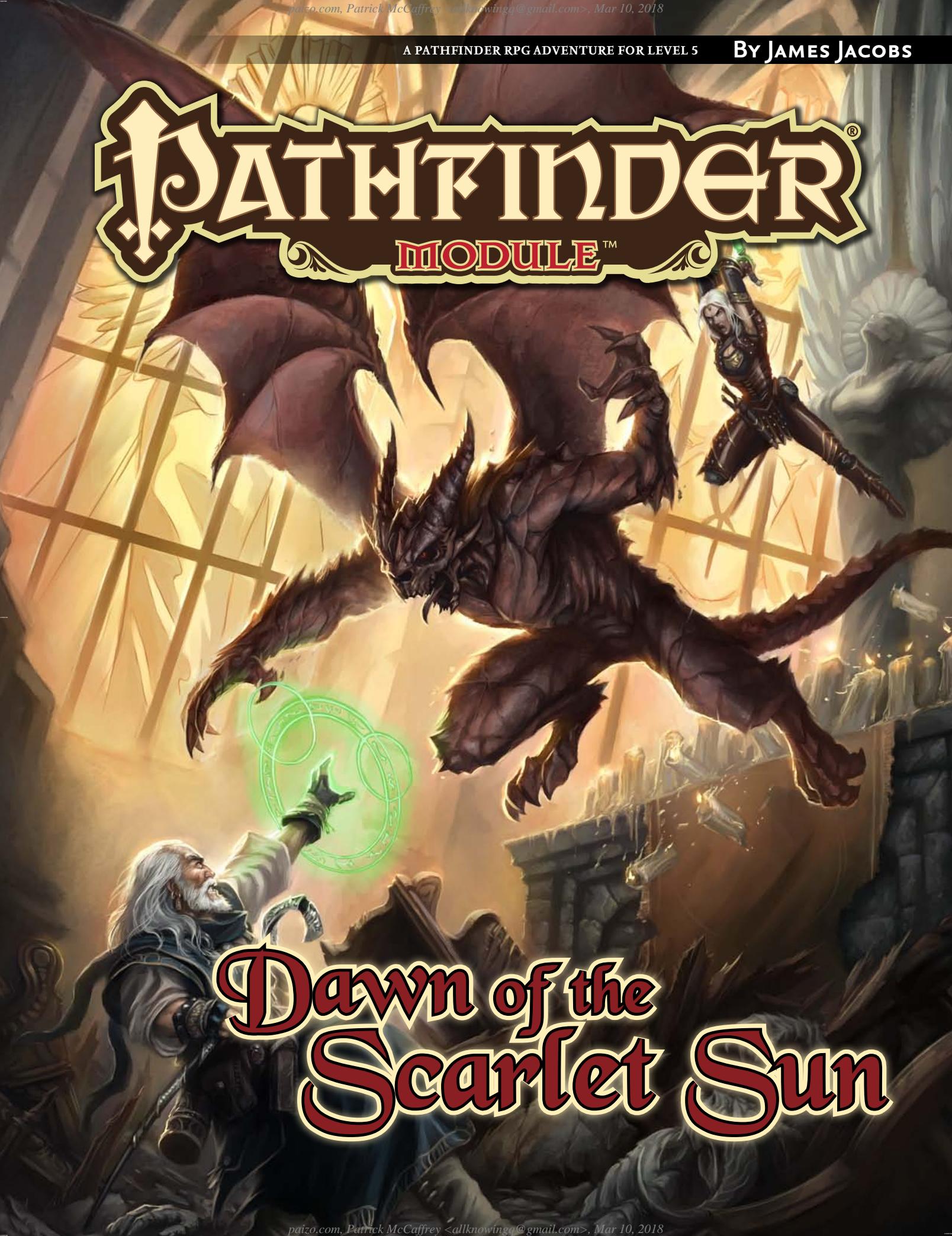


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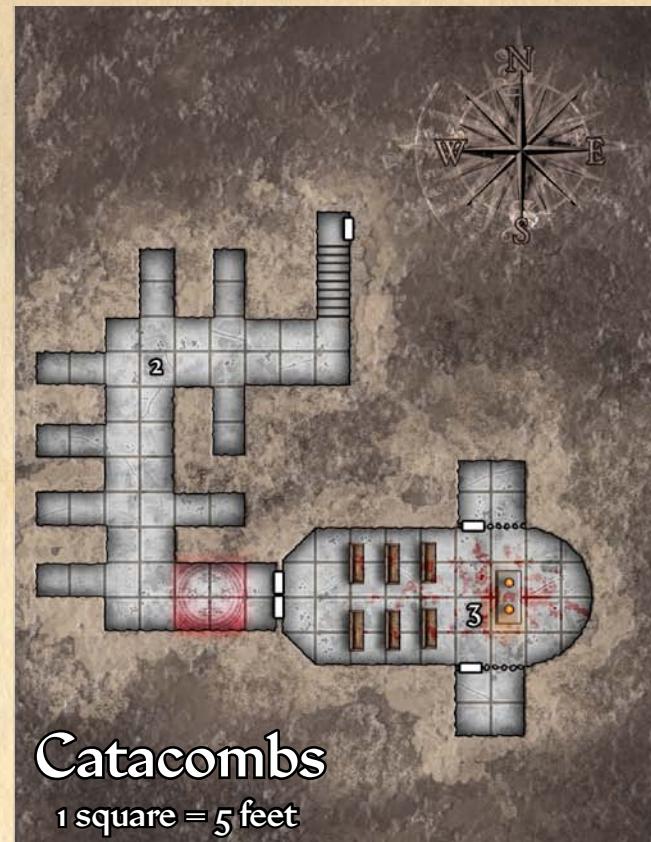
Dawn of the Scarlet Sun





The Old Shrine

1 square = 5 feet



Catacombs

1 square = 5 feet



GameMastery Flip-Mat: City Streets



Dawn of the Scarlet Sun

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Dawn of the Scarlet Sun is a Pathfinder Module designed for six 5th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Bestiary*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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Dawn of the Scarlet Sun

The city of Magnimar is no stranger to crime—even to crimes as violent as murder. Brutal Sczarni turf wars occasionally spill blood across the typically peaceful streets, nearly forgotten hungry things skitter amid the foundations of ancient monuments, even the infamous Skinsaw Cult has been intermittently active in the coastal Varisian city. But the latest set of murders to strike Magnimar bears a different calling card than that of the murder cult—a new killer stalks the city streets in the early dawn hours!

Dawn of the Scarlet Sun

Adventure Background

Many years ago, a cleric of Sarenrae named Vosten built a shrine to his goddess in the city of Magnimar. He chose the Shadow district, a place where the sun rarely shines due to the presence of an immense and ancient ruined stone bridge known as the Irespan that looms overhead. He reasoned that if any part of the newly founded city needed the guidance of the Dawnflower, it was here. Father Vosten secured funds and saw to the construction of a small shrine to Sarenrae, yet his good intentions would not protect him. Only a few months after the shrine was completed, Vosten and his two acolytes were beaten to death by thugs looking to rob the shrine. The thugs were soon caught and executed, but the shrine of Sarenrae was abandoned. Vosten and his acolytes were buried in the small graveyard behind the shrine, and in the years since that sad event, the building has fallen into ruin.

But it did not remain abandoned. The shrine has come to the attention of a devious demonic creature recently escaped from imprisonment in an ancient monument south of Magnimar. This creature is a succubus named Avalexi, a sinister minion of Shax, the demon lord of murder and lies. After escaping her prison, the succubus found her way into Magnimar. Disguised as a human traveler, she soon discovered the abandoned shrine to Sarenrae—a discovery that inspired her to undertake a particularly foul blasphemy. She would seduce a priest of the faith, indoctrinate him into the worship of Shax, and then use him to aid in corrupting the shrine into a site devoted to her murderous demon lord.

Avalexi found her minion in Zadendi, a traveling priest of Sarenrae who had come to Magnimar to study the presence of her goddess among the people of Varisia. When she came to investigate the abandoned Magnimar shrine, Avalexi dominated her, then spent the next several weeks corrupting her. With Zadendi's aid, Avalexi used a scroll of lesser planar ally she'd found in the shrine's vault to conjure one of her many children from the Abyss, a half-fiend gargoyle called the Scarlet Son. With this murderous creature's aid, the evil cult of Shax began a series of brutal murders designed to both scandalize the church of Sarenrae and prepare the shrine for its blasphemous reconsecration—once Avalexi has the hearts of a dozen believers of Sarenrae and one heart of a fallen believer (her dominated minion Zadendi, of course), she can transform the shrine into a bastion of evil.

Adventure Summary

This adventure begins as the player characters are brought in by the Magnimarian city guard to aid in solving a spate of brutal slayings. After discovering several clues and perhaps luring the murderer with a dangerous stakeout, the PCs discover the source of the murders lies in an

PATHFINDER BATTLES MINIATURES

Pathfinder Module: Dawn of the Scarlet Sun makes use of the *Pathfinder Battles: Champions of Evil* Encounter Pack. That set of six sinister Pathfinder Battle miniatures includes figures representing every monster and villainous NPC appearing on the following pages, giving you the perfect collection of figures to bring every encounter in this adventure to deadly life. Even the pregenerated heroes presented in the back of this adventure have miniatures available in the *Pathfinder Beginner Box Heroes Miniatures Set*, while Seelah appears in the *Pathfinder Battles: Heroes & Monsters* set and Harsk is featured in *Pathfinder Battles: Rise of the Runelords*.



abandoned shrine of Sarenrae in Magnimar's Shadow district. They travel to the shrine to confront the succubus Avalexi and, hopefully, defeat her before she can establish a temple of the demon lord of murder in the city.

Characters

Dawn of the Scarlet Sun is designed for a group of six 5th-level characters—if you're using this as a one-shot adventure, you can have your players use the pregenerated characters provided in the second half of this book. If you only have 4 players, they should be 6th level when attempting this adventure—this makes *Dawn of the Scarlet Sun* a great adventure to run as a short side-quest during the Shattered Star Adventure Path between “Curse of the Lady’s Light” and “The Asylum Stone.” Alternatively, you can bolster a group of 5th-level PCs’ ranks with a few NPCs who accompany them on the adventure—such as the pregenerated characters in this book.

Introduction

Read the following to get your players started.

For the past few days, the city of Magnimar has been in the grip of terror. A murderer stalks the city's streets in the gloaming pre-dawn hours, and each morning it seems a new and freshly mutilated victim appears in an alley. There have been four bodies discovered to date—all worshipers of the goddess of healing and redemption, Sarenrae. The city guard desperately wants to catch the murderer, yet he is a cagey and elusive foe. In order to expedite the search, they have turned to you—known allies of Magnimar and strong heroes of the people—to aid them in stopping the culprit before he slays again.

PATHEFINDER

MODULE

Joining the Investigation

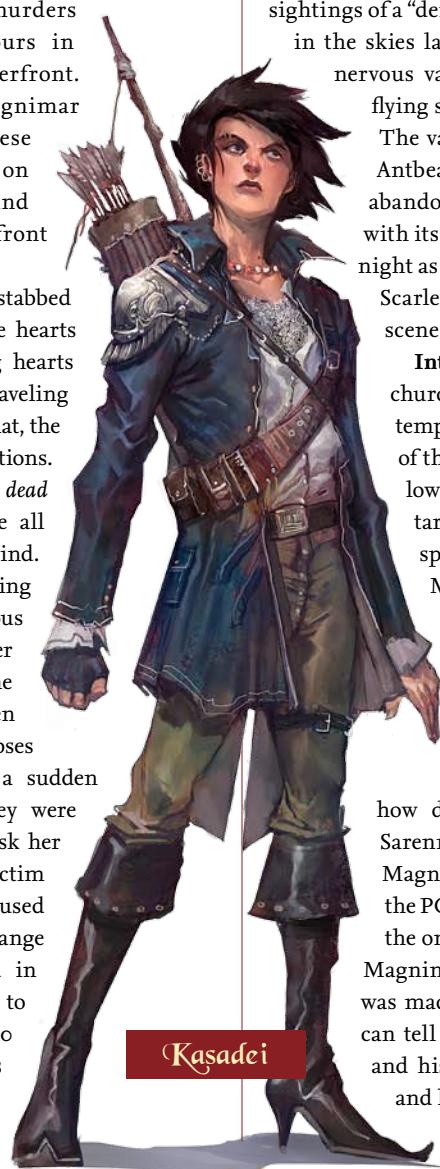
The player characters' primary point of contact with the Magnimarian city guard in this adventure is a woman named **Kasadei** (NG female Varisian human fighter 3). If the PCs already have an ally or contact among the guards, feel free to substitute that NPC for Kasadei.

The city guards have planned a risky ambush to lure the murderer out so that he can be captured, but none of the guards have the precise training required to pull the ambush off successfully—Kasadei's been tasked with finding some specialists who can do this, and she's chosen the PCs. She's been given authority to reward the party with a payment of 3,000 gp if they can bring the murderer to justice.

Before they set the ambush in motion, Kasadei tells the PCs that the guards have already done a fair amount of investigation, and can relate what they've learned so far.

The Murder Sites: All of the murders took place in the pre-dawn hours in alleys along the northwestern waterfront. She can give the PCs a map of Magnimar that shows the four locations (these locations are indicated on the map on page 5 by the tags **M1**, **M2**, **M3**, and **M4**). All four sites are in the waterfront district known as the Shadow.

The Victims: Each body was stabbed multiple times by a dagger, and the hearts were cut out. None of the missing hearts have been located yet. All four were traveling worshipers of Sarenrae, but beyond that, the bodies seem to have no real connections. Interrogations using the *speak with dead* spell have revealed few clues, since all four victims were attacked from behind. In all four cases, the victims were taking a traditional "dawnwalk" (a religious observance during which a worshiper of Sarenrae walks and prays during the hours before and after sunrise) when they were attacked. Some of the corpses interviewed remembered noticing a sudden cessation of sound just before they were attacked (Zadendi uses *silence* to mask her final approach). The most recent victim even caught a glimpse of the knife used to stab him—a dagger bearing a strange symbol of a white feather dipped in blood. The guards haven't been able to identify this symbol yet, but a DC 20 Knowledge (religion) check identifies it as that of Shax, the demon lord of lies and murder.



Kasadei

Gathering Information

Kasadei tells the PCs that the guards hope to stage their ambush early the next morning—until then, the PCs can spend the rest of the day preparing however they wish. With a DC 15 Diplomacy check, she'll pay up to half the promised reward money in advance. If the PCs don't think of it themselves, she suggests that they spend part of the day asking around about the murders—locals who might not want to talk to the guards could well have something more to say to the PCs, after all!

Interviewing Locals: With a few hours of work and a DC 15 Diplomacy check made to gather information, the PCs can learn from locals living near the murder sites that they've noticed strange things—scratching sounds on the roof, weird flapping noises, and unnatural moments of silence. A DC 20 Diplomacy check made to gather information reveals a few unnerving accounts—sightings of a "demon" crawling around on roofs or flying in the skies late at night. With a DC 30 success, one nervous vagrant claims to have seen the demon flying south with a human clutched in its arms. The vagrant, a filthy dwarven derelict named Antbeard, reports seeing it fly into an old, abandoned shrine through a hole in the roof with its victim only a few nights ago—the same night as the last murder. This was, of course, the Scarlet Son returning with Zadendi from the scene of the crime.

Interviewing the Faithful: While the church of Sarenrae does not maintain a temple in the city, there are many worshipers of the Dawnflower in Magnimar. So far, only low-ranking clerics of Sarenrae have been targeted by the murderer, and as word spreads, other faithful of the goddess in Magnimar are growing increasingly agitated as they demand the city guard catch the murderer. Interviews with Sarenites prove mostly frustrating as a result, but with a DC 25 Diplomacy check, the priest being interviewed makes an off-hand comment about how disheartening it is that worshipers of Sarenrae are still being treated so poorly by Magnimar's criminals after "all these years." If the PCs press, the priest bitterly complains that the one attempt to establish a proper shrine in Magnimar fell apart 80 years ago. This attempt was made by a man named Volsten—the priest can tell the PCs the sad history of how Volsten and his two acolytes were murdered by thugs and how the shrine has remained abandoned ever since.

Dawn of the Scarlet Sun

Ambushing the Murderer (CR 7)

The city guards hope to lure the murderer into attacking a decoy—either a strong ally of the guards disguised as a worshiper of Sarenrae, or an actual cleric. The exact person doesn't matter, as long as the decoy is competent and supported by several allies. Unfortunately, the city guards do not train in trickery or stealth, nor are they much associated with the church of the Dawnflower. This is where the PCs come in.

Each night the PCs attempt to lure the murderer, they have four choices on how to help bait the trap. The guards themselves hang back a few blocks from the ambush site—far enough to not give away the ambush, but close enough that they can arrive at the scene within 1d4 minutes to make arrests. The actual effort of making the ambush work falls to the PCs. They can act as the lure and make Bluff checks, they can help set up the lure's outfit to make them tempting targets with Disguise or Knowledge (religion) checks, they can lie in wait with Stealth checks, or they can keep watch with Perception checks. Have the PCs indicate where in the alleyway selected as the ambush site they're located, then let them choose which skill they wish to attempt and roll the skill check.

When the PCs are ready, it's time to determine if the killer appears by rolling a d%. The base chance of the lure working is 20%. Each successful DC 20 skill check (explained above) increases this chance by an additional 20%—if the total rises to 100%, the murderer automatically falls for the ambush. If the d% roll exceeds the final chances for success, the murderer instead claims another victim elsewhere in the city. This process can be repeated each night, but if the PCs don't catch the murderer by the fourth night after this adventure begins, the murders end (but see "Concluding the Adventure" for repercussions).

Combat: If the PCs' lure is successful, the Scarlet Son arrives in the vicinity about an hour before dawn, carrying Zadendi. Chances to spot the gargoyle and the cleric flying in the night sky before they approach are minimal due to distance and the ambient early morning fog, but as the gargoyle scurries into position on a ledge above the alleyway after dropping Zadendi off at street level just around the corner from the alley, his Stealth check can be opposed by the PCs' Perception.

As she approaches her victim, Zadendi casts *silence* on a stone, then tosses it into the alley, attempting to land it in a square adjacent to her target. She then takes advantage of the surprise round to charge in and sneak attack the foe.

**ZADENDI****XP 1,600**Female half-elf cleric of Shax 5/rogue 1
CE Medium humanoid (elf, human)**Init +2; Senses** low-light vision; **Perception +8****CR 5**

ABOUT THIS ADVENTURE

Dawn of the Scarlet Sun takes place in the free city of Magnimar, on the southwest coast of the frontier region of Varisia. Further information about the city of Magnimar can be found in *Pathfinder Campaign Setting: Magnimar, City of Monuments*, or in the upcoming Shattered Star Adventure Path. Indeed, *Dawn of the Scarlet Sun* can serve as a short adventure between the second and third adventures of that Adventure Path if you wish!



DEFENSE

AC 20, touch 15, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +1 shield)

hp 49 (6d8+23)

Fort +6, **Ref** +5, **Will** +6; +2 vs. enchantment

OFFENSE

Speed 30 ft.

Melee +1 dagger +8 (1d4+4/19–20)

Special Attacks channel negative energy 3/day (DC 12, 3d6), destructive smite (+2, 5/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 5th; concentration +7) 5/day—inspiring word (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—*animate dead*, *magic vestment*^D, *searing light*

2nd—*cure moderate wounds*, *enthral*^D (DC 14), *hold person* (DC 14), *silence* (DC 14), *spiritual weapon*

1st—*cause fear* (DC 13), *cure light wounds*, *divine favor*^D, *obscuring mist*, *shield of faith*

o (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *light*

D Domain spell; Domains Destruction, Nobility

TACTICS

Before Combat Zadendi casts *magic vestment* and *shield of faith* on herself.

PATHEFINDER

MODULE

During Combat Zadendi is expecting a single target, and does her best to quickly slay that target as long as she believes her victim to be alone.

Morale As soon as Zadendi realizes that she's been ambushed, she backs out of the alley (and out of the area of the *silence*) as soon as she can in order to use her magic. She continues her fighting retreat until brought below 20 hit points, at which point she puts all of her energy into escaping. Clever PCs can let her "escape," and if they do, they can trail her all the way to the shrine if the Scarlet Son has fled already (thus forcing Zadendi to flee on foot).

STATISTICS

Str 16, Dex 14, Con 15, Int 8, Wis 14, Cha 10

Base Atk +3; CMB +6; CMD 19

Feats Dodge, Skill Focus (Stealth), Power Attack, Toughness

Skills Bluff +8, Knowledge (nobility) +3, Knowledge (religion) +6, Perception +8, Stealth +12

Languages Common

SQ profane gift (+2 Con from Avalexi), trapfinding +1

Gear masterwork studded leather, buckler, +1

dagger, cloak of elvenkind, brass key in the shape of a holy symbol of Sarenrae (key to the Old Shrine)

THE SCARLET SON CR 6

XP 2,400

Male half-fiend gargoyle
CE Medium monstrous humanoid

Init +7; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 57 (5d10+30)

Fort +6, Ref +7, Will +5

DR 10/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 17

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee 2 claws +9 (1d6+4), bite +9 (1d6+4), gore +9 (1d4+4)

Special Attacks smite good 1/day (+5 damage)

Spell-Like Abilities (CL 5th; concentration +5)

3/day—darkness

1/day—desecrate, unholy blight (DC 14)

TACTICS

During Combat The Scarlet Son watches from his vantage point atop a nearby roof, using his freeze ability to stay hidden. As soon as he realizes Zadendi is being ambushed, he swoops down and tries once

to grab the cleric and fly away with her, relying on his damage reduction to prevent him from taking much damage from attacks of opportunity.

Morale The Scarlet Son abandons Zadendi as soon as she is killed, or as soon as the gargoyle is reduced below 25 hit points, fleeing back to the Old Shrine.

STATISTICS

Str 19, Dex 16, Con 20, Int 8, Wis 13, Cha 11

Base Atk +5; CMB +9; CMD 23

Feats Dodge, Improved Initiative, Toughness

Skills Acrobatics +8 (+12 when jumping), Fly +11, Perception +9, Sense Motive +6, Stealth +11

Languages Common, Terran

SQ freeze

Gear amulet of natural armor +1

Development: Following Zadendi if she flees on foot is much easier than following the gargoyle if he carries the priest away. Carrying a human is a medium load for the Scarlet Son, reducing his flying speed to 50 feet and making him easier to chase. If the PCs manage to capture and kill Zadendi, the key to the old shrine she carries is the best clue. Even if the PCs don't make a DC 20 Knowledge (history or religion) check to note the existence of the old shrine, it shouldn't take long for local experts or even the city guard to note that the key might open the abandoned building.

Although Zadendi was originally dominated by the succubus Avalexi, she has long since succumbed to the demon's temptations and is now fully devoted to Shax. Redeeming Zadendi is possible, but such would be a lengthy process. In the short term, a captured Zadendi remains maddeningly silent unless magically compelled to confide in the PCs, in which case she can lead them back to the Shrine. Providing more information, such as a map or details on her mistress, is against her nature and grants her a new saving throw to escape some magical charms or compulsions, but if she fails to do so, a magically controlled Zadendi can lead the PCs directly to the succubus. Of course, when she sees Zadendi working with the enemy, Avalexi counts her as an enemy as well.

The Old Shrine

The old shrine to Sarenrae is located in the Shadow district, under the Irespan and sheltered from the direct rays of the sun save for a few hours just before sunset. Father Vosten hoped that the presence of the shrine would create its own metaphorical



Dawn of the Scarlet Sun

sunshine for its squalid surroundings, but historians and philosophers have since observed that the squalor and dimness of the Shadow was too much for the faith of the Dawnflower to illuminate.

1. Shrine Exterior (CR 6)

The shrine itself is in bad shape; its stone walls still stand, but the wood-shingled roof that once sheltered the single-story building has fallen in almost completely. The shrine's front door has fallen away as well, and the stained-glass windows lie shattered, covering the ground nearby with colorful shards.

To an initial investigation, the shrine looks completely abandoned. The rubble within the shrine building itself makes the area therein difficult terrain. If the PCs have the key from Zadendi, they may be confused at first by the apparent lack of a door lock to fit the key into.

The graveyard out back contains only three graves—one for Father Vosten and two for his acolytes, all murdered 78 years ago by the Sczarni. A DC 20 Perception check is enough to see that all three graves have been excavated and refilled recently. If the PCs dig the graves up, they find them all empty.

Near the back of the shrine, not far from the graves, lies an overgrown door in the side of the ruined building (DC 16 Perception check to notice). This door is in excellent condition, and is also locked (Disable Device DC 30); the key carried by Zadendi opens this door. Beyond is a narrow staircase that leads down to the shrine's catacombs.

Creature: Unless the PCs already slew the half-fiend gargoyle, the Scarlet Son watches over the ruins from a vantage point atop a nearby ornate building. As soon as he sees the PCs, he waits for an opportune moment, then swoops down to attack. This time, he fights to the death.



THE SCARLET SON

XP 2,400

hp 57 (see page 6)

CR 6

2. Catacombs (CR 6)

Filaments of pale fungus grow along the brick-lined walls of this catacomb. A thick layer of mud lies on the floor, numerous human-sized footprints running along the center while tangles of pale yellow mushrooms grow near the edges.

Creatures: Originally intended to serve as an ossuary for the bones of the faithful, this catacomb never held any bodies. None save the undead guardians that Avalexi and Zadendi created from the corpses of the shrine's one-time tenders, that is. Avalexi exhumed the bodies soon after she arrived, keeping them in these catacombs until

she could afford the scroll she sought—a scroll of *animate dead* purchased from the black market. The succubus hoped to use the scroll to turn the bones into burning skeletons, but to her delight, her demonic patron infused the magic, so pleased was he at her blasphemous act, and the one-time keepers of the shrine rose as wights, foul flesh partially regrowing onto their dry bones. Today, the three serve as guardians for this crypt—they ignore Zadendi, but immediately attack any other intruders while simultaneously shrieking out in their raspy voices a wordless warning to the succubus in area 3.

Since these wights were created in the shrine to Shax while it was under the effects of a *desecrate* spell cast by Zadendi, the wights have an additional 8 hit points.



WIGHTS (3)

XP 800

hp 34 each (Pathfinder RPG Bestiary 276)

CR 3

Trap: Zadendi has placed a *glyph of warding* where indicated on the map, not far from the entrance to area 3. This is a blast glyph that triggers as soon as any non-evil creature walks over it. While it's intended to damage intruders, it also serves as an alarm, since the activation of the trap easily alerts the inhabitants of area 3 to approaching trouble.

GLYPH OF WARDING

CR 4

XP 1,200

Type spell; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; Reset none

Effect spell effect (*glyph of warding*, 2d8 sonic damage, 5-ft. radius, Reflex DC 15 half)

3. Shrine to Shax (CR 8)

Whatever purpose this vaulted, brick-lined chamber may have once served, today it is obviously the inner sanctum of some depraved cult. Unnerving, spiky runes have been painted on the brick walls with blood, between which dozens of mutilated birds—gulls, falcons, ravens, and a particularly large number of doves—have been impaled. The foul stink of rotting meat emanates from these grisly trophies. Opposite the only visible entrance, a jagged boulder with a bloodstained cloth draped over it serves as an altar, several fly-covered, foul-smelling lumps of meat sitting atop it. The wall just beyond the altar has been painted to depict a single curved white feather sitting in a pool of blood. To either side of this symbol yawn archways set with barred doors, turning the alcoves beyond into prison cells. The eastern cell's door hangs ajar, but deep shadows obscure what might be found in either cell.

PATHEFINDER

MODULE

A DC 20 Knowledge (religion) check confirms that this is a shrine to the demon lord Shax. Once nothing more sinister than a storeroom (the two “cells” used to store the church’s magical supplies and wealth), Avalexi has converted this chamber into an interim shrine to Shax, pending the completion of her ritual and the final dedication of the entire shrine to her demonic patron, at which point she plans on dominating numerous laborers to secretly expand the church’s catacombs into a proper temple to the lord of lies and murder.

The runes on the walls are prayers to Shax. A character who can read Abyssal can study them and attempt a DC 20 Knowledge (religion) check to confirm that they are prayers used to defile a holy site and transform it into an evil temple—further study reveals the bulk of Avalexi’s plans in detail, save the fact that she is herself a succubus. The lumps of meat on the altar are the hearts taken from the murder victims—a number equal to the victims the cultists have managed to slay so far. This evidence is enough to convince the city watch that the cultists were indeed the ones responsible for the murders.

The eastern alcove contains a bedroll, a few personal supplies, a used chamber pot, and some treasure (see Treasure, below); this is where Zadendi sleeps. The western alcove’s door is locked—the key Zadendi carries can open it, as can a DC 30 Disable Device check. This alcove contains a single clean chamber pot and a filthy straw mattress—a proper cell indeed.

Creature: If Zadendi managed to escape back to the shrine, or if the PCs found their way to this shrine without ambushing her, the fallen Sarenite cleric is encountered here, kneeling before the shrine to Shax as she feeds on the latest heart harvested from one of Magnimar’s unfortunates. The cleric reacts to intrusions into her shrine with furious anger, and fights the interlopers to the death.

But Zadendi isn’t the greatest threat in here. Her vile mistress, the succubus Avalexi, dwells here as well when she’s not walking the streets of Magnimar disguised as a minor aristocrat. She wears that disguise here as well if she hears the PCs approaching (quite likely, since she’ll be able to hear most combats with the wights in area 2). If the PCs catch Avalexi by surprise, they find her in her true form offering prayers to Shax. Otherwise, she can be found locked in the cell, posing as a desperate young male human worshiper of Sarenrae named Lex Avai, dressed in tattered priest’s robes. In this guise, she claims to have been captured weeks ago by Zadendi, and that the mad priest was saving “him” for a final sacrifice to Shax. Avalexi takes advantage of this situation to study the most religious-looking PC, preparing to make a death attack against that character. She uses Bluff to try to get the PCs to let her out of the cell, then asks them for a weapon so

that “he” can help fight at the PCs’ side if they’re attacked by more cultists. As soon as she’s given a weapon, Avalexi moves up to her target and tries to paralyze him with a death attack (she hopes to leave her victims helpless but alive so that she can sacrifice them properly later). She uses Bluff to set this death attack up—allow all of the PCs a Sense Motive check against her Bluff check to see through her deception, with those who succeed being able to act in the subsequent surprise round.

If both Zadendi and Avalexi are here, the succubus waits and watches in the guise of Lex while the PCs fight Zadendi—she’s curious to see the PCs’ tactics, but also wants to see if her disciple can handle herself in a fight. If she can’t, the demon will replace her later.



AVALEXI

CR 8

XP 4,800

Female succubus assassin 2

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., detect good; Perception +15
DEFENSE

AC 26, touch 15, flat-footed 21 (+4 armor, +5 Dex, +7 natural)

hp 122 (10 HD; 8d10+2d8+70)

Fort +10, **Ref** +12, **Will** +9

DR 10/cold iron or good; **Immune** electricity, fire, poison;
Resist acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee *flame blade* +11/+6 touch (1d8+5 fire/18–20), claw +6
(1d4+1) or 2 claws +11 (1d4+2)

Special Attacks death attack (DC 15), energy drain (DC 21), profane gift (currently granted to Zadendi), sneak attack +1d6

Spell-Like Abilities (CL 12th; concentration +21)

Constant—*detect good, tongues*

At will—*charm monster* (DC 23), *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 22), *vampiric touch*

1/day—*dominate person* (DC 24), *summon* (level 3, 1 babau, 50%)

TACTICS

Before Combat As soon as she hears the PCs approaching (either due to a fight against the wights or the triggering of the *glyph of warding* in area 2), Avalexi assumes the form of “Lex Avai,” teleports into the cell, and prepares to trick the PCs as detailed above.

During Combat Avalexi’s first act in combat after her death attack attempt is to retreat to her cell to retrieve her bow and arrows. She then teleports into the catacombs (area 2), attempts to summon a babau demon to send back to attack the PCs, then attempts to use her wand via Use Magic Device to arm herself with a *flame blade* before

Dawn of the Scarlet Sun

assuming her true form and teleporting back into area 3 to continue the fight 3 rounds after she first teleported away. In her natural form, the redhead succubus looks uncannily like a demonic version of the goddess Sarenrae—especially with her flaming scimitar. Avalexi blasphemously acts the part, claiming to be the true scion of the Dawnflower and accusing any obvious worshipers of Sarenrae of being heretics. She uses *dominate person* and *charm monster* on any foes that seem to be particularly good at harming her, using *vampiric touch* on heavily armored foes to hurt them and heal herself whenever she's brought below 40 hit points.

Morale Avalexi has put too much work into corrupting the shrine to want to abandon it, and as such she fights almost to the death. If reduced to fewer than 10 hit points, she teleports elsewhere to recover and, for the time, abandons her plans for the shrine. In this event, the PCs have still effectively disrupted her short-term plans, but Avalexi might become a recurring villain if you continue beyond this adventure.

STATISTICS

Str 15, **Dex** 21, **Con** 24, **Int** 16, **Wis** 14, **Cha** 29

Base Atk +9; **CMB** +11; **CMD** 26

Feats Deadly Aim, Improved Critical (shortbow), Point-Blank Shot, Precise Shot, Vital Strike

Skills Bluff +22, Disguise +19, Fly +18, Knowledge (local) +8, Knowledge (nobility) +8, Knowledge (religion) +13, Perception +15, Sense Motive +11, Stealth +18, Use Magic Device +19

Languages Abyssal, Celestial, Common, Draconic; *tongues*; telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

Combat Gear wand of flame blade (CL 10th, 10 charges);

Other Gear +1 glamered studded leather armor, ring of counterspells (contains dismissal)

Treasure: A DC 20 Perception check reveals a loose stone in Zadendi's cell. Behind the stone is a hidden niche in which the cultists have been storing their funds—the majority of the coins in here having been gathered by selling jewelry and other valuable objects taken from their victims. In all, there are 2,500 gp and 201 pp in the cache, along with what remains of the scrolls Avalexi discovered in the shrine not long after she moved in—a scroll of *cure critical wounds*, a scroll of *remove disease*, a scroll of *divination*, and a scroll of *restoration*.

Concluding the Adventure

The PCs don't have to kill the succubus Avalexi or the fallen priest Zadendi to stop the murder spree—



Avalexi

driving the succubus off and capturing Zadendi works just as well. Of course, if the PCs fail to kill the succubus and force her to flee, it might only be a matter of time before they run afoul of her again—the assassin eagerly makes things personal in future encounters, and may well come after the PCs for revenge after recruiting a small army of dominated and charmed minions.

In the meantime, Kasadei and the city watch make good on their promise and award the PCs 3,000 gp as thanks for defeating the murder cult. At some point several days later, an agent of the Church of Sarenrae contacts the PCs as well with additional thanks. If the PCs managed to slay Avalexi, this contact awards them four *potions of cure serious wounds*. If the PCs managed to catch Zadendi alive and saw to it that she was set on the path of redemption, the church is even more grateful and rewards the PCs with either a +1 flaming scimitar, a +2 blinding buckler, or an *ioun stone* that grants a +2 bonus to an ability score—which ever reward seems most appropriate for your group.

If, on the other hand, the cultists are able to murder their dozen victims, Avalexi sacrifices Zadendi as the 13th offering to Shax and is granted a small army of evil outsiders and other resources to expand her shrine into a proper temple to the demon lord of lies and murder. The repercussions of this development are beyond the scope of this adventure, but should at the very least provide you with plenty of opportunities to expand the adventure further!



Ezren

Ezren's pleasantly safe life changed when his father was charged with heresy by the church of Abadar—the god of law, cities, and wealth. Ezren worked to repair his father's reputation, but when he discovered proof of his father's guilt he abandoned his family

and set out into the world. He fell naturally into wizardry, and while he often argues on the value of religion with other members of his adventuring group, and his atrophied sense of humor often makes him the butt of other companions' jokes, Ezren's world experience and keen wit are quite valued by his usually younger traveling companions.

EZREN

Male middle-aged human wizard 5

NG Medium humanoid (human)

Init +4; Senses Perception +9

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 deflection, +1 natural)

hp 30 (5d6+10)

Fort +5, Ref +2, Will +7

OFFENSE

Speed 30 ft.

Melee cane +2 (1d6)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 5th; concentration +10)

3rd—*dispel magic, fireball* (DC 18)

2nd—*acid arrow, invisibility, scorching ray*

1st—*charm person* (DC 16), *grease* (DC 16), *mage armor, protection from evil, shield*

o (at will)—*detect magic, light, mage hand, prestidigitation*

STATISTICS

Str 11, Dex 10, Con 12, Int 20, Wis 15, Cha 9

Base Atk +2; CMB +2; CMD 13

Feats Alertness, Combat Casting, Craft Wand, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration

Skills Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +9, Sense Motive +9, Spellcraft +13

Languages Abyssal, Common, Draconic, Dwarven, Elven, Varisian

SQ arcane bond (weasel named Sneak)

Combat Gear wand of magic missile (CL 5th, 19 charges);

Other Gear club, light crossbow with 20 bolts, amulet of natural armor +1, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, 40 gp

Ezren Customizations

Players using Ezren as their character have the following option to help customize their experience.

Arcane Contingency: Ezren begins the adventure with one of the following scrolls: a scroll of command undead, a scroll of glitterdust, or a scroll of resist energy.



Dawn of the Scarlet Sun



Harsk

Harsk is not your typical dwarf. He prefers strong black tea to alcohol, the wildlands of the surface world to the comforts of a cavern, and the crossbow over the axe. Much of his anger stems from the death of his brother, whose war band was slain by marauding giants. Harsk came upon the slaughter moments too late to save his brother, and vowed to never let family or friends down again. His companions value his skill in combat, but know to tread lightly around him when he's in one of his foul moods—which is often.

HARSK

Male dwarf ranger 5

LN Medium humanoid (dwarf)

Init +3; Senses Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex) (+4 dodge vs. giants)

hp 52 (5d10+20)

Fort +7, Ref +7, Will +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +7 (1d8+1/x3)

Ranged +1 light crossbow +9 (1d8+1/19–20)

Special Attacks favored enemy (giants +2, undead +4), +1 on attack rolls against humanoids of the goblinoid and orc subtypes

Ranger Spells Prepared (CL 2nd; concentration +4)

1st—*longstrider, resist energy*

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +5; **CMB** +6; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Reload

Skills Climb +9, Heal +10, Perception +10 (+12 unusual stonework), Sense Motive +7, Stealth +11, Survival +10; **Racial Modifiers** +2 Appraise on nonmagical metals or gemstones, +2 Perception against unusual stonework

Languages Common, Dwarven

SQ favored terrain (urban +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear wand of cure moderate wounds (12 charges);

Other Gear +2 studded leather, masterwork battleaxe, +1

light crossbow with 20 bolts, screaming bolts (4), cloak of elvenkind, teapot, 30 gp

Harsk Customizations

Players using Harsk as their character may choose one of the following options to help customize their experience.

Stakeout Specialist: Prior to the events of the adventure, Harsk started preparing himself for an extended stakeout, replacing his preferred Varisian tea with a more potent Vudrani blend. The highly caffeinated brew gives him a +2 bonus on saving throws made to resist exhaustion and fatigue.

Expecting the Worst: Harsk—as usual—has a bad feeling about working for Magnimar's city watch. That's why he's packed extra equipment. Harsk begins the adventure with either one extra screaming bolt or two tanglefoot bags.





Kyra

Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra lost her family and home to raiders. Yet where another might be consumed by a thirst for revenge, Kyra found peace in her goddess and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain. While her faith runs deep, she saves her sermonizing for those with ears to hear her enlightenment.

Kyra

XP 1,200

Female human cleric of Sarenrae 5

NG Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 41 (5d8+15)

Fort +6, **Ref** +0, **Will** +8

OFFENSE

Speed 20 ft.

Melee +1 flaming scimitar +5 (1d6+2/18–20 plus 1d6 fire)

Special Attacks channel positive energy 6/day (DC 13, 3d6 [+5 vs. undead]),

Domain Spell-Like Abilities (CL 5th; concentration +9) 7/day—rebuke death (1d4+2)

Spells Prepared (CL 5th; concentration +9)

3rd—blindness/deafness (DC 17), dispel magic, searing light^D

2nd—align weapon, bull's strength, heat metal^D (DC 16), spiritual weapon

1st—command (DC 15), cure light wounds^D, divine favor, protection from evil, shield of faith

o (at will)—detect magic, light, mending, stabilize

D Domain spell; **Domains** Healing, Sun

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 13

Feats Combat Casting, Extra Channel, Selective Channeling, Skill Focus (Sense Motive)

Skills Diplomacy +9, Knowledge (religion) +8, Sense Motive +15

Languages Common, Keleshite

Combat Gear potions of cure light wounds (3), wand of cure moderate wounds (7 charges); **Other Gear** +1 chainmail, +1 flaming scimitar, 2 vials of holy water, silver holy symbol, 30 gp

Kyra Customizations

Players using Kyra as their character have the following option to help customize their experience.

Sarenrae's Touch: Kyra's goddess has a vested interest in her servant's success. Choose one of the following feats: Maximize Spell, Quicken Spell, or Turn Undead. For one round, during any part of the adventure, Kyra gains the benefit of that feat. If the feat selected is a metamagic feat, the benefits spontaneously apply to any spell chosen at the moment of this ability's use, affecting one spell as if it had been prepared with the selected feat. She can use this ability two times during the adventure.



Dawn of the Scarlet Sun



Merisiel

Merisiel's experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Just over a century old—still an adolescent as elves count age—Merisiel's already grown used to watching her

non-elf friends grow old and die. She's open and expressive with her thoughts and emotions, and never hesitates to make them known when things go wrong. Never the sharpest knife in the drawer, Merisiel makes up for that by carrying a dozen knives on her person. She hasn't met a problem yet that can't, in one way or another, be solved with a sharp blade.

MERISIEL

XP 1,200

Female elf rogue 5

CN Medium humanoid (elf)

Init +9; Senses low-light vision; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +1 deflection, +5 Dex, +1 dodge)

hp 36 (5d8+10)

Fort +2, Ref +9, Will +2; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+1/18–20)

Ranged dagger +8 (1d4/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 10, **Dex** 20, **Con** 12, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 20

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +9, Climb +8, Disable Device +13, Escape Artist +13, Knowledge (local) +8, Perception +11, Stealth +13

Languages Common, Elven

SQ rogue talents (combat trick, finesse rogue), trapfinding +2, elven magic, weapon familiarity

Combat Gear potion of cure moderate wounds, potions of invisibility (2); **Other Gear** +1 studded leather, +1 rapier, cold iron dagger, 6 daggers, belt of incredible dexterity +2, ring of protection +1, smooth jade gemstone worth 50 gp, 37 gp

Merisiel Customizations

Players using Merisiel as their character may choose one of the following options to help customize their experience.

Ricochet: Either by luck or skill, Merisiel occasionally pulls off a totally improbable throw. Twice during the adventure, when one of Merisiel's thrown daggers misses its target, this benefit turns that miss into a successful hit.

Vital Shot: Merisiel can be a deadly killer when she needs to be. Twice during the adventure, when one of Merisiel's attacks threatens a critical hit, using this benefit causes the attack to automatically confirm.





Seelah

When a company of Iomedae's holy knights arrived to help defend her hometown, Seelah was taken with their beautiful armor. She stole a helm from one of the paladins, but was soon overwhelmed with guilt. Worse, before she had a chance to return

the helm, the paladin from whom she'd stolen the helm was slain by a head wound. Wracked with shame, Seelah confessed her guilt and vowed her life to the paladins' cause. A full paladin today, she values her companions' wisdom and advice, and puts up with the jokes and antics of her more irreverent friends with a smile, even when she feels the jokes go too far.

SEELAH

Female human paladin of Iomedae 5

LG Medium humanoid (human)

Init +0; Senses Perception +1

Aura courage (10 ft.)

DEFENSE

AC 22, touch 10, flat-footed 22 (+10 armor, +2 shield)

hp 52 (5d10+20)

Fort +9, Ref +4, Will +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 longsword +10 (1d8+4/19–20)

Ranged mwk composite longbow +6 (1d8+3/x3)

Special Attacks channel positive energy (DC 15, 3d6), smite evil (+3 attack and AC, +5 damage)

Spell-Like Abilities (CL 5th; concentration +8)

At will—detect evil

Spells Prepared (CL 2nd; concentration +5)

1st—bless weapon, cure light wounds

STATISTICS

Str 16, Dex 10, Con 15, Int 8, Wis 12, Cha 16

Base Atk +5; CMB +8; CMD 18

Feats Cleave, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +11, Knowledge (religion) +7

Languages Common, Osiriani

SQ aura, code of conduct, divine bond (weapon +1, 1/day), divine grace, lay on hands (2d6, 5/day), mercy (fatigued)

Combat Gear potion of cure moderate wounds, potion of lesser restoration, potion of remove blindness/deafness; **Other Gear** +1 full plate; masterwork heavy

steel shield; +1 longsword; masterwork composite longbow with 20 arrows, 10 cold iron arrows, and 10 silver arrows; belt of mighty constitution +2; silver holy symbol; 36 gp

Seelah Customizations

Players using Seelah as their character have the following option to help customize their experience.

Forearmed: Prepared for the worst, Seelah has improved her equipment. Make one of the following changes to her equipment: replace her 10 cold iron arrows with 10 +1 arrows, replace her +1 longsword with a +1 cold iron longsword, or give her 2 additional potions of cure moderate wounds.



Dawn of the Scarlet Sun



Valeros

Born a farmer's son in the Andoren countryside, Valeros spent his youth dreaming of adventure. For the past several years, he's been finding that adventure, working as hired muscle for a dozen different employers in as many lands. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior.

Although he secretly possesses a keen wit, Valeros favors the simplest, most direct approach to solving problems. While noble at heart, he hides this beneath ajaded and sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

VALEROS

Male human fighter 5

NG Medium humanoid (human)

Init +3; Senses Perception +7

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 shield)

hp 47 (5d10+15)

Fort +6, Ref +4, Will +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 longsword +9 (1d8+7/19–20), mwk short sword +7 (1d6+1/19–20)

Ranged mwk composite longbow +9 (1d8+3/x3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, Dex 16, Con 14, Int 13, Wis 8, Cha 10

Base Atk +5; CMB +8; CMD 21

Feats Combat Expertise, Power Attack, Skill Focus (Perception), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +8, Knowledge (local) +6, Perception +7, Stealth +6

Languages Common, Varisian

SQ armor training 1

Combat Gear potions of cure light wounds (2); **Other Gear**

+1 breastplate, +1 longsword, masterwork short sword, masterwork composite longbow with 20 arrows, amulet of natural armor +1, belt of giant strength +2, lucky tankard, 25 gp

Valeros Customizations

Players using Valeros as their character may choose one of the following options to help customize their experience.

Battle Fervor: Occasionally Valeros gets swept up in the tide of battle, allowing him to act with incredible speed. Twice during the adventure, after Valeros has made all of his attacks for the round, he can make one additional attack with his longsword using its normal attack bonus.

Boon Companion: Despite his brashness and frequent quips, Valeros is a true friend willing to sacrifice nearly anything for his allies. Once during the adventure, when an adjacent ally is struck by an attack, Valeros can take the full damage of that attack, preventing his ally from taking any damage.



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Blood on the Streets

Pathfinder Module

DAWN OF THE SCARLET SUN

A murderer stalks the streets of Magnimar! The guards are baffled, people huddle in their homes, and whispers spread of death delivered on dark wings. Desperate for aid, the city watch turns to bold adventurers, revealing more of the murders' gruesome details and bringing the heroes in on a daring plan to catch the killer—a plot that makes them a tempting target for the maniac's bloody knife. This dangerous ploy sets the heroes on a path fraught with savage creatures, decades-old secrets, and the dark desires of an immortal evil that seeks to pervert a forgotten house of worship. Will they be able to put an end to the slaughter? Or will all of Magnimar drown in the rising tide of blood?

Dawn of the Scarlet Sun is an adventure for 5th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure takes place in the city of Magnimar, detailed in *Pathfinder Campaign Setting: Magnimar, City of Monuments* and the starting point of the upcoming Shattered Star Adventure Path, and employs prepainted miniatures from the new *Pathfinder Battles: Champions of Evil Encounter Pack* (sold separately), giving GMs everything they need to bring every encounter to brutal life!

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