

PATHFINDER SOCIETY®



Scenario #3-05

Levels 1-4

INHERITOR'S RITE

By Elizabeth V Nold

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HOW TO PLAY**PLAY TIME: 4-5 HOURS****LEVELS: 1-4****PLAYERS: 3-6****TABLE OF CONTENTS**

Adventure	3
Appendix 1: Level 1-2 Encounters	16
Appendix 2: Level 3-4 Encounters	20
Appendix 3: Game Aids	24
Organized Play	28

GM RESOURCES**Campaign Home Page:** pathfindersociety.club**Books:** Pathfinder Core Rulebook, Pathfinder Bestiary 3, and Pathfinder Lost Omens World Guide**Maps:** Pathfinder Flip-Mat: City Sites Multi-Pack and Pathfinder Flip-Tiles: Dungeon Perils Expansion**Online Resource:** Pathfinder Reference Document at paizo.com/prd**SCENARIO TAGS**

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Guide to Organized Play: Pathfinder Society at organizedplayfoundation.org/paizo/guides/.

**METAPLOT (SHATTERED SANCTUARIES)****SUMMARY**

Venture-Captain Brackett asks the PCs to present a legal defense to the People's Council of Andoran to prevent the Society's Almas Lodge from being taken over by the Church of Iomedae. In the middle of the hearing, after the PCs have presented their case, alarm bells ring out back at the lodge, and they race to defend it from surprise attackers. Along the way, the PCs encounter a broken Pathfinder construct attacking a market and randomly animating souvenirs. They disable the construct, enter the lodge, and track down the intruders. The intruders are members of the notorious Devil's Claws mercenary company, and they are carelessly searching the vaults below the lodge. The PCs finish their search of the vaults and encounter a final group of intruders. They learn who seemingly put the attack in motion, and the Iomedaean representative relinquishes their claim on the Pathfinder's lodge in the face of this new threat.

INHERITOR'S RITE

By Elizabeth V Nold

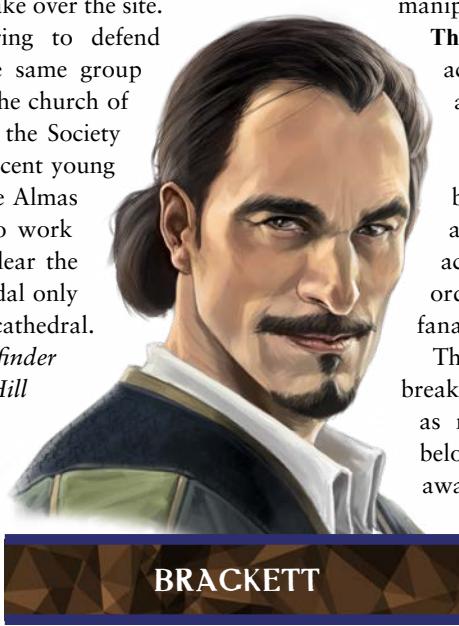


ADVENTURE BACKGROUND

The Pathfinder Lodge in Almas, the capital city of Andoran, is an impressive cathedral formerly dedicated to Aroden, the now-dead god of humanity. Local Arodenites discarded the Almas Cathedral when they built the larger and more ostentatious Golden Cathedral to serve the needs of their expanding numbers. Following a scandal that bankrupted the local church of Aroden, Venture-Captain **Brackett** (LN male human swordmaster) of the Pathfinder Society acquired the Almas Cathedral and repurposed it as a Pathfinder Society Lodge. The three-story building contains many guest and meeting rooms, an extensive library curated by **Wystorn Telfyr** (N male human construct crafter), and a vault network below, filled with various occult objects and artifacts.

Recently, a champion of the Church of Iomedae brought a claim before the People's Council of Andoran, which could jeopardize the Society's Almas Lodge. The champion, **Valor** (NG nonbinary automaton redeemer), asked the council to consider that the previous acquisition was made under duress. They believe Brackett's purchase should be legally nullified, and that the church of Iomedae, as the inheritor of Aroden, should take over the site.

While the Society was preparing to defend its claim in Andoran's courts, the same group originally responsible for pushing the church of Iomedae to make its claim against the Society orchestrated the murder of an innocent young woman right at the doorstep of the Almas Lodge. The Society's agents had to work quickly to solve the murder and clear the Society's name, as any further scandal only weakens the Society's claim to the cathedral. (These events are detailed in *Pathfinder Society Scenario #3-02: The East Hill Haunting*). While public opinion had previously favored the Pathfinder Society, the Society's reputation has been tarnished, and Venture-Captain Brackett has little time remaining to prepare the Society's case.



BRACKETT

WHERE ON GOLARIAN?

This adventure takes place in the city of Almas, the capital of the Inner Sea nation of Andoran. More information on Andoran appears on page 122 of the *Pathfinder Lost Omens World Guide*.



With Brackett's attention focused on the legal case, a mysterious enemy of the Pathfinder Society is seizing upon a moment of weakness. This unknown foe manipulated the Chelaxian noble **Aydrian Thrune** (LE female human schemer) to act against the Society. Aydrian hired a few teams from the mercenary group known as the Devil's Claws, using funds provided by a mysterious benefactor. Many Devil's Claws agents are individuals who didn't get accepted into one of the Hellknight orders, and the group is known for its fanaticism and ruthlessness.

The mercenaries have a simple task: break into the Almas Cathedral and steal as much as they can from the vaults below while the Society's agents are away at court. Unknown to Aydrian, one mercenary team has secret orders from the mysterious benefactor and is searching for a specific object in the vaults beneath the Almas Lodge.

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

GETTING STARTED

The PCs begin the adventure at the Pathfinder Society's lodge in Almas. They were sent there to assist Venture-Captain Brackett as he defends the Pathfinders' claim to the building. It's morning, and they meet Brackett in the grand entryway before their walk together to the Golden Cathedral. Brackett has asked them to come as they are, and there's no need to leave their weapons behind or dress up for the occasion. When the PCs first arrive, they're each given a file containing a briefing on their mission specifics and some information on the representatives from the People's Council, to whom they are presenting their case. Give the players **Handout #1: Mission Briefing**.

Once the PCs have reviewed the handout and are ready for their walk to the Golden Cathedral, read or paraphrase the following to get started:

"Good morning!" says Venture-Captain Brackett, "And thank you for coming. I trust you read my briefing and you're well rested and ready for a busy day at court! Please, let us walk and talk; I want to make sure we're not late. I hope to speak with Valor, the Iomedaeon representative, before we start. We'll be going to the Golden Cathedral to present our case to the People's Council."

The short walk to the Golden Cathedral passes through one of the main streets in Almas. Even at this early hour, the city is bustling. The sounds and smells of the street-food vendors selling breakfast fill the crisp morning air, carried on a bracing ocean breeze. Down the side streets, vendors are setting up their carts and getting ready for another busy day.

Brackett continues, "I am sure you read my brief when you arrived, but let's go over some of the basics to refresh everyone's memory. Over a decade ago, I purchased our lodge, the Almas Cathedral, at a deeply discounted price. I got the discount because the Church of Aroden here in Almas had gone bankrupt; it was very scandalous, but the purchase was appropriate, and I like to think we have used the building to help the people of Andoran. It seems that not everyone agrees, and the church of Iomedae has thrown the legitimacy of our claim into question. Recently, the ghost of a woman slain nearby seemingly accused the Pathfinder Society of her murder, but our agents proved the whole affair was orchestrated by Chelaxian spies. It seems someone else might've been pulling the strings, but we haven't ascertained who it is. I can't help but think our string of unfortunate circumstances lately might be related."

If any of the PCs assisted Venture-Captain Brackett with the recent haunting (in other words, if the player has a Chronicle Sheet for *Pathfinder Society Scenario #3-02: The East Hill Haunting*), he is grateful to have them helping the Almas Lodge once again. Read the following.

"It is excellent to see some of you again so soon. Your help in clearing our name in that haunting incident is very much appreciated. I am pleased to get to work with you again. Perhaps you could mention your efforts when arguing our case? It may help if we can remind the council, and the church of Iomedae, that we're united with them against such machinations."

While the PCs are walking with Brackett to the Golden Cathedral, he answers any questions they have as best he can.

What is the People's Council? "The People's Council is Andoran's governing body."

Who is Valor? "Valor is an automaton champion of Iomedae. If it weren't for our current situation, I think we would get along quite well. They're very committed to growing the Iomedaeon faith and believe that the best way to do that is with a grand cathedral. They seem sincere in their belief that their church is the rightful inheritor of the building, despite our legitimate purchase."

How does the case look so far? "Until recently, I felt pretty good about our chances. I still feel confident in our technical case, but recently Valor has been gaining favor. Especially after the East Hill Haunting incident. With the Whispering Tyrant active on Golarion once more, the Church of Iomedae is becoming more popular. People want to feel safe, and a growing Iomedaeon presence affords them that. Of course, we had our own part to play in resisting the Tyrant."

Why are emotional pleas part of a property case? "In cases like this, sometimes the Council weighs the evidence and also takes into consideration what best serves the people. In this case, though our evidence is technically stronger, in my opinion, the Council may deem the people of Almas and Andoran better served by acquiescing to Valor's request."

What is Valor's argument? "They will be arguing that the deal that gave me and thus the Pathfinder Society control of the Cathedral was made under duress. That's not true. I simply seized on the opportunity for a discount when the Church of Aroden was having some financial troubles."

DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information learns more about the individual council members they are meeting today. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. Remember these checks should be rolled secretly.

Critical Success Freya moved here from Bloodcove as a child. Her parents had been involved with the Aspis Consortium, a ruthless trade organization, and needed to relocate after some meddling Pathfinders shut down their

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

illegal operations. Freya holds some resentment against the Society for this and is likely to be the hardest to convince.

Success Tala is renowned for her fairness. As a retired Eagle Knight—a freedom fighter from Andoran—she appreciates the skills and influence that both Pathfinders and the church of Iomedae can use to help Almas and Andoran. She especially appreciates some of the Society's more recent efforts in fighting against the slave trade across the Inner Sea. Tritus is a retired Pathfinder, and sometimes he mentors young locals interested in joining the Society.

Critical Failure Tritus Fiddlewort did not willingly retire from the Pathfinder Society. Instead, he was forced to resign for collaborating against the Society with a rival organization, the Aspis Consortium, and secretly holds a grudge against the Society.

LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check or DC 12 relevant Lore check (such as Almas Lore or Legal Lore) to Recall Knowledge knows more about the People's Council. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. Remember these checks should be rolled secretly.

Critical Success The People's Council can be swayed by arguments that focus on how a decision makes Andoran better and stronger. While the letter of the law is important, in many cases, the impact of the law on people and society takes precedence.

Success Most members of the People's Council take their responsibility to serve their country and its people seriously. They are as diverse in their membership as they are in opinions. Andoran prides itself on welcoming all, and open disrespect of others is not acceptable.

Critical Failure The People's Council thrives on games and intrigue. The more a Council member seems to like you, the more they actually dislike you.

THE GOLDEN CATHEDRAL

Brackett and the PCs are shown to their meeting room by a page upon entering the Golden Cathedral. The room is well lit, furnished with warm wood furniture, and has a large window that overlooks

a courtyard. On the wall is a painting depicting a unit of Eagle Knights—Andoran's elite freedom fighters—routing undead foes in a gloomy forest. A plaque under the painting indicates that this is a thematic presentation, rather than a depiction of a specific battle. The room is set up for three individuals to sit at a long table with their backs to the window. Facing this table, and to the left, is a table with a single chair. To the right is a slightly larger table, with enough chairs to accommodate Brackett and the PCs.

The Pathfinders are the first to arrive. The next to arrive is the Iomedaean representative, Valor, who acknowledges the group as they enter:

"Greetings, Venture-Captain Brackett. I hope you had an agreeable morning. I, myself, enjoyed the walk today. I see that you brought some friends with you. Are you hoping to sway the representatives with personal tales? Please, take no offense; I would do the same. I think you've done a great job with the Cathedral so far, but—don't take this personally—the church and I believe that it can be put to better use under our more-legitimate stewardship. Your Society spends too much time collecting and hiding away the past, and not enough time looking to the future. The Society's numerous enemies are only going to continue causing problems for Andoran if it has such a prominent position in our capital. This transition is long overdue. Well, now I've done it, given away my big speech. Please, allow me to begin again. My name is Valor. Who will I be deliberating with today?"



When the PCs have finished introducing themselves to Valor, the representatives of the People's Council arrive and take their seats. One introduces herself as **Tala Farthing** (N female human veteran), who acknowledges each group with a polite yet firm handshake before taking the center seat at the table. Another introduces himself as **Tritus Fiddlewort** (CN male gnome adventurer), who, after introducing himself to Valor, excitedly greets Brackett and the

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

PCs. He expresses just how excited he is to be working with Pathfinders once again, even if it's not in quite the way he imagined. The last to enter the room is **Freya Greensong** (N female half-elf merchant). She greets Valor but barely acknowledges the Pathfinders.

COURTROOM DRAMA

After asking everyone to take their seats, Tala gets the hearing underway. She reminds everyone that this morning's session consists of two parts. First, the council members want to get to know everyone a little bit more. Second, they want each group to justify their claim for the Cathedral. Tala reminds everyone to be respectful and not interrupt.

This hearing is represented by the PCs having two "rounds" to make their case, with each PC making one skill check in each round to earn Argument Points. Their total number of points determines which of the council members they're able to persuade to support the Society's claim. The relevant skills and DCs are listed with the description of each round, below, with each check having the following results.

Critical Success The PCs earn 2 Argument Points.

Success The PCs earn 1 Argument Point.

Critical Failure The PCs lose 1 Argument Point.

Any PC who has a Chronicle Sheet for *Pathfinder Society Scenario #3-02: The East Hill Haunting* can increase the degree of success after rolling one of their checks if their argument during that check related to their efforts during that scenario, such as by relaying knowledge they gained or experiences they had while learning the truth of the haunting. Each PC can use this benefit only once.

Freya's barely veiled disdain for the PCs may rankle some. However, if anyone begins to react to her comments or her dismissive behavior, Brackett subtly reminds the PC that taking the high road will do more for the Society than a snipe back Freya. A PC that reigns in their frustrations receives an approving nod from Tala, or perhaps a sympathetic expression.

ROUND 1: INTRODUCTIONS

First, Valor and the PCs must introduce themselves to the arbiters and explain a little bit about why they chose to join their respective organizations. The council members ask Valor to go first.

"As an automaton, I have often felt like I don't belong anywhere. I have always been afraid of people taking advantage of me, or not treating me as a person. Yet, when I doubted myself most, Iomedae called to me and gave me purpose. I found my

calling in helping protect others from evil. I have freed the enslaved and helped to provide sanctuary to refugees. I have fought the armies of the Whispering Tyrant and, sadly, I was there when Lastwall fell. Yet through all of this, in the Church of Iomedae, I feel a sense of safety and belonging. I want to spread this sense of love and protection to all that I can. The Almas Cathedral can be a sanctuary that provides a safe place for people to gather and learn. It can be a refuge against evil, instead of a place where evil is hidden away."

When Valor finishes speaking, Freya addresses the PCs, telling them she would understand if they felt for Valor's cause and want to rest their case. Tritus, however, is quite interested in learning how they all became Pathfinders. He excitedly asks each PC, in turn, to tell a little about themselves and why they joined the Society. At least once, Tala has to lean over and nudge Freya to pay attention. When about half of the PCs have gone, Freya asks: "Do we really need to sit and listen to all their personal stories? What does this have to do with Valor's claim?" With a disapproving tone, Tala reminds Freya that they are here to be impartial and asks if she needs to recuse herself. Freya adamantly declines to do so. When the last PC has spoken, Tala thanks them, stating that the Pathfinders' own personal perspectives are essential for the council to gain a full understanding of the viewpoints and arguments to follow.

Associated Skills: DC 13 Pathfinder Society Lore (or other Lore that has played a significant role in the PCs' experience and background as a Pathfinder), DC 15 Diplomacy, DC 15 Performance, DC 15 Society, DC 17 Deception, or DC 19 Intimidation. For Levels 3–4, increase the DCs by 2.

ROUND 2: ARGUMENTS

Following introductions, the arbiters ask why each side believes they are the right group to use the Almas Cathedral. They have already reviewed the evidence from Venture-Captain Brackett regarding the Society's purchase of the building. Now, the PCs need to argue that the Society's continued presence in Almas is justified. They could also choose to follow up on Valor's arguments directly.

Tritus asks Valor to go first. As a former Pathfinder, Tritus admits that he very much likes having such a lodge in his current hometown, but is interested in the church's vision. Valor gives an impassioned argument that mirrors what they told the PCs when they met before the proceedings, with some added complaints that with all the evil in the world, maybe the Society could use the artifacts they find to fight it, rather than hiding them away. Valor delivers their arguments with genuine passion, though they are a bit nervous, as the fate of the cathedral is truly important

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

to them. Unfortunately for the PCs, their impassioned pleas seem to reach the representatives.

As the PCs ready themselves to defend the Society's claim to the lodge, Tala asks Freya what questions she has for the PCs. Freya responds by asking them to explain how maintaining the Cathedral as their lodge does more than benefit the Society. She expresses that she shares Valor's concern for how much they lock away, and how many enemies they bring to Andoran's doorstep. What good comes of their presence? Why should they be allowed to stay?

Associated Skills: DC 13 Almas Lore, DC 13 Pathfinder Society Lore, DC 13 Legal Lore, DC 15 Arcana, DC 15 Crafting, DC 15 Diplomacy, DC 15 Religion, DC 15 Society, DC 17 Deception, DC 19 Intimidation. For Levels 3–4, increase the DCs by 2.

CLOSING

After they have concluded their arguments, note how well the PCs did in presenting their case to the arbiters. For groups of more than 4 PCs, adjust the number of Argument Points needed as described in the "Scaling Courtroom Drama" sidebar below.

- **2+ Argument Points:** If the PCs earn at least 2 Argument Points, they win Tritus's vote.
- **3+ Argument Points:** If the PCs earn at least 3 Argument Points, they win Tala's vote as well.
- **5+ Argument Points:** If the PCs earn at least 5 Argument Points, they win Freya's vote, achieving a unanimous decision in the Society's favor!

Development: When the PCs have finished making their arguments, Tala invites everyone to take a moment so she and the others can finish taking some notes. While they wait, the PCs get a feel for how well they did. If they win Freya's vote, she looks up from her notes and graces the Pathfinders with a rare smile, at which Brackett sighs in relief. He comments to the PCs that they seem to have done very well indeed. On the other hand, if they only win Tritus's vote, it is evident that their arguments did not sway Tala and Freya. Brackett gives them a reassuring nod and tries to improve their spirits. He assures them that all is not lost, and that he is confident things will be okay, one way or another. If they didn't even win Tritus's vote, Brackett thanks them for their time, but he seems concerned.

Just as the arbiters seem to be finishing their notes and preparing to continue the discussion, the relative silence is broken by the sounds of the Almas Cathedral's bells ringing in the distance. Brackett immediately stands, a look of concern on his face. "Chair Farthing, would you mind if I sent my colleagues here back to our lodge? Something seems to be wrong." Tala consents. Turning to the PCs, Brackett says in a hushed, urgent voice: "Quickly now,

SCALING COURTROOM DRAMA

Make the following adjustments to scale the results in the Closing section for groups of 5 or more PCs.

5 PCs: Increase the number of successes needed to win Tala's vote to 4 and Freya's vote to 7.

6 PCs: Increase the number of successes needed to win Tritus's vote to 3, Tala's vote to 5, and Freya's vote to 8.

return to the lodge. Those bells are a signal, an urgent call for aid against intruders. See what's wrong, and help if you can. I will join as soon as I'm able. This is terrible timing!"

Rewards: Before they depart, Brackett pulls three *lesser tanglefoot bags* (three *moderate tanglefoot bags* for levels 3–4) from his coat pocket and asks the PCs to try to capture some intruders for questioning, if possible. He reminds them that though defending the lodge is essential, the whole city is watching, and they should take care not to give anyone reason to further resent the Society.

If the PCs swayed all of the representatives, Tritus runs up to them as they are leaving. He congratulates them on managing to soften Freya's heart, then gifts them an *oil of potency* (as well as a 2nd-level *scroll of silence* for levels 3–4).

A. MARKETPLACE

LOW

The quickest route back to Almas Cathedral takes the PCs along the route they walked earlier that morning. The din of the typically busy streets is replaced by stunned silence as everyone looks in the direction of the lodge. As they pass through a market near the lodge, the PCs find a scene of pure chaos.

The encounter in this area uses the map on page 8.

Creatures: When the Devil's Claws infiltrated the vaults, a clockwork construct the Pathfinder Society affectionately calls Junior attempted to block their path, and in the ensuing scuffle, the mercenaries severely damaged it and led it outside to wreak havoc. Now malfunctioning, it wanders about the market in a confused state, randomly attacking anything in its path and animating vendors' wares.

Junior's creator, **Wystorn Telfyr** (N male human construct crafter), arrives at the market as the same time as the PCs. Seeing fellow Pathfinders, he calls out to them: "Thank you for getting here so fast. Please, stop Junior! Please, don't destroy it! If you get close, you can disable Junior with the mechanism on its back!" The nearby vendors cry for help. "Please stop it. It's wrecking our carts!" Nearby, an elderly woman is fighting off an animated statue of an Eagle Knight with her cane. Wystorn rushes to help her and shouts, "You handle Junior, I'll keep everyone back!"

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE



INHERITOR'S RITE

Junior and the animated knickknacks fight until disabled or destroyed. While the PCs battle the constructs, Wystorn dispatches the animated statue and keeps the bystanders out of harm's way.

LEVELS 1-2

ANIMATED KNICKKNACKS

Page 16

CREATURE -1

JUNIOR

Page 16, art on page 24

CREATURE 1

LEVELS 3-4

ANIMATED KNICKKNACKS

Page 20

CREATURE 1

JUNIOR

Page 20, art on page 24

CREATURE 3

Development: Once the PCs stop Junior from running berserk through the market, Wystorn thanks the PCs for assisting him and quickly explains that, as the wizard responsible for the library and the vaults below the Cathedral, he recently branched out from creating homunculi. Junior was his newest project. He made the custom clockwork to help him maintain and catalog the items in the vaults below the lodge. The clockwork can temporarily animate additional objects like mops, brooms, and ladders, to assist itself and Wystorn with their work. Junior is also programmed to intercept anyone entering the vaults without an escort or a special pass from the lodge's staff. Wystorn looks over Junior and frowns as he points out some damage. "This damage doesn't look like it came from any of you. Someone must have attacked him, and he malfunctioned as a result."

If they were unable to disable Junior and had to stop him with force, Wystorn remarks that it will take days to get Junior up and running again and that perhaps he'll need some volunteers to work down in the vaults. Wystorn advises the PCs to return to the Cathedral and check the vaults below. That's where Junior works, and if he's been damaged, there are certainly people who don't belong snooping around. As if on cue, the bells of the cathedral begin ringing again. Wystorn asks the PCs to go defend the lodge from intruders while he works to repair the damage Junior did and ensure no more animated objects start attacking their owners.

Rewards: The merchant who was fighting off a statue when the PCs arrived, **Trielna** (NG female human merchant), is grateful that the PCs saved most of her

UNWINDING JUNIOR

As a clockwork creature, Junior must be wound to remain operational. The rules for winding and unwinding clockwork creatures can be found on page 48 of *Pathfinder Bestiary 3*. The relevant mechanics for this encounter are as follows: Junior is in operation as long as it remains wound. While Junior is usually fully wound each morning by the lodge's staff, the damage the construct has sustained results in Junior having only 2 more hours of functionality before shutting down. A creature can attempt to Disable a Device to wind Junior down (with a DC listed in the Wind-Up entry in Junior's stat block). For each success, Junior loses 1 hour of operational time. If Junior runs out of operational time, it shuts down completely, becoming unaware of its surroundings and unable to act until wound up again.



JUNIOR

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

wares—and possibly her life! She gives them 10 gp as a reward for their heroism (or 21 gp for levels 3–4). If the PCs stopped Junior without destroying it, Wystorn also gives the PCs two *minor healing potions* (two *lesser healing potions* for levels 3–4) before they go.

B. VAULTS

MODERATE

The rest of the PCs' trip to the Almas Lodge is uneventful. As they approach, Junior's trail of destruction is apparent, and while many of the people they see appear bewildered and distraught, they don't encounter anyone else actively battling animated objects. At the lodge, a pair of Pathfinder guards at the door seem to be watching for someone to come out, as much as they are watching for someone to come in. The guards, **Ydranno** and **Resevet** (NG female human Pathfinders), hurriedly address the PCs. Read or paraphrase the following.

"Thank goodness you've arrived! The others could use some help down in the vaults. We believe think that's where all the intruders are now. It seems to be a smash and grab gone wrong. Just follow Junior's trail of destruction; there's a secret door that isn't so secret anymore."

When the PCs enter the lodge, a stairway down to the vaults is now visible in a small antechamber near the entrance. The hallways and the rooms in the vaults all have 10-foot-high ceilings. Regularly spaced *everburning torches* in wall sconces provide light throughout.

The vaults beneath the cathedral are a veritable maze to the uninitiated, and the PCs initially don't encounter anyone—either allies or enemies—as they search for intruders. Roughly 10 minutes after the PCs enter the vaults, there's an audible sound of something clattering to the floor in a nearby room, followed by some unintelligible cursing.

The sound came from a large room at the end of a short hallway, a storage chamber for lore and relics—one of many such rooms beneath the lodge. It has walls lined with shelves filled with a variety of objects, books, and boxes. Numerous columns support the ceiling and cast long shadows that dance in the light cast off by a spinning, glowing device at the center of the room. The device is an orrery representing some unknown solar system. The reason for the cursing is apparent. A stabilizing rod lies on the ground, and the rings of the orrery are spinning haphazardly around, generating branching arcs of electricity along its many arms and planetary bodies.

The encounter in this area uses the map on page 11. The PCs enter the chamber from the north. There are no other exits.

Ornery Orrery: A creature who ends its turn adjacent to the spinning orrery takes 1d6+3 electricity damage (DC 17 basic Reflex save; or 1d10+6 damage with a DC 20 basic Reflex save for levels 3–4). After 10 rounds, the orrery stops spinning and deals no further damage.

Rubble: The whole southern third of the room has sustained extensive damage from the mercenaries' efforts to destroy the room's contents; the rubble there is difficult terrain.

Creatures: A group of Devil's Claws mercenaries are busy searching this room when the PCs arrive. Moments ago, one of them was attempting to break off pieces of the orrery and accidentally damaged it in a way that triggered dangerous arcs of electricity. When the PCs arrive, the mercenaries turn their attention to the Pathfinders. In combat, the robbers and rogues try to use hit and run tactics, while the sorcerer tries to keep a pillar or the orrery between himself and the PCs. The sorcerer fights to the death rather than risk capture and interrogation at the hands of his foes—or the ire of his employers—but the other mercenaries surrender if he is defeated and they are reduced below one quarter of their maximum Hit Points.

Like the rest of the mercenaries, these foes are on a mission to destroy valuable relics. However, one of the mercenaries, **Pontrius Tilasti** (LE male halfling Hellbound sorcerer), has a secret mission: he is searching for an ornate chest to deliver to a mysterious backer, who delivered an illustration of the object to Pontrius so that he would know what to search for. Though he has never met this backer, they promised a great reward should he successfully locate the chest. Little does he or his backer know that the object in question is not stored in the cathedral.

LEVELS 1–2

HELLBOUND ROBBER

CREATURE -1

Page 17

PONTRIUS TILASTI

CREATURE 2

Page 17, art on page 24

LEVELS 3–4

HELLBOUND ROGUES (2)

CREATURE 1

Page 21

PONTRIUS TILASTI

CREATURE 3

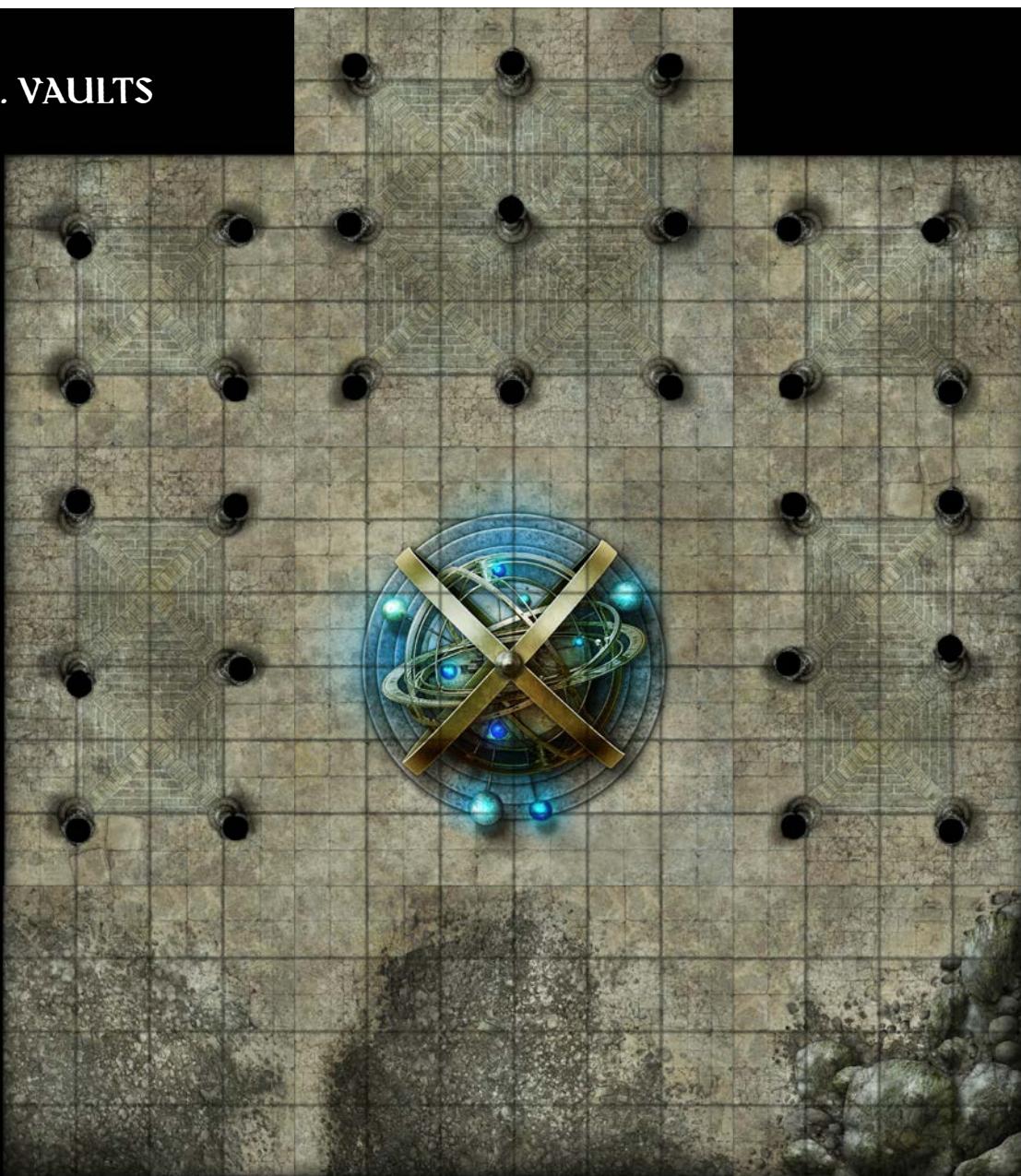
Page 21, art on page 24

Development: Once the PCs defeat the hazard and foes, they can investigate. Each of the intruders wears

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

B. VAULTS



1 square = 5 feet

Pathfinder Flip-Tiles:
Dungeon Perils Expansion Set

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

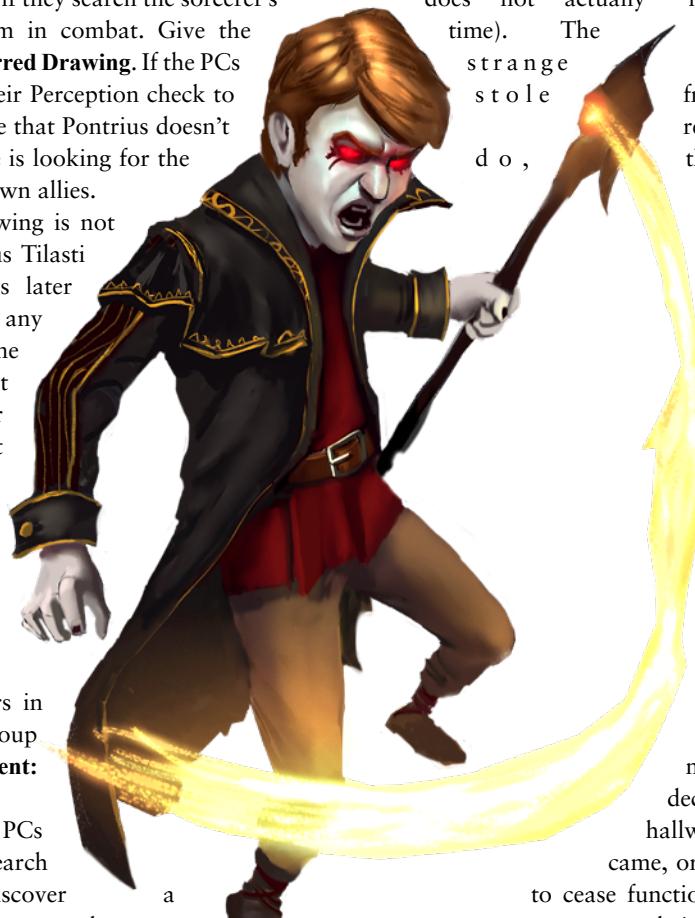
a pendant tucked inside their clothing that resembles a stylized claw. With a successful DC 16 Society or DC 13 Warfare Lore check (DC 18 Society or DC 15 Warfare Lore for levels 3–4), a PC recalls that this is the symbol for a mercenary group called the Devil's Claws. Their membership is made up in large part by Hellknight rejects. With a critical success, the PC also recalls that some members of this group bind their souls to devils to gain power.

If captured alive, Pontrius refuses to talk beyond admitting that their group is merely a band of mercenaries hired to attack the Pathfinder lodge and cause as much chaos as possible. A PC who Senses Motive with a successful Perception check against Pontrius's Deception DC of 17 (DC 19 for levels 3–4) realizes that they are concealing some aspect of their mission. The sorcerer doesn't reveal any further information, even under duress, but if the PCs search his pockets, they easily discover a partial, charred drawing of an ornate chest. They also find this object if they search the sorcerer's body after defeating him in combat. Give the players **Handout #2: Charred Drawing**. If the PCs critically succeeded at their Perception check to Sense Motive, they realize that Pontrius doesn't want anyone to know he is looking for the object; this includes his own allies.

The object in the drawing is not in Almas for the Pontrius Tilasti to find, and if the PCs later show the drawing to any fellow Pathfinders, none of them recognize it. Not even Wystorn Telfyr or Venture-Captain Brackett know what the object might be, or whether it was ever stored in the Almas lodge at all.

After dealing with the mercenaries, the PCs are free to continue their search for intruders in the vaults. When the group is ready, proceed to **Event: Slow Pursuit**.

Rewards: If the PCs take a moment to search the rubble, they discover low-grade silver buckler engraved with an acorn (and *bracelets of missile deflection* with a matching acorn engraving for levels 3–4).



PONTRIUS TILASTI

EVENT: SLOW PURSUIT TRIVIAL

A few minutes later, the PCs round a corner and catch sight of several intruders heading down a hallway, about to make their way out of an exit to the surface. These are the rearguard of the main force of Devil's Claw mercenaries, who stayed back to interfere with any pursuers. Noticing the PCs, one of the Devil's Claws shouts the word “*ears*” in Infernal. While turning, they place a device on the ground in the middle of the 10-foot-wide hallway, and with a gentle motion, move what looks like the big hand on a clock. The sound of a slow ticking fills the hallway as the mercenaries duck around a corner toward their escape. To pursue the mercenaries, the PCs must make their way through the hallway and past the strange device.

Hazard: The device in the hallway is a magical metronome that impedes the movement of those who come close to it, as if time is passing for them much more slowly than for their surroundings (though it does not actually impact the passage of time). The device is one of many objects the mercenaries stole from the vaults, and after realizing what it could do, they determined that it could ease their escape in an emergency.

A PC who succeeds at a DC 15 Arcana or Occultism check to analyze the nature of the metronome's sound realizes that the metronome is designed to captivate and slow down people who move near it, but it's otherwise harmless. With a critical success, the PC realizes that the metronome should lose its magic and become inert after about 10 minutes. The PCs can decide to simply leave this hallway and exit the way they came, or wait for the metronome to cease functioning, but this adds time to their pursuit. Alternatively, they can press on and enter the metronome's radius.

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE



INHERITOR'S RITE

LEVELS 1-2

MANIPULATOR'S METRONOME

HAZARD 2

Page 18

LEVELS 3-4

MANIPULATOR'S METRONOME

HAZARD 4

Page 22

Development: If all of the PCs succeeded or critically succeeded at their Will saves against the metronome's effects, they can pursue the mercenaries without delay. If the PCs spend more than 2 rounds dealing with the metronome, they experience a minor delay.

The PCs may instead choose to wait for the metronome to deactivate, or circumvent it by leaving through another passage; either decision takes about 10 minutes, causing a major delay in their pursuit of the fleeing mercenaries. They eventually find their way to the alley (area C) where the mercenaries are waiting to meet up with allies, but the delay results in their foes having additional time to prepare an ambush. See area C for details about the impact of a minor or major delay.

C. ALLEY

MODERATE

Following the rearguards' trail, the PCs make their way to a service entrance and out onto a side street. There, they encounter the remaining mercenaries who've exited the cathedral to meet with allies and make their escape. However, the mercenaries' allies never showed.

The encounter in this area uses the map on page 13. The PCs begin in the southeast corner of the map, while their foes begin about 40 feet away to the north.

Ambush: If the PCs made their way here without being delayed by the metronome, the foes have not had time to prepare an ambush and combat begins normally, with the foes using Perception for initiative. If the PCs had a minor delay due to the metronome, their foes gain a +1 circumstance bonus to their initiative rolls, and they can use Deception or Stealth for initiative by hiding behind the corners of buildings. If the PCs had a major delay, this bonus increases to +2.

Creatures: The leader of the remaining mercenaries is a man named **Uncle Jeb** (LE human priest of Asmodeus). He and his team are not nearly as fanatical as those encountered in the vaults below. Jeb is a convert to Asmodeus. And, while he sees no need to pledge his soul to a devil, as it already belongs to Asmodeus, he has no compunctions about sending others down that path. In battle, Uncle Jeb's allies try to keep foes away from their leader, while Jeb uses his most powerful magic on the nearest foes.

While dedicated, Uncle Jeb doesn't have a death wish and surrenders when reduced below one quarter of his maximum Hit Points. Once Uncle Jeb has fallen or surrendered, any remaining mercenaries surrender as well, knowing that their path to glory does not lie in dying today.

As the PCs engage their foes, they hear Venture-Captain Brackett and Valor shouting in the distance as they engage another group of mercenaries nearby. The PCs' foes are visibly nervous—it is clear their group has been surrounded.

LEVELS 1-2

HELLBOUND ROBBERS (2)

CREATURE -1

Page 19

UNCLE JEB

CREATURE 1

Page 19

LEVELS 3-4

HELLBOUND ROGUES (2)

CREATURE 1

Page 23

UNCLE JEB

CREATURE 3

Page 23

Development: As the PCs defeat the last of the mercenaries, they can see Venture-Captain Brackett and Valor finish a fight against other mercenaries nearby. If the PCs captured Uncle Jeb or one of the mercenaries alive, the foes reveal that they are members of the mercenary group called the Devil's Claws. They also confess that Aydrian Thrune hired them to break into the vaults, steal what they could, damage whatever they couldn't steal, and generally cause as much chaos as possible. They know that a third party paid for their mercenary contract, but they don't know exactly who—their only instructions were to follow Aydrian Thrune's instructions. The mercenaries also share that they were expecting backup once they exited the building, but it never arrived—whether because they were betrayed or their allies backed out at the last minute, they do not know.

If the PCs bring up the sketch of the mysterious chest (assuming they discovered **Handout #2**), these mercenaries reveal that none of them know what it is, nor were they aware that any of their allies were looking for something specific in the vaults.

Uncle Jeb is carrying a letter detailing their mission. The PCs can find it by searching his body, if he dies in combat, or if he offers it to them to prove that he's "just a mercenary" rather than the mastermind behind the attack, hoping to gain leverage during whatever criminal hearing he may face. Give the players **Handout #3**.

PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

CONCLUSION

Brackett and Valor approach as they clean themselves up from their last fight and finish questioning any survivors. Brackett is relieved the PCs seem to have fared well, and thanks them profusely for their quick thinking and action. Valor is impressed as well and is visibly concerned about this new Chelaxian threat. If the PCs took care not to destroy the construct, Brackett mentions his appreciation for their quick thinking and recognition that violence is not always the answer.

Finally, Valor asks if they may have a moment of everyone's time. If the PCs achieved a unanimous vote during the trial, Valor express their genuine surprise and admiration for their achievement. They acknowledge that even they had some assumptions about the Pathfinders that were proven wrong. They praise how thoughtful and convincing the Pathfinders were. As long as the PCs at least earned Tritus' vote, Valor points out that things were shifting in their favor when the PCs left the Golden Cathedral this morning, and it was apparent that their efforts were beginning to succeed.

Regardless of how the vote was going, Valor believes the new threat rising from Cheliax warrants caution and patience. Valor concludes by saying the following.

"Pathfinders, you certainly demonstrated that you have good heads upon your shoulders, and good hearts. I am especially impressed with how you handled yourselves during the events that unfolded today. I believe that the Cathedral is in good hands for the time being, and I will request that the council put our proceedings on hold until further notice. Clearly, someone is coordinating with Cheliax to strike against us, and a direct attack on the Society's lodge in Andoran is an attack on Andoran itself. We must work together to thwart whatever plot these schemers have set in motion."

Rewards: Valor gives the PCs a *channel protection amulet* as a reward for their deeds.

REPORTING NOTES

If the PCs achieved at least two favorable votes during the council hearing, check Box A. If the vote was unanimous in favor of the Society, check Box B. If they successfully disabled Junior, check Box C. If they discovered **Handout #2**, which depicts the mysterious chest, check Box D.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they attend the council hearing and defeat the mercenary forces, thus convincing Valor to abandon their claim against the lodge in light of the new Chelaxian threat. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they achieve any two of the following four objectives: achieve a unanimous decision in favor of the Society, successfully disable Junior, discover **Handout #2**, and leave at least one Devil's Claw mercenary alive for questioning. Doing so earns each PC 2 Reputation with their chosen faction.

INHERITOR'S RITE

APPENDIX 1: LEVEL 1~2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)", don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. MARKETPLACE (LEVELS 1-2)

ANIMATED KNICKKNACKS

CREATURE -1

UNCOMMON	N	SMALL	CONSTRUCT	MINDLESS
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Perception +3; darkvision

Skills Athletics +5

Str +0, Dex +1, Con +0, Int -5, Wis +0, Cha -5

AC 15 (13 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3

HP 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated knickknack has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated knickknack is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 13.

Speed 15 feet

Melee ♦ slam +6 (agile, magical, finesse), **Damage** 1d6 bludgeoning

JUNIOR

CREATURE 1

UNIQUE	N	MEDIUM	CLOCKWORK	CONSTRUCT	MINDLESS
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Perception +6; darkvision

Skills Athletics +7

Str +2, Dex +2, Con +4, Int -5, Wis +3, Cha +0

Wind-Up 24 hours (2 hours remaining), DC 15, standby (*Pathfinder Bestiary* 348)

AC 15; **Fort** +9, **Ref** +6, **Will** +6

HP 16; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 2, orichalcum 2; **Resistances** physical 2 (except adamantine or orichalcum)

Speed 25 feet

Melee ♦ fist +7 (agile, unarmed), **Damage** 1d6+2 bludgeoning

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one animated knickknack with 3 remaining Hit Points to the encounter.

12-13 Challenge Points: Add one animated knickknack to the encounter. Add 1 hour of remaining wind-up time to Junior and increase Junior's Hit Points by 4.

14-15 Challenge Points: Add two animated knickknacks to the encounter. Add 1 hour of remaining wind-up time to Junior, increase Junior's Hit Points by 4, and increase Junior's wind-up DC by 1.

16-18 Challenge Points (5+ players): Add three animated knickknacks to the encounter. Add 1 hour of remaining wind-up time to Junior, increase Junior's Hit Points by 4, and increase Junior's wind-up DC by 1.

Animate Assistants ♦ (arcane, concentrate) **Frequency**

4 times per day. Animated knickknacks present at the beginning of the encounter count toward this limit; **Effect** Junior animates an unattended mundane object within 5 feet. Because Junior is damaged, the construct can't control its assistants, so the object acts on its own. The object fights using the statistics for an animated knickknack, attacking the nearest living creatures. It ceases to be animated after 1 hour, or if Junior is disabled or destroyed.

Confused Behavior At the beginning of each round, roll 1d4 to determine how Junior behaves.

- 1: Junior does nothing.
- 2: Junior spends one action to Stride to the nearest unattended object and then uses Animate Assistants to animate it. If Junior has no uses of Animate Assistants remaining, or there are no objects within range, the construct instead does nothing.
- 3-4: Junior spends as many actions as are necessary to Stride to the nearest living creature, then uses its remaining actions to make fist Strikes against that creature.

INHERITOR'S RITE

B. VAULTS (LEVELS 1-2)

HELLBOUND ROBBER

CREATURE -1

UNCOMMON	LE	MEDIUM	DEVIL	FIEND	HUMAN	HUMANOID
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Perception +4

Languages Common, Infernal

Skills Acrobatics +6, Athletics +2, Deception +3, Intimidation +1, Stealth +6, Thievery +4

Str +1, Dex +3, Con +1, Int +0, Wis +1, Cha +0

Items dagger, leather armor

AC 15; Fort +2, Ref +8, Will +4

HP 6; Weaknesses good 1; **Resistances** fire 1

Speed 25 feet

Melee ♦ dagger +6 (agile, finesse), **Damage** 1d4+1 piercing

PONTRIUS TILASTI

CREATURE 2

UNIQUE	LE	SMALL	DEVIL	FIEND	HALFLING	HUMANOID
--------	----	-------	-------	-------	----------	----------

Perception +6, greater darkvision

Languages Common, Infernal

Skills Deception +8, Religion +8, Stealth +6, Thievery +6

Str +0, Dex +2, Con +1, Int +1, Wis +2, Cha +4

Items staff, thieves' tools

AC 15; Fort +5, Ref +8, Will +6

HP 23; Weaknesses good 1; **Resistances** fire 2

Speed 25 feet

Melee ♦ staff +6 (two-hand d8), **Damage** 1d4 bludgeoning

Divine Spontaneous Spells DC 18, attack +10; **1st** (3 slots)

*bane, charm, command, ray of enfeeblement; Cantrips (1st)
daze, detect magic, electric arc, produce flame, shield*

Bloodline Spells 1 Focus Point, DC 18; **1st** diabolic edict
(Pathfinder Core Rulebook 403)

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Hellbound robber to the encounter.

12-13 Challenge Points: Add two Hellbound robbers to the encounter.

14-15 Challenge Points: Add one Hellbound sorcerer (an opponent with statistics identical to Pontrius Tilasti's) to the encounter.

16-18 Challenge Points (5+ players): Add one Hellbound robber and one Hellbound sorcerer (an opponent with statistics identical to Pontrius Tilasti's) to the encounter.

INHERITOR'S RITE

EVENT: SLOW PURSUIT (LEVELS 1-2)

MANIPULATOR'S METRONOME

HAZARD 2

UNCOMMON **MAGICAL** **TRAP**

Stealth DC 5

Description The hypnotic ticking of this metronome captures the attention of all who approach it.

Disable DC 15 Thievery or Crafting to interfere with the metronome's mechanisms, DC 18 Athletics to grip the hand and prevent it from moving, or DC 18 Arcana or Occultism to interpret the magic runes on the metronome and counteract its effects. Three successful checks are required to fully disable the metronome, ending its ticking.

AC 16; Fort +11, Ref +5

Hardness 7; HP 30 (BT 15); Immunities critical hits, object immunities, precision damage

Enchanting Beat (auditory, occult)  **Trigger** A creature starts the metronome; **Effect** During the next 10 minutes, any creature who approaches within 30 feet of the metronome, other than the one who activated it, must attempt a DC 16 Will save, with the following effects.

Critical Success The creature is unaffected by the metronome and acts normally.

Success The creature is fascinated for as long as it can hear the metronome and remains within 30 feet of it.

Failure The creature is slowed 1 and is fascinated for as long as it can hear the metronome and remains within 30 feet of it. While fascinated in this way, the creature can't willingly move more than 30 feet away from the metronome until it stops ticking. The creature is then fatigued for 1 hour.

Critical Failure The creature is slowed 1 and is fascinated for as long as it can hear the metronome and remains within 30 feet of it. While fascinated in this way, the creature can't willingly move more than 30 feet away from the metronome until it stops ticking. The creature is then fatigued for 2 hours.

SCALING EVENT: SLOW PURSUIT

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Disabling the metronome requires 4 successful checks. Increase the metronome's HP to 40.

12-13 Challenge Points: Disabling the metronome requires 5 successful checks. Increase the metronome's HP to 50.

14-15 Challenge Points: Disabling the metronome requires 5 successful checks. Increase the metronome's HP to 50 and the DC of all checks to disable it by 1.

16-18 Challenge Points (5+ players): Disabling the metronome requires 6 successful checks. Increase the metronome's HP to 60 and the DC of all checks to disable it by 1.

INHERITOR'S RITE

C. ALLEY (LEVELS 1-2)

HELLBOUND ROBBERS (2)

CREATURE -1

UNCOMMON	LE	MEDIUM	DEVIL	FIEND	HUMAN	HUMANOID
Perception +4						
Languages Common, Infernal						
Skills Acrobatics +6, Athletics +2, Deception +3, Intimidation +1, Stealth +6, Thievery +4						
Str +1, Dex +3, Con +1, Int +0, Wis +1, Cha +0						
Items dagger, leather armor						
AC 15; Fort +2, Ref +8, Will +4						
HP 6; Weaknesses good 1; Resistances fire 1						
Speed 25 feet						
Melee ♦ dagger +6 (agile, finesse), Damage 1d4+1 piercing						

UNCLE JEB

CREATURE 1

UNIQUE	LE	MEDIUM	DEVIL	FIEND	HUMAN	HUMANOID
Perception +7						
Languages Common, Infernal						
Skills Arcana +5, Crafting +5, Deception +6, Diplomacy +4, Occultism +5, Religion +7						
Str +1, Dex +2, Con -1, Int +2, Wis +4, Cha +1						
Items crossbow (10 bolts), mace, religious symbol of Asmodeus, religious text of Asmodeus						
AC 15; Fort +2, Ref +5, Will +9						
HP 14						
Speed 25 feet						
Melee ♦ mace +4, Damage 1d6+1 bludgeoning						
Ranged ♦ crossbow +5 (range increment 120 feet, reload 1), Damage 1d8 piercing						
Divine Prepared Spells DC 17, attack +9; 1st charm, harm (x2), heal; Cantrips (1st) chill touch, detect magic, electric arc, light, shield						
Cleric Domain Spells 1 Focus Point, DC 17; 1st sudden shift (<i>Pathfinder Core Rulebook</i> 397)						

HELLBOUND ROGUES (0)

CREATURE 1

UNCOMMON	LE	MEDIUM	DEVIL	FIEND	HUMAN	HUMANOID
Perception +6, greater darkvision						
Languages Common, Infernal						
Skills Acrobatics +7, Athletics +5, Deception +3, Intimidation +3, Stealth +7, Thievery +7						
Str +2, Dex +4, Con +1, Int +0, Wis +1, Cha +0						
Items dagger, thieves' tools						
AC 16; Fort +4, Ref +9, Will +6						
HP 16; Weaknesses good 1; Resistances fire 1						
Speed 25 feet						
Melee ♦ dagger +7 (agile, finesse), Damage 1d4+2 piercing						
Sneak Attack The Hellbound rogue deals an extra 1d6 precision damage to flat-footed creatures.						

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one Hellbound robber to the encounter.

12-13 Challenge Points: Add two Hellbound robbers to the encounter.

14-15 Challenge Points: Add one Hellbound robber and one Hellbound rogue to the encounter.

16-18 Challenge Points (5+ players): The PCs instead face Uncle Jeb and three Hellbound rogues.

INHERITOR'S RITE

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)", don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. MARKETPLACE (LEVELS 3-4)

ANIMATED KNICKKNACKS

CREATURE 1

UNCOMMON N **SMALL** **CONSTRUCT** **MINDLESS**

Perception +5; darkvision

Skills Athletics +7

Str +2, Dex +1, Con +0, Int -5, Wis +0, Cha -5

AC 16 (14 when broken); construct armor; **Fort +5, Ref +9, Will +5**

HP 16; Hardness 2; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated knickknack has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated knickknack is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 14.

Speed 15 feet

Melee ♦ slam +7 (agile, magical), **Damage** 1d8+2 bludgeoning

JUNIOR

CREATURE 3

UNIQUE N **MEDIUM** **CLOCKWORK** **CONSTRUCT** **MINDLESS**

Perception +9; darkvision

Skills Athletics +9

Str +2, Dex +3, Con +4, Int -5, Wis +4, Cha +1

Wind-Up 24 hours (2 hours remaining), DC 18, standby (*Pathfinder Bestiary* 348)

AC 18; Fort +9, Ref +8, Will +9

HP 37; Immunities death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 3, orichalcum 3; **Resistances** physical 3 (except adamantine or orichalcum)

Speed 25 feet

Melee ♦ fist +10 (agile, finesse, unarmed), **Damage** 1d8+6 bludgeoning

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one animated knickknack with 8 remaining Hit Points to the encounter.

23-27 Challenge Points: Add one animated knickknack to the encounter. Add 1 hour of remaining wind-up time to Junior and increase Junior's Hit Points by 9.

28-32 Challenge Points: Add two animated knickknacks to the encounter. Add 1 hour of remaining wind-up time to Junior, increase Junior's Hit Points by 9, and increase Junior's wind-up DC by 1.

33+ Challenge Points: Add three animated knickknacks to the encounter. Add 1 hour of remaining wind-up time to Junior, increase Junior's Hit Points by 9, and increase Junior's wind-up DC by 1.

Animate Assistants ♦ (arcane, concentrate) **Frequency**

4 times per day. Animated knickknacks present at the beginning of the encounter count toward this limit; **Effect** Junior animates an unattended mundane object within 5 feet. Because Junior is damaged, the construct can't control its assistants, so the object acts on its own. The object fights using the statistics for an animated knickknack, attacking the nearest living creatures. It ceases to be animated after 1 hour, or if Junior is disabled or destroyed.

Confused Behavior At the beginning of each round roll 1d4 to determine how Junior behaves.

- 1: Junior does nothing.
- 2: Junior spends one action to Stride to the nearest unattended object and then uses Animate Assistants to animate it. If Junior has no uses of Animate Assistants remaining, or there are no objects within range, the construct instead does nothing.
- 3-4: Junior spends as many actions as are necessary to Stride to the nearest living creature, then uses its remaining actions to make fist Strikes against that creature.

INHERITOR'S RITE

B. VAULTS (LEVELS 3-4)

HELLBOUND ROGUES (2)

CREATURE 1

UNCOMMON	LE	MEDIUM	DEVIL	FIEND	HUMAN	HUMANOID
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Perception +6, greater darkvision

Languages Common, Infernal

Skills Acrobatics +7, Athletics +5, Deception +3, Intimidation +3, Stealth +7, Thievery +7

Str +2, Dex +4, Con +1, Int +0, Wis +1, Cha +0

Items dagger, thieves' tools

AC 16; Fort +4, Ref +9, Will +6

HP 16; Weaknesses good 1; **Resistances** fire 1

Speed 25 feet

Melee ♦ dagger +7 (agile, finesse), **Damage** 1d4+2 piercing

Sneak Attack The rogue deals an extra 1d6 precision damage to flat-footed creatures.

PONTRIUS TILASTI

CREATURE 3

UNIQUE	LE	SMALL	DEVIL	FIEND	HALFLING	HUMANOID
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Perception +7, greater darkvision

Languages Common, Infernal

Skills Deception +9, Religion +9, Stealth +7, Thievery +7

Str +0, Dex +2, Con +1, Int +1, Wis +2, Cha +4

Items staff, thieves' tools

AC 16; Fort +6, Ref +9, Will +7

HP 35; Weaknesses good 1; **Resistances** fire 3

Speed 25 feet

Melee ♦ staff +7 (two-hand d8), **Damage** 1d4 bludgeoning

Divine Spontaneous Spells DC 20, attack +12; **2nd** (3 slots) darkness, flaming sphere, see invisibility; **1st** (4 slots) bane, charm, command, ray of enfeeblement; **Cantrips (2nd)** daze, detect magic, electric arc, produce flame, shield

Bloodline Spells 1 Focus Point, DC 20; **2nd** diabolic edict
(Pathfinder Core Rulebook 403)

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one Hellbound rogue to the encounter.

23–27 Challenge Points: Add two Hellbound rogues to the encounter.

28–32 Challenge Points: Add one Hellbound rogue and one Hellbound sorcerer (an opponent with statistics identical to Pontrius Tilasti's) to the encounter.

33+ Challenge Points: Add two Hellbound sorcerers (opponents with statistics identical to Pontrius Tilasti's) to the encounter.

INHERITOR'S RITE

EVENT: SLOW PURSUIT (LEVELS 1-2)

MANIPULATOR'S METRONOME

HAZARD 4

UNCOMMON **MAGICAL** **TRAP**

Stealth DC 5

Description The hypnotic ticking of this metronome captures the attention of all who approach it.

Disable DC 18 Thievery or Crafting to interfere with the metronome's mechanisms, DC 22 Athletics to grip the hand and prevent it from moving, or DC 22 Arcana or Occultism to interpret the magic runes on the metronome and counteract its effects. Three successful checks are required to fully disable the metronome, ending its ticking.

AC 20; Fort +14, Ref +8

Hardness 7, HP 60 (BT 30); Immunities critical hits, object immunities, precision damage

Enchanting Beat (auditory, occult)  **Trigger** A creature starts the metronome; **Effect** During the next 10 minutes, any creature who approaches within 30 feet of the metronome, other than the one who activated it, must attempt a DC 18 Will save, with the following effects.

Critical Success The creature is unaffected by the metronome and acts normally.

Success The creature is fascinated for as long as it can hear the metronome and remains within 30 feet of it.

Failure The creature is slowed 1 and is fascinated for as long as it can hear the metronome and remains within 30 feet of it. While fascinated in this way, the creature can't willingly move more than 30 feet away from the metronome until it stops ticking. The creature is then fatigued for 1 hour.

Critical Failure The creature is slowed 1 and is fascinated for as long as it can hear the metronome and remains within 30 feet of it. While fascinated in this way, the creature can't willingly move more than 30 feet away from the metronome until it stops ticking. The creature is then fatigued for 2 hours.

SCALING EVENT: SLOW PURSUIT

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Disabling the metronome requires 4 successful checks. Increase the metronome's HP to 80.

23-27 Challenge Points: Disabling the metronome requires 5 successful checks. Increase the metronome's HP to 100.

28-32 Challenge Points: Disabling the metronome requires 5 successful checks. Increase the metronome's HP to 100 and the DC of all checks to disable it by 1.

33+ Challenge Points: Disabling the metronome requires 6 successful checks. Increase the metronome's HP to 100 and the DC of all checks to disable it by 1.

INHERITOR'S RITE

C. ALLEY (LEVELS 3-4)

HELLBOUND ROGUES (2)

CREATURE 1

UNCOMMON **LE** **MEDIUM** **DEVIL** **FIEND** **HUMAN** **HUMANOID**

Perception +6, greater darkvision

Languages Common, Infernal

Skills Acrobatics +7, Athletics +5, Deception +3, Intimidation +3, Stealth +7, Thievery +7

Str +2, Dex +4, Con +1, Int +0, Wis +1, Cha +0

Items dagger, thieves' tools

AC 16; Fort +4, Ref +9, Will +6

HP 16; Weaknesses good 1; **Resistances** fire 1

Speed 25 feet

Melee ♦ dagger +7 (agile, finesse), **Damage** 1d4+2 piercing

Sneak Attack The rogue deals an extra 1d6 precision damage to flat-footed creatures.

UNCLE JEB

CREATURE 3

UNIQUE **LE** **MEDIUM** **HUMAN** **HUMANOID**

Perception +7

Languages Common, Infernal

Skills Arcana +9, Crafting +7, Deception +8, Diplomacy +6, Occultism +7, Religion +11

Str +1, Dex +2, Con +0, Int +2, Wis +4, Cha +1

Items crossbow (10 bolts), mace, religious symbol of Asmodeus, religious text of Asmodeus

AC 18; Fort +7, Ref +7, Will +11

HP 30

Speed 25 feet

Melee ♦ mace +8; **Damage** 1d6+1 bludgeoning

Ranged ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 20, attack +12; **2nd** harm (x2), sound burst, spiritual weapon; **1st** bane, charm, heal;

Cantrips (2nd) chill touch, detect magic, electric arc, light, shield

Cleric Domain Spells 1 Focus Point, DC 20; **2nd** sudden shift
(Pathfinder Core Rulebook 397)

Sap Life When Uncle Jeb casts a *harm* spell and damages at least one living creature, he regains Hit Points equal to the spell level of his *harm* spell.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one Hellbound rogue to the encounter.

23-27 Challenge Points: Add two Hellbound rogues to the encounter.

28-32 Challenge Points: Add one Hellbound rogue and one Asmodean priest (an opponent with statistics identical to Uncle Jeb's) to the encounter.

33+ Challenge Points: Add two Asmodean priests (opponents with statistics identical to Uncle Jeb's) to the encounter.

INHERITOR'S RITE

APPENDIX 3: GAME AIDS



BRACKETT



VALOR



JUNIOR



PONTRIUS TILASTI

INHERITOR'S RITE

HANDOUT #1: MISSION BRIEFING

Pathfinders,

Recently the Society's image in Almas has taken a bit of a bruising. Tomorrow you will be assisting me in presenting a case to the People's Council. As you may know, the Church of Iomedae is claiming that I didn't acquire the Almas Cathedral honestly, though I bought the cathedral from the Church of Aroden here in Almas after it went bankrupt. The Iomedaeans are now asking for my purchase to be nullified and the cathedral turned over to their church; it is my understanding that people are also beginning to question whether the Pathfinder Society's significant presence is truly benefitting the city. I am meeting the People's Council tomorrow to argue my case.

Tomorrow morning, we have some time to meet with the members of the People's Council who will be determining if the Society's claim stands. I hope that you can spend some time with the arbiters and talk up the Society. You are all relatively new members, so I think your perspective on why you joined the Society and the benefits you see in the lodge remaining where it is now will be helpful. I myself feel that my claim stands on the physical evidence alone. However, since the Pathfinder Society's image has taken a few hits, and I wonder if the Council isn't looking for a way out or a way to prove that letting us stay is the right decision.

Please take a moment to read the following information on the representatives of the People's Council we are presenting our case to.

Tritus Fiddlewort: On any other day, I might be asking him to come and share a drink with you all. He has some amazing stories. After a serious injury and the loss of a friend led to his retirement from the Society, he decided to try his hand at government intrigue for a while. He intends to set off on another adventure after this term, citing that after a decade of rest and recuperating, he needs to get moving again lest he undergo the bleaching. He spends a lot of his time advocating for the betterment of non-humans in Andoran.

Tala Farthing: Before her time on the Council, she served as an Eagle Knight. In her government role, she first served on the local Alman People's Council. After discovering she liked working in government, she ran for the People's Council of Andoran. She respects honesty and hard work. Tala is one of the few Council members I can guarantee would never take a bribe or oversee a decision she could not be unbiased on.

Freya Greensong: I don't know much. She moved here as a child from Bloodcove and grew up in one of the poorer neighborhoods. She and her family are merchants by trade. Ostensibly they own and rent out many of the vendor stalls and warehouses across in the city. Primarily they sell specialty cooking supplies and olive oils, though I suspect their business is far more diverse than it seems.

—Venture-Captain Brackett, Almas Lodge

INHERITOR'S RITE

HANDOUT #2: CHARRED DRAWING



PATHFINDER SOCIETY SCENARIO

INHERITOR'S RITE

HANDOUT #3: LETTER FROM A. THRUNE

Uncle Jeb,

It is good to be working with the Devil's Claws again. By serving me in this task, you further the goals of Cheliax. You are to infiltrate the Pathfinder Lodge in Almas. Once inside, make your way down into the vaults below. Take anything that looks valuable or interesting.

Once the alarm has been triggered, you will need to make your way out to the service entrance, as you were shown in the planning session. Make haste, and you will find reinforcements who will aid in your escape.

I trust you will find the payment from our mutual benefactor agreeable. I am sending you with a gift. Should you need to avoid some pursuers, we'd like you to return it to the Society. It used to belong to an old "friend."

—A. Thrune

INHERITOR'S RITE

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

The Golden Cathedral, page 5: 1 Treasure Bundle for arguing the Society's case before the council. 1 additional Treasure Bundle for achieving a unanimous decision in favor of the Society.

Area A, page 7: 2 Treasure Bundles for defeating the foes in area A. 1 additional Treasure Bundle for disabling Junior instead of destroying it.

Area B, page 10: 2 Treasure Bundles for defeating the foes in area B.

Area C, page 14: 3 Treasure Bundles for defeating the foes in area C.

INHERITOR'S RITE



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Reputation Earned:
		Scenario-based Infamy earned?
		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

Character Name: _____			Faction:			
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead	
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Character Name: _____			Faction:			
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead	
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Character Name: _____			Faction:			
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
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			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Character Name: _____			Faction:			
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead	
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
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			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Character Name: _____			Faction:			
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead	
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

INHERITOR'S RITE

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PATHFINDER SOCIETY SCENARIO



Scenario #3-05: Inheritor's Rite

2

Character Name

Organized Play #

Character #

Adventure Summary

Venture-Captain Brackett asked you to present a legal defense to the People's Council of Andoran to prevent the Society's Almas Lodge from being taken over by the Church of Iomedae. In the middle of the hearing, after you presented your case, alarm bells ring out back at the lodge, and you raced to defend it from surprise attackers. Along the way, you encountered a broken Pathfinder construct attacking a market and randomly animating souvenirs. You disabled or destroyed the construct, entered the lodge, and tracked down the intruders. The intruders were members of the notorious Devil's Claws mercenary company, and they were carelessly searching the vaults below the lodge. You finished your search of the vaults and encountered a final group of intruders. You learned who seemingly put the attack in motion, and the Iomedaean representative relinquished their claim on the Pathfinder's lodge in the face of this new threat.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP**XP Gained****Total XP****Starting GP****GP Gained****Total GP**

Reputation Gained

Items

Pathfinder Society characters can purchase a wide variety of items. For a full list of the items and other options available to Pathfinder Society characters, visit paizo.com/pathfindersociety/characteroptions. Your character can buy items from this list up to their character level. Chronicle Sheets for Pathfinder Society adventures sometimes include items, which your PC can buy up to their character level +2.

channel protection amulet^U (item 3; 56 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

FOR GM ONLY

EVENT**EVENT CODE****DATE****GM Organized Play #****Chronicle Code: RFDG**

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club