT 2: SLAUGHTER OF THE SENATE (CR 10 OR CR 13)

The moment the PCs breach one of the doors into area B6, the various dignitaries start to pour out from the senate floor. The fleeing people are intent on escaping the ongoing massacre and don't even thank their saviors.

Hazard: The flood of people leaving the senate once the doors are broken open count as a crowd (*Pathfinder RPG Core Rulebook* 436). This effect covers the entirety of the circular senate floor in area B6, as well as an area of 30 feet surrounding each open door. The crowd remains as a hazard for 20 rounds, which is reduced by 5 rounds for each additional barred door the PCs force open. PCs casting area-effect spells or using similar abilities in crowded spaces harm innocent bystanders in the crowd, which impacts the secondary success conditions for this scenario.

Creatures: Stavian's loyal soldiers, Ulfen Guards, foreign agents, and other powers work to enact the grand prince's purge. Even as the PCs open the doors to allow the victims a means to escape, individual fights continue throughout this area. Most of these ongoing battles involve those few guests with trained combat experience, or implanted members of the Lion Blades who've arrived to defend the senate. These battles should serve as a backdrop for the PCs' actions in this encounter.

Of the many allies Calhaddon helped assemble for Stavian's coup, one stands alone as having the greatest grudge against the Pathfinder Society: Karina Deckland. Now the eldest daughter of the small Chelish family, Karina rose to prominence after Pathfinder agents slew her elder half-sister Celeena in a mission several years ago. In recent years, the Deckland family has grown in strength following investment from a mysterious party seeking to further fuel the feud between the family and the Pathfinder Society. With the Deckland fortunes rising, they found themselves approached by Calhaddon, who wanted an ally to help end the meddling of Lady Gloriana Morilla and her Pathfinder allies.

When the doors to the senate open, Karina and two fiendish companions—summoned once the slaughter began—fly above the senate floor. Karina has lost sight of Gloriana during the ensuing chaos, but she takes note of the PCs' arrival. Karina recognizes the PCs immediately, for her family's mysterious benefactor provided her with files on most notable Pathfinder field agents. She immediately sets to work, declaring her name above the ongoing cries of the battlefield senate and then

MADNESS IN MAPPING

The Taldan senate is very large. With each square representing 10 feet, the size of the building dwarfs that of most gaming tables or map accessories. Because of this, it's strongly suggested that you prepare individual maps for each encounter, based on the area where the encounter is described to take place. Due to the mobility of the final two encounters, it's possible that combat might spill into different areas of the senate, so you might want to have several areas mapped ahead of time—or even map the entire building, if you're feeling ambitious.



**Karina
Deckland**

directing her fiendish allies into combat. If any of the PCs at the table have a Chronicle sheet for *Pathfinder Society Scenario #55: The Infernal Vault*, Karina is especially enraged and calls out that PC as one of the wretches responsible for her elder sister's death.

Subtier 7-8 (CR 10)

HOST DEVILS (2) **CR 6**
hp 59 each (*Pathfinder RPG Bestiary* 4 53; see page 22)

KARINA DECKLAND **CR 8**

Female human magus 9 (*Pathfinder RPG Ultimate Magic* 9)
LE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +4 shield)

hp 89 (9d8+45)

Fort +10, **Ref** +5, **Will** +6

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee +1 human bane rapier +11/+6 (1d6+4/15-20)

Special Attacks arcane pool (8 points, +3), improved spell combat, magus arcana (accurate strike^{uc}, close range, dispelling strike, hasted assault), spell recall, spellstrike

Magus Spells Prepared (CL 9th; concentration +13)

3rd—fly, keen edge, slow (DC 17), vampiric touch

2nd—acid arrow, bull's strength, glitterdust (DC 16),

invisibility, mirror image

1st—enlarge person (DC 15), expeditious retreat, shield,

shocking grasp (2), true strike

0—detect magic, light, prestidigitation, ray of frost, read magic



Scaling Event 2

To accommodate a group of four PCs, make the following adjustments:

Subtier 7–8: Both of Karina's fiendish allies have the sickened condition. Karina has also used several of her spells and no longer has *keen edge*, *mirror image*, and one *shocking grasp* prepared.

Subtier 10–11: Remove one bone devil from the encounter. Karina has also used several of her spells and no longer has *keen edge*, *mirror image*, and one *shocking grasp* prepared.

Lion Blades Assistance: If the PCs secured the full assistance of the Lion Blades (see Alerting the Lion Blades on page 12), allied agents join the PCs during this encounter, clash with one of the devils, and ultimately destroy it, removing it from the encounter. This adjustment is cumulative with the four-player adjustments above.

TACTICS

Before Combat Karina has quaffed her *potion of bear's endurance* and has just cast *shield*, *bull's strength*, *keen edge*, *fly*, and *mirror image*, in that order, prior to the PCs' arrival.

During Combat Karina prefers to move around the battlefield, selecting weaker foes to assail with her rapier. If engaged by a well-armored or otherwise difficult-to-hit target, she uses her arcane accuracy to target her enemy's touch AC in conjunction with a spellstrike containing *vampiric touch* or *shocking grasp*. Otherwise, she delivers *shocking grasp* spells via spellstrikes and casts her other spells to assist allies and maintain control over the battlefield.

Morale If reduced below 15 hit points, Karina casts *invisibility* and attempts to retreat from the area.

Base Statistics Without casting her preparatory spells and quaffing her potion, Karina's statistics are **AC** 20, touch 13, flat-footed 17; **hp** 71; **Fort** +8; **Speed** 20 ft.; **Melee** +1 *human bane rapier* +9/+4 (1d6+2/18–20); **Str** 12, **Con** 14; **CMB** +7, **CMD** 20.

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Casting, Dodge, Extra Arcana^{um}, Improved Initiative, Mobility, Vital Strike, Weapon Focus (rapier)

Skills Acrobatics +8, Diplomacy +4, Intimidate +6, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +9, Sense Motive +9, Spellcraft +16

Languages Abyssal, Celestial, Common, Halfling, Infernal

SQ knowledge pool, medium armor

Combat Gear *potion of bear's endurance*, *potion of cure serious wounds*; **Other Gear** +1 breastplate, +1 *human bane rapier*, spellbook

Subtier 10–11 (CR 13)

BONE DEVILS (3)

CR 9

hp 105 each (*Pathfinder RPG Bestiary* 74; see page 22)

KARINA DECKLAND

CR 10

Female human magus 11 (*Pathfinder RPG Ultimate Magic* 9)

LE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 26, touch 13, flat-footed 23 (+9 armor, +2 Dex, +1 dodge, +4 shield)

hp 108 (11d8+55)

Fort +11, **Ref** +5, **Will** +7

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee +1 *human bane rapier* +13/+8 (1d6+6/15–20)

Special Attacks arcane pool (9 points, +3), improved spell combat, improved spell recall, magus arcana (accurate strike^{uc}, close range, dispelling strike, hasted assault), spellstrike

Magus Spells Prepared (CL 11th; concentration +15)

4th—*fire shield*, *greater invisibility*, *wall of ice* (DC 18)

3rd—*fly*, *keen edge*, *ray of exhaustion* (DC 17), *slow* (DC 17), *vampiric touch*

2nd—*acid arrow*, *bull's strength*, *glitterdust* (DC 16), *invisibility*, *mirror image*

1st—*enlarge person* (DC 15), *expeditious retreat*, *shield*, *shocking grasp* (2), *true strike*

0—*detect magic*, *light*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

Before Combat Karina has had time to quaff her *potion of bear's endurance* and has just cast *shield*, *bull's strength*, *keen edge*, *fly*, *fire shield*, *greater invisibility*, and *mirror image*, in that order, prior to the PCs' arrival.

During Combat Karina prefers to move around the battlefield, selecting weaker foes to assail with her rapier. If engaged by a well-armored or otherwise difficult-to-hit target, she uses her arcane accuracy to target touch AC in conjunction with a spellstrike containing *vampiric touch* or *shocking grasp*. Otherwise, she delivers *shocking grasp* spells via spellstrikes and casts her other spells to assist allies and maintain control over the battlefield.

Morale If reduced below 22 hit points, Karina casts *invisibility* and attempts to retreat from the area.

Base Statistics Without casting her preparatory spells and quaffing her potion, Karina's statistics are **AC** 22, touch 13, flat-footed 19; **hp** 86; **Fort** +9; **Speed** 20 ft.; **Melee** +1 *human-bane rapier* +11/+6 (1d6+4/18–20); **Str** 12, **Con** 14; **CMB** +9; **CMD** 22.

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 24

Feats Combat Casting, Combat Expertise, Dodge, Extra Arcana^{um},

Improved Initiative, Mobility, Vital Strike, Weapon Focus (rapier)
Skills Acrobatics +9 (+5 when jumping), Diplomacy +6,
 Intimidate +7, Knowledge (arcana) +18, Knowledge (planes)
 +18, Perception +11, Sense Motive +11, Spellcraft +18
Languages Abyssal, Celestial, Common, Halfling, Infernal
SQ fighter training, knowledge pool, medium armor
Combat Gear *potion of bear's endurance, potion of cure*
serious wounds; Other Gear +3 breastplate, +1 human bane
 rapier, spellbook

Development: The PCs need to kill or drive off Karina and allow enough time for the crowds to escape before this encounter is considered complete. In the aftermath of the event, a battered and bruised Lady Gloriana Morilla approaches the PCs, updating them on the exact events that occurred with the senate floor immediately prior to the PCs arrival: namely, Grand Prince Stavian publicly executed the intended recipient of the exaltation—a wholesome man named Kalbio from the hamlet of Breezy Creek—followed by ordering the death of all those in attendance. The Ulfen Guard, loyal Stavian soldiers, and other less obvious forces took part in the slaughter, and it was only thanks to the PCs' timely arrival that the affair didn't turn into a complete massacre.

While the PCs have averted utter disaster, one particular event from the senate slaughter has dire ramifications for Taldor as a whole: a Lion Blade agent within the crowd managed to leap atop the presentation platform shortly after Kalbio's death and stabbed the Grand Prince through the heart. A magical contingency whisked the grand prince away, but it was clear that the wound was fatal. The matter of succession is now widely contested, and Gloriana knows that Taldor's best future lies in the hands of Princess Eutropia. Sadly, prior to the ceremony, Stavian declared High Strategos Maxillar Pythareus as his heir apparent. Gloriana believes that civil war is imminent, and she intends to do everything she can do to contain the potentially catastrophic conflict.

The first order of business is to put down the sporadic fighting that's spilled into the remainder of the senate building. As Lady Gloriana Morilla updates the PCs, senatorial staff arrive to provide additional information. It quickly becomes clear that Stavian's closest conspiratorial confidante, Earl Calhadion Vernisant, is the noble keeping the Stavian loyalists together within the senate building. For the immediate crisis to pass, someone must neutralize the earl.

Rewards: If the PCs fail to drive off or slay Karina and her fiendish allies, reduce each PC's gold earned by the following amount.

- Subtier 7–8:* Reduce each PC's gold earned by 1,060 gp.
- Out of Subtier:* Reduce each PC's gold earned by 1,560 gp.
- Subtier 10–11:* Reduce each PC's gold earned by 2,060 gp.

EVENT 3: THE LAST CHARGE OF EARL VERNISANT (CR 11 OR CR 14)

Battles continue throughout the senate building, but Calhadion Vernisant stands out as the most important target of opportunity. The earl rides aloft his resolute lion, the mighty Saluxer, mowing down innocents and Eutropia's loyalists alike. Calhadion enacts his murderous rampage in the Arcade of Triumphs (area B1). The PCs can take a brief breather between the previous encounter and this one before making their way to the arcade to put an end to the impetuous earl.

Creatures: Earl Calhadion Vernisant is schooled in the ways of knightly combat, and he has managed the impressive feat of taming a great lion said to be infused with the essence of the first emperor. Along with his noble pedigree, Calhadion also possesses an impressive suite of relics pilfered from his direct ancestor: the great General Arnisant of the Shining Crusade. Within this collection, however, Calhadion accidentally employed one miscataloged relic—a brittle finger bone—during his preparations to take on the senate stragglers. Though Calhadion thought the item might have been affiliated with Pharasmin priests accompanying the crusaders, it in fact belonged to the Whispering Way. Calhadion snapped the bone in half, which animated the spirits of several senators who died within the building both during the ongoing attack and in previous senatorial spates. Since Calhadion used the relic, the spirits generally follow him and leave him alone, and the earl mistakenly views the spirits as further proof of the righteousness of his cause.

By the time the PCs arrive, Calhadion is rushing down the long corridors of the hall atop his fearsome lion. The combat should occur as the two groups spot each other from over 60 feet away. Calhadion cockily calls out to the PCs, marking them as the next targets of his “noble hunt.” He then proceeds to charge ahead atop his lion, with the undead joining in. If Calhadion had any previous encounters with the PCs in *Pathfinder Society Scenario #9–08: Birthright Betrayed*, then the earl makes it a point to call out those specific PCs and preferentially targets them.

Subtier 7–8 (CR 11)

CALHADION VERNISANT

CR 10

Male human cavalier 10 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 28, touch 11, flat-footed 27 (+10 armor, +1 Dex, +4 natural, +3 shield)

hp 99 (10d10+40)

Fort +12, **Ref** +8, **Will** +6



PATHFINDER SOCIETY SCENARIO

OFFENSE

Speed 20 ft.

Melee +1 *axiomatic longsword* +15/+10 (1d8+4/17–20)

Special Attacks banner +3, braggart, cavalier's charge, challenge 4/day (+3 damage), greater tactician 3/day (swift action, Outflank, Paired Opportunists), steal glory

TACTICS

Before Combat Calhadion quaffs his *potion of barkskin* just before the PCs arrive.

During Combat The earl declares one of the PCs (one he's had a previous encounter with, if applicable) as the target of his challenge and commands his mount to charge that enemy, taking full advantage of his Spirited Charge feat to deal immense damage. He prefers to continue initiating charges, even provoking the occasional attack of opportunity in order to stay mobile and maintain this tactic.

Morale If reduced below 25 hit points, Calhadion uses his *cape of the mountebank* to retreat to a nearby chamber out of line of sight. He quaffs his two *potions of cure serious wounds* and then returns to reengage in combat. He fights to the death, knowing that defeat would cost him his knightly honor.

Base Statistics Without his potion, Calhadion's statistics are **AC** 24, touch 11, flat-footed 23.

STATISTICS

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

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

Feats Dazzling Display, Improved Critical (longsword), Mounted Combat, Outflank^{APG}, Paired Opportunists^{APG}, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (longsword)

Skills Bluff +11, Diplomacy +11, Intimidate +13, Knowledge (nobility) +9, Ride +9 (+15 when riding Saluxer)

Languages Common

SQ expert trainer +5, mount (resolute lion named Saluxer), order of the cockatrice

Combat Gear *cape of the mountebank*, *potion of barkskin* (CL 9th), *potions of cure serious wounds* (2); **Other Gear** +1 full plate, +1 heavy steel shield, +1 *axiomatic longsword*, *cloak of resistance* +3

SPECIAL ABILITIES

Squandered Heritage (Ex) Calhadion Vernisant, despite his (many) flaws, is still a descendent of the great General Arnisant. This entitles him to weapons and equipment well beyond a normal NPC of his level, as well as the ability to tame his unique lion mount. These abilities represent

Calhadion's particular upbringing and access to special resources, and they collectively increase his CR by 1.

SALUXER

CR —

Resolute lion mount (*Pathfinder RPG Bestiary* 3 291)

N Large animal

Init +8; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +15

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 armor, +4 Dex, +10 natural, –1 size)

hp 85 (9d8+45)

Fort +10, **Ref** +10, **Will** +6 (+4 vs. enchantments)

Defensive Abilities evasion; **DR** 5/chaotic; **Resist** acid 10, cold 10, fire 10;

SR 15

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +12 (1d8+7)

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

Special Attacks pounce, rake (2 claws +12, 1d8+7), smite chaos (1/day)

STATISTICS

Str 24, **Dex** 18, **Con** 18, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Improved

Calhadion
Vernisant

Natural Armor, Improved Natural Attack (claw), Power Attack, Toughness

Skills Acrobatics +2 (+6 when jumping), Perception +15

SQ combat riding, devotion, multiattack

Gear chain shirt barding

BLABBERING NOBLES (3)

CR 5

Advanced allip (*Pathfinder RPG Bestiary* 3 12)

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 45 each (6d8+18)

Fort +5, **Ref** +5, **Will** +5

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +5 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

TACTICS

During Combat The allips fight alongside Calhadion, taking advantage of the earl's teamwork feats via Calhadion's tactician ability. They prefer to assault divine spellcasters, overwhelming opponents with their touch attacks. They use their babble to fascinate foes prior to combat, sprouting unintelligible gibberish—this effect does not affect Calhadion, who hears the gibbering as constant praise of his actions.

Morale The undead fight until destroyed.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

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

Feats Ability Focus (babble), Improved Initiative, Lightning Reflexes

Skills Fly +18, Intimidate +12, Perception +9, Stealth +10

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. Each sane creature within 60 feet of the allip must succeed at a DC 18 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip ends the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (Will DC 16 negates). On a successful critical hit, it instead deals 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With

Scaling Event 3

To accommodate a group of four PCs, make the following adjustments:

Subtier 7–8: Remove one blabbering noble from the encounter. Saluxer loses the pounce special attack.

Subtier 10–11: Remove one blabbering senator from the encounter. Saluxer loses the pounce special attack.

each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Subtier 10–11 (CR 14)

CALHADION VERNISANT

CR 13

Male human cavalier 13 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

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

hp 128 (13d10+52)

Fort +14, **Ref** +10, **Will** +8

Defensive Abilities fortification 25%

OFFENSE

Speed 20 ft.

Melee +2 *axiomatic longsword* +19/+14/+9 (1d8+5/17–20)

Special Attacks banner +3, braggart, cavalier's charge, challenge 5/day (+4 damage), demanding challenge, greater tactician 3/day (swift action, Outflank, Paired Opportunists), mighty charge, steal glory

TACTICS

Use the tactics from Subtier 7–8.

Base Statistics Without his potion, Calhadion's statistics are **AC** 26, flat-footed 25.

STATISTICS

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

Base Atk +13; **CMB** +16; **CMD** 28

Feats Bleeding Critical, Critical Focus, Dazzling Display, Improved Critical (longsword), Mounted Combat, Outflank^{APG}, Paired Opportunists^{APG}, Power Attack, Ride-By Attack, Spirited Charge, Staggering Critical, Toughness, Weapon Focus (longsword)

Skills Bluff +13, Diplomacy +13, Intimidate +16, Knowledge (nobility) +11, Ride +12 (+18 when riding Saluxer)

Languages Common

SQ expert trainer +6, mount (resolute lion named Saluxer), order of the cockatrice

Combat Gear *cape of the mountebank*, *potion of barkskin* (CL 9th), *potions of cure serious wounds* (2); **Other Gear** +2 full plate, +2 light fortification heavy steel shield, +2 *axiomatic longsword*, *cloak of resistance* +4



SPECIAL ABILITIES

Squandered Heritage (Ex) Calhaddon Vernisant, despite his (many) flaws, is still a descendent of the great General Arnisant. This entitles him to weapons and equipment well beyond a normal NPC of his level, as well as the ability to tame his unique lion mount. These abilities represent Calhaddon's particular upbringing and access to special resources, and they collectively increase his CR by 1.

SALUXER

CR —

Resolute lion mount (*Pathfinder RPG Bestiary* 3 291)

N Large animal

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 29, touch 13, flat-footed 25 (+4 armor, +4 Dex, +12 natural, -1 size)

hp 104 (11d8+55)

Fort +11, **Ref** +11, **Will** +6 (+4 vs. enchantments)

Defensive Abilities evasion; **DR** 10/chaotic; **Resist** acid 15, cold 15, fire 15; **SR** 17

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+7 plus grab), 2 claws +15 (1d8+7)

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

Special Attacks pounce, rake (2 claws +15, 1d8+7), smite chaos (1/day)

STATISTICS

Str 25, **Dex** 19, **Con** 18, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Power Attack, Toughness, Weapon Focus (claw)

Skills Acrobatics +2 (+6 when jumping), Perception +17

SQ combat riding, devotion, multiattack

Gear chain shirt barding

BLABBERING SENATORS (3)

CR 8

Advanced allip (*Pathfinder RPG Bestiary* 3 12)

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 67 each (9d8+27)

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

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +7 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

TACTICS

Use the tactics for the blabbering nobles in Subtier 7–8.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +7; **CMD** 20

Feats Ability Focus (babble), Ability Focus (touch of insanity), Flyby Attack, Improved Initiative, Lightning Reflexes

Skills Fly +21, Intimidate +15, Perception +13, Stealth +13

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. Each sane creature within 60 feet of the allip must succeed at a DC 19 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip ends the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (Will DC 19 negates). On a successful critical hit, it instead deals 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Development: The PCs' defeat of Calhaddon saps what little fight is left in the Stavian loyalists within the senate building. Shortly after the battle, the remaining fights within the building die down, and the various senators and visiting dignitaries retreat to their homes and safe houses within the capital. The senate building is quickly abandoned, save for a few shell-shocked guards from both sides of the conflict who put hostilities aside and offer to remain behind to keep the site free of looters. Lady Gloriana Morilla recognizes the tension in the air and requests the PCs join her at Muesello's lodge, where she can provide a formal debriefing.

Rewards: If the PCs do not manage to overcome Calhaddon Vernisant and his conjured undead, reduce each PC's gold earned by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,520 gp.

Out of Subtier: Reduce each PC's gold earned by 2,041 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,561 gp.

CONCLUSION

With the Lion Blades properly convinced of Stavian's reckless schemes and Calhaddon Vernisant defeated, the adventure is complete. Lady Gloriana Morilla meets with the PCs at Muesello's lodge to properly relay her gratitude for the PCs' actions and praise their ability to go above and beyond in maintaining some semblance of order within Taldor.

Morilla recognizes that the next few months will be fraught, for the day's events have brought Taldor dangerously close to civil war as numerous aristocrats proclaim their right to the crown. With the PCs helping sway the Lion Blades, Gloriana believes that Princess Eutropia can triumph and lead Taldor into a new and golden age—and players can help realize that vision in the War for the Crown Adventure Path!

Gloriana recognizes that such an important victory might also serve as a beacon for those seeking to defame the Pathfinder Society. The PCs' actions in this adventure, as well as other recent endeavors by the Sovereign Court, prove that seasoned Pathfinders working together can be a force for great political change. Gloriana believes that it would be in the Society's best interests to take a reprieve from the Taldan conflict and that more notable Pathfinders should recuse themselves from actively helping Eutropia—at least, for a while.

Gloriana brings up one last matter: the tragic death of the commoner Kalbio, who was to become a baron during the exaltation ceremony. Members of the Sovereign Court managed to retrieve Kalbio's body from the senate floor, but they're unsure what else to do. Given that none of the nobles are willing to put resources into a funeral or a means of resurrection, it seems that there are to be no new inductees into the echelons of Taldan nobility this year. Venture-Captain Muesello adds that Kalbio's parents accepted considerable debt in order to help their son prepare for this honor, and it's only a matter of time before news of his death reaches them. Gloriana notes that Kalbio of Breezy Creek is likely the first of many casualties in the coming months, and she asks the PCs for their input on how to honor his loss.

Some players might suggest a nice burial or propose a memorial in Kalbio's honor, which is entirely appropriate. However, it's also possible that the PCs offer to cast or pay for *raise dead*—particularly if some of the players have had a chance to interact with Kalbio during *Pathfinder Adventure*

Path #127: Crownfall. PCs can contribute their own Prestige Points or wealth toward this endeavor, or they can help pay off the debt incurred by Kalbio's parents (1,000 gp). If the PCs raise Kalbio and clear the debt, award each PC who contributed the Always Welcome in Breezy Creek boon on his or her Chronicle sheet.

Primary Success Conditions

The PCs' primary goal in this scenario is to put an end to Earl Calhadion Vernisant. So long as the PCs defeat the earl in combat at the end of the scenario, each PC earns 1 Prestige Point. In addition, each PC earns the Glorymane Resplendent boon.

Secondary Success Conditions

To fulfill their secondary goals, the PCs must succeed at two of the following four conditions. Doing so earns each PC 1 additional Prestige Point.

- Successfully negotiate with Chamberlain Eckhart to avoid fighting the constructs in area **A2**
- Retrieve the documents from Calhadion Vernisant's villa without activating the fail-safe in area **A4**
- Avoid using an area of effect spell that damages the crowd while battling against Karina Deckland (see Event 2)
- Fulfill the conditions to earn the Always Welcome in Breezy Creek boon (see Conclusion)

Faction Notes

This scenario is a capstone for much of the Sovereign Court faction's activity in Taldor. By defeating Earl Calhadion Vernisant and proving themselves competent while doing so, the PCs showcase the validity of Lady Gloriana Morilla's organization on a world stage. If the party fulfills the primary and secondary success conditions, Sovereign Court faction PCs each earn the Political Aspirations boon.



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

DEVIL, BONE

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

DEVIL, BONE (OSYLUTH) CR 9

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LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)

hp 105 (10d10+50)

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

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 (1d8+5), 2 claws +14 (1d6+5), sting +14 (3d4+5 plus poison)

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

Spell-Like Abilities (CL 12th)

Constant—fly

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—quicken *invisibility* (self only)

1/day—summon (level 4, 1 bone devil, 35%)

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

DEVIL, HOST

Twisted horns rise from the skinless head of this winged creature, and noxious fumes leak from between its yellowed fangs.

DEVIL, HOST (MAGAAV) CR 6

Pathfinder RPG Bestiary 4 53

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., *detect magic*, see in darkness; Perception +11

DEFENSE

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

hp 59 (7d10+21)

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

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee mwk ranseur +12/+7 (2d4+6/x3) or

2 claws +11 (1d6+4 plus 2 bleed)

Special Attacks noxious breath, rend (2 claws, 1d6+6 plus 2 bleed)

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

Constant—*detect magic*

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (CL 3rd, 1 host devil 40%)

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Hover, Mobility

Skills Acrobatics +14 (+10 when jumping), Escape Artist +14, Fly +14, Intimidate +10, Perception +11, Stealth +14

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ master grappler, shared senses

SPECIAL ABILITIES

Master Grappler (Ex) A magaav can wield a weapon and still attempt grapple checks. While not wielding a weapon, a magaav gains a +4 bonus on grapple checks.

Noxious Breath (Su) Three times per day, as a standard action a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a DC 16 Fortitude save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect. The save DC is Constitution-based.

Shared Senses (Su) All magaavs within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire swarm instantly. It is still possible for a magaav to be flat-footed for other reasons even if other magaavs nearby are not.

GOLEM, CLAY

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

GOLEM, CLAY CR 10

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)
hp 101 (13d10+30)
Fort +4, **Ref** +3, **Will** +4
DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.
Melee 2 slams +19 (2d10+7 plus cursed wound)
Space 10 ft.; **Reach** 10 ft.
Special Attacks berserk, haste

STATISTICS

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +13; **CMB** +21; **CMD** 30

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed at a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

GUARD

Guards are trained to look for intruders or suspicious activity and respond with steel if violence is necessary.

GUARD

CR 1

Pathfinder RPG NPC Codex 267

Human warrior 3
 LN Medium humanoid (human)
Init –1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)
hp 22 (3d10+6)
Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.
Melee mwk guisarme +7 (2d4+3/×3) or
 mwk longsword +6 (1d8+2/19–20)
Ranged javelin +2 (1d6+2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11
Base Atk +3; **CMB** +5; **CMD** 14
Feats Alertness, Toughness, Weapon Focus (guisarme)
Skills Intimidate +6, Perception +5, Sense Motive +4
Languages Common
Gear chain shirt, javelins (3), mwk guisarme, mwk longsword, manacles, 36 gp

HEIR APPARENT

This woman is dressed in a fashionable yet efficient outfit and moves with a brisk authority.

HEIR APPARENT

CR 2

Pathfinder RPG NPC Codex 251

Human aristocrat 4
 LG Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 22 (4d8+4)
Fort +1, **Ref** +2, **Will** +3

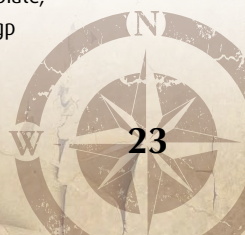
OFFENSE

Speed 20 ft.
Melee mwk longsword +4 (1d8/19–20)
Ranged dagger +4 (1d4/19–20)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 14
Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness
Skills Diplomacy +11, Knowledge (engineering) +4, Knowledge (history) +5, Knowledge (nobility) +7, Knowledge (religion) +4, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5
Languages Common, Elven

Combat Gear oil of bless weapon, potion of cure moderate wounds, potion of spider climb; **Other Gear** mwk breastplate, dagger, mwk longsword, noble's outfit, signet ring, 253 gp



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-13: The Lion's Justice

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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

Character Name

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

Character #

Prestige Points

Character Name

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

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Pathfinder Society Scenario #9-13: The Lion's Justice

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Always Welcome in Breezy Creek (Legacy): Regardless of what befalls you in future adventures, you're always welcome in the Taldan hamlet of Breezy Creek. Kalbio and his parents save a spot for you at every major observed Taldan holiday, and you can visit them without question. If you ever look to settle down and stop being a Pathfinder field agent, you can permanently settle on a plot of land adjacent to Kalbio's family farm.

Glorymane Resplendent: If you have the intelligent shield *Glorymane* on a Chronicle sheet belonging to any character, that character can upgrade the shield by spending 15,000 gp. This upgrade increases the shield's enhancement bonus from +2 to +4. In addition, *Glorymane* gains a +4 bonus on attack rolls with its bite attacks, and the damage dealt increases to 2d10.

Political Aspirations (Sovereign Court Faction): Following Grand Prince Stavian III's murderous scheme, the Taldan senate is fragmented and in need of new leaders more than ever before. You can either maneuver yourself to become one of Taldor's 222 senators or establish yourself as a clandestine agent who has the ear of Taldor's elite. Choose one of the two boons below and cross the other off your Chronicle sheet.

Power Broker: Whether it's due to your heroic deeds or your cunningly masterminded plans, you command the respect of many powerful people. When playing an adventure, you can fulfill and check up to two boxes on your Sovereign Court Faction Journal Card. Once per adventure you can attempt a Knowledge (nobility) check untrained with a bonus equal to 5 plus the number of Sovereign Court Faction Journal Card goals you have completed. Furthermore, once per adventure before attempting an Intelligence-, Wisdom-, or Charisma-based skill check, you can choose to use your Knowledge (nobility) bonus in place of your bonus in that skill; you are considered trained in that skill for this check.

☐ ☐ ☐ / ☐ ☐ ☐ **Senatorial Candidate:** You can select this boon only if you have another boon or vanity that grants you a noble title in Taldor. You can spend your Downtime and 2 Prestige Points in order to check one of the first three boxes that precede this boon, representing your campaigning and maneuvering to gain political support. When you check the third box, you become a hereditary senator of Taldor. You immediately gain 4 Fame, though this cannot increase your Fame total higher than twice your XP. In addition, you can check one or more of the second three boxes when expending Prestige Points to reduce the cost of any purchase by 4 Prestige Points for each box checked (minimum 0).

Subtier 7-8

+1 *axiomatic longsword* (18,315 gp)
+1 *human bane rapier* (8,320 gp)
+2 *dart* (8,300 gp)
cape of the mountebank (10,800 gp)
cloak of resistance +3 (9,000 gp)
giant wasp poison (420 gp; limit 2)
medium spider venom (450 gp; limit 3)
nitharit poison (650 gp; limit 1)
potion of barkskin (CL 9th; 900 gp; limit 1)
potion of shield of faith (CL 6th; 300 gp; limit 3)
shadow essence poison (500 gp; limit 6)

Subtier 10-11

+1 *glamered studded leather* (3,875 gp)
+1 *human bane rapier* (8,320 gp)
+2 *axiomatic longsword* (32,315 gp)
+2 *dart* (8,300 gp)
+2 *full plate* (5,650 gp)
+2 *light fortification heavy steel shield* (9,170 gp)
+2 *studded leather* (4,175 gp)
+3 *breastplate* (9,350 gp)
cape of the mountebank (10,800 gp)
cloak of resistance +4 (16,000 gp)
deathblade poison (1800 gp; limit 1)
giant wasp poison (420 gp; limit 2)
medium spider venom (450 gp; limit 3)
nitharit poison (650 gp; limit 1)
potion of barkskin (CL 9th; 900 gp; limit 1)
potion of shield of faith (CL 6th; 300 gp; limit 3)
shadow essence poison (500 gp; limit 6)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,228	4,456
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	3,085	6,169
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,941	7,881
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	XP Gained (GM ONLY)		GM's Initials
	Final XP Total		
	Initial Prestige		
	Initial Fame		
FAME	Prestige Gained (GM ONLY)		GM's Initials
	Prestige Spent		
	Current Prestige		Final Fame
	Starting GP		
	GP Gained (GM ONLY)		GM's Initials
GOLD	Day Job (GM ONLY)		GM's Initials
	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #