

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-04

Levels 3-6

THE DEVIL-WROUGHT DISAPPEARANCE

By Joseph Blomquist



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THE DEVIL-WROUGHT DISAPPEARANCE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Mat: Tavern Multi-Pack* and *Pathfinder Flip-Mat Classics: Watch Station*

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 <http://www.organizedplayfoundation.org/paizo/guides/>.



METAPLOT (SHATTERED SANCTUARIES)

SUMMARY

The PCs travel to Egorian, the capital city of Cheliah where Pathfinders are outlawed, to find out what has happened to the nation's secret venture-captain, Varian Jeggare. Learning of Jeggare's disappearance, the PCs must investigate his library for clues of his various investigations, intrigues, and last-known whereabouts to try to discover what happened to the missing venture-captain.

Their investigations take them to an inn just outside Egorian and the ambush waiting for them. This fracas leads the Pathfinders to a supposedly abandoned outpost where a large group of devils, Hellknights, and mercenaries have made their headquarters. The PCs need to sneak or fight through the fort and make their way into the outpost's dungeons to face a Hellknight and rescue one of Jeggare's trusted contacts, a knight who was arrested for participating in a righteous revolution against the infernal government, the Glorious Reclamation. The knight's knowledge will prove key to determining the fate of Count Varian Jeggare, as well as the potential fate of all Pathfinder operations in Cheliah!

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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ADVENTURE BACKGROUND

Venture-Captain **Varian Jeggare** (NG male half-elf noble) oversees Pathfinder operations in the militaristic devil-worshipping nation of Cheliah from his ivy-covered manor, Greensteeples. Though he's often away, Varian is member of the nobility and a staple in Chelaxian politics. However, Jeggare is also a rebel, in more ways than one. The government ban on Pathfinder Society activities in Cheliah means that Count Jeggare's work as a venture-captain is in direct violation of the Queen's law. Cheliah is also a nation beholden to infernal powers, and while Varian pays lip service to those powers, he is in fact a devout worshiper of Desna.

Varian Jeggare returned to Greensteeples two months ago after a trip to Korvosa. He took stock of events at his lodge and ensured the few Pathfinder teams in the area were well-supported. Then, in the middle of the night, Varian departed his manor. He hasn't been seen since.

The truth of Varian's disappearance is the venture-captain has been kidnapped! His departure from Greensteeples was intentional, as he intended to meet with a survivor of the Glorious Reclamation rebellion that recently shook the nation, Knight-Errant **Sabina Malatesta** (LG human female knight). Though sympathetic to their cause, Varian's goal in the meeting was to ascertain the location of other Glorious Reclamation survivors throughout the nation and determine any important relics that might need to be extricated before House Thrune could confiscate them. However, Varian had reservations at Sabina's methods in continuing her crusade against Hellknights and Thrune leadership within the city and attempted to counsel her to pull back until the heat caused by her actions died down.

As Varian and Sabina met in a roadside inn outside the capital of Egorian, they found themselves ambushed by armed soldiers and their devil companions. The attackers managed to overpower both the knight and skilled venture-captain. They brought the pair with them to a nearby abandoned watch post, Fort Dracobellum, where their leader, an Order of the Scar Hellknight named **Tascio Raetullus** (LN male human Hellknight),

WHERE ON GOLARION?

The Devil-Wrought Disappearance takes place in and around Egorian, the capital city of the diabolical empire of Cheliah. For more information on Cheliah, see pages 98-100 of *Pathfinder Lost Omens World Guide*.



proceeded to interrogate the prisoners for information on their dealings.

Eventually Raetullus' Hellknights separated the pair, taking Varian to an undisclosed location, while Sabina remained a prisoner in a small holding area beneath Fort Dracobellum. Raetullus continued to interrogate Malatesta in hopes of finding any other allies of the knight to stop their attacks and protect the capital city.

Raetullus was under orders to assist **Aydrian Thrune** (LE female human schemer), a minor noble of House Thrune who has spent the past several years trying to increase her prominence in the nation, as long as their goals coincided. After learning from a mysterious benefactor of Varian Jeggare's unofficial Pathfinder lodge in Egorian, Aydrian took an interest in the venture-captain. When she learned, also through her benefactor, of Varian's planned meeting with a Glorious Reclamation survivor, she informed her Order of the Scar ally. Tascio took the opportunity to strike and capture them both. With both valuable assets in her possession, Aydrian hopes to break their spirits and learn their secrets before presenting them to Queen Abrogail Thrune herself. However, Tascio decided not to send Malatesta to Aydrian, choosing instead to report her to the Order of the Scar for execution in the Plaza of Flowers, as is his duty.

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GETTING STARTED

The PCs begin their adventure traveling as passengers with a trade caravan making its way along Lake Sorrow into Egorian, the capital city of Cheliah. Give the players **Handout #1: Ambrus Valsin's Orders** (page 33) and allow them to look over the information it contains.

When you're ready, read or paraphrase the following to begin the adventure.

In stark contrast to the graceful fields of black roses that sway in the breeze along the busy road hugging Lake Sorrow, the ornate black and red spires of the City of Thorns stand menacingly over the city walls from beyond the Sorrowgate. Hundreds of travelers, traders, and residents wait for their chance to bring their caravans into the city. With dozens of heavily armed soldiers clad in the black and red of Thrune livery inspecting every carriage and roughhousing those who dare to complain, the long wait to pass through Sorrowgate goes by with little incident as the crowds are cowed into acquiescence.

"Could be worse," a merchant comments to his traveling companion in earshot of all those nearby. "The Southgate has Hellknights on patrol, and they won't let anyone with gold or weapons through without making them pay a hefty tax. And the gate up by the Vice has been closed for months." The guards review the merchant's papers and allow the pair to pass into Sorrowside, with little hassle and few questions regarding their armaments and goods bound for the merchant quarter.

Through the open gates, the smaller structures of the Old City look worn and ancient compared to the more modern Thrune-era establishments which encroach on the district, including many with hints of foreign influence. More black-clad soldiers patrol the cobblestone streets, a harsh reminder of House Thrune's dominance in every corner of the city.

Slowly the line moves up to allow another group of carts through the Sorrowgate, inching ever closer to the Old City beyond.

Rewards: Along with the letter containing their paperwork, the PCs receive a parcel from the venture-captain containing four

minor healing potions (or four *lesser healing potions* for levels 5–6).

PATHFINDER SOCIETY LORE OR SOCIETY (RECALL KNOWLEDGE)

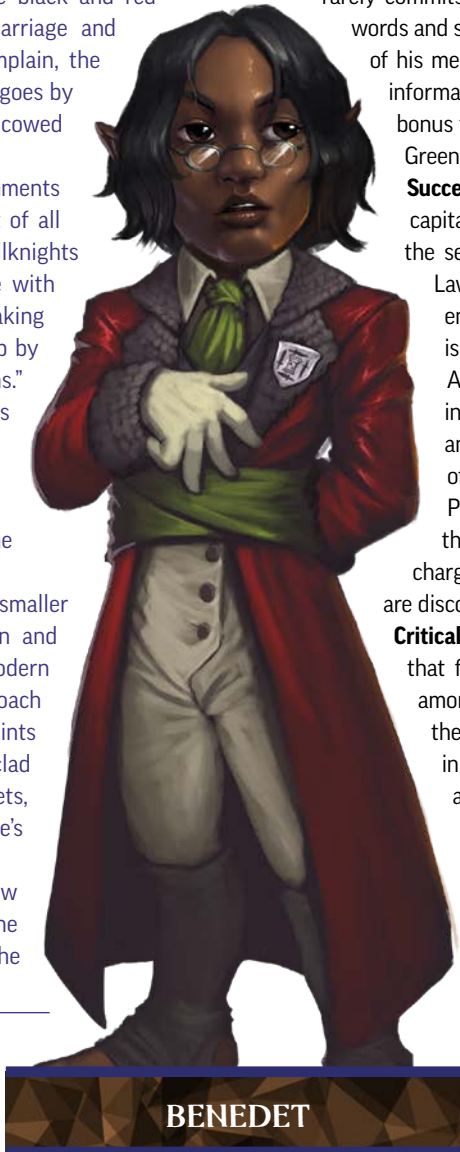
A PC who succeeds at a DC 15 Pathfinder Society Lore check or DC 18 Society check to Recall Knowledge knows more about Egorian and Count Varian Jeggare's role in the city.

Critical Success As well as his role as a venture-captain in the Pathfinder Society, Count Varian Jeggare is a respected and influential noble in Cheliah. Pathfinders in Egorian can always find refuge in his home, Greensteeples, and his halfling staff are well equipped to keep them hidden or heal their ailments if necessary. Rumor has it Jeggare rarely commits things directly to writing—he uses code words and secret phrases to conceal the true meaning of his messages. A PC who recalls and shares this information grants each PC a +2 circumstance bonus to their first skill check to Research in the Greensteeples Archives (see page 6).

Success Egorian is one of the most powerful capital cities in the Inner Sea region and remains the seat of power for Cheliah's House Thrune. Laws in the capital city are strict and heavily enforced and the Egorian City Guard's power is bolstered by local Hellknight contingents. After the revolution in Kintargo, most routes into and out of the city are well-monitored and travel is regulated to avoid any kind of uprising against the imperial house. Pathfinders aren't welcome in Egorian and they risk being imprisoned or worse, for charges up to and including insurrection, if they are discovered.

Critical Failure The recent loss of the lands that formed Ravounel has caused an uprising among the general populace of Cheliah. All but the most stalwart leaders and Hellknights in the capital have shuttered their doors and windows.

Development: The PCs shouldn't have a problem getting into the city with their expertly forged paperwork. If the PCs decide to make some kind of scene as they enter the city, despite their orders from Ambrus Valsin, they're waylaid by the guards long enough to cost them a full research round when they later explore the Greensteeples Archives (see page 6).



BENEDET

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HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

GREENSTEEPLES

Greensteeples Manor, located deep in the neighborhood of Egorian now known as Sorrowside, is the only active Pathfinder Lodge in Cheliox. Read or paraphrase the following once the PCs arrive at Greensteeples.

Dwarfed by the ostentatious black and red buildings that surround it, Greensteeples stands out as a small, ivy-covered manor of an architectural style that seems to predate its neighbors and outclasses them in subtleties of classic design elements. By comparison, the larger structures surrounding the manor telegraph their designers' need to display their loyalty to Cheliox's ruling house. Nothing about the unassuming building speaks to its role as Cheliox's only active Pathfinder Society lodge.

"Milo, get those horses fed. His Excellency won't appreciate underfed mounts," instructs a halfling in a crisp and clean uniform bearing the same heraldry that's emblazoned over the entrance to Greensteeples. The servant they scolded pulls on the reins of a pair of horses that follow him into the nearby stables. A few other halflings approach the uniformed halfling, and they continue giving orders as another pair close the courtyard gates behind them. All of the servants look up warily from their duties at the arrival of newcomers.

When the person giving orders notices the PCs approaching the manor, they introduce themselves as **Benedet** (LN nonbinary halfling majordomo), head of the household. If the PCs reveal themselves to be Pathfinders, show Benedet the letter given to them by Venture-Captain Ambrus Valsin, or tell them they've come to help find Varian Jeggare, the majordomo hurries them inside, eyes darting around the street to take in who—if anyone—might have overheard.

As Benedet escorts the PCs into a well-appointed antechamber, they stop for a moment near an enormous and elderly Ustalavic wolfhound, Arnisant. The hound is nearly as tall as the halfling, with a dark coat giving way to the lighter greys of age. Despite its apparent age, the wolfhound still has a good deal of muscle and his eyes take in each visitor in turn. Benedet talks in soothing tones to the dog and gives him a treat from their jacket pocket. The dog, mollified that the newcomers aren't unwelcome, turns in a circle several times before coming to rest on a large bed set aside for the purpose. If the Pathfinders stop to pet the aging dog, he not only allows the attention, but he's more responsive to the PCs when

they need his help in the Greensteeples Archive. If at least half the PCs pet Arnisant, reduce the DC of all Research checks with Arnisant in the Greensteeples Archives by 2 (see page 6).

Once gathered in a more private space, Benedet turns to the PCs and answers any questions they may have. Likely inquiries and their responses are below.

Who are you? With a small sigh, Benedet removes their glasses, cleaning them as they answer. "I am Benedet, head of His Excellency's household. I have served Count Jeggare as majordomo at Greensteeples for five years after the previous butler returned to his family outside Chelioxian borders. I run the day-to-day affairs of His Excellency's public work."

How long has Count Jeggare been missing? "His Excellency returned from a trip to Korvosa nearly eight weeks ago. As usual, I apprised him on the affairs of the household in his absence, but there was nothing pressing. He needed to conduct some research here at Greensteeples, something related to one of his teams out in the field. He didn't consult me on what or whom he was researching, but in all likelihood, His Excellency was striving to protect us. That is his way." Benedet breaks into a small, warm smile before catching themselves and returning to their matter-of-fact disposition. "Several weeks ago, the Count left in the middle of the night. This isn't abnormal for him, but he usually sends a message through magical conveyance or one of his roses to check in whenever he plans to stay away for more than week at a time."

Does Count Jeggare have any enemies? Benedet stifles a chuckle. "You do know you're in Cheliox, correct? If we disregard any enemies he might have garnered as a venture-captain, His Excellency is still a high-ranking member of Chelioxian nobility. Outside of the ridiculousness of Taldan noble chicanery, Cheliox is unequaled in political subterfuge. Count Jeggare has weathered dozens of assassination attempts over the years—once while just trying to enjoy the opera. Can you imagine? The very thought!" They shake their head in disbelief. "Still, that is why he established his contingency plans of check-ins and contacts for such an emergency. Yes, he has many enemies."

Where should we begin our search? / Do you have any leads? "Sadly, I do not. His Excellency's standing orders when he doesn't return or make a scheduled contact is to call upon the Society to investigate. He has stated the best starting point, barring other leads, is always whatever project he is working on in the library. So, we are under orders to leave the archives exactly as he left them in cases such as this. I will direct you to the library when you are ready to begin your search."

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Once the PCs have asked their questions, Benedet claps twice to call a pair of uniformed halfling porters to take the PC's belongings to the apartments set aside for visiting Pathfinders. They then call for **Malla** (NG female halfling cook) to prepare a meal for the Pathfinders, so they don't go hungry while searching the library. Without asking for requests, the pleasant and portly halfling cook supplies plates of savory meat pies, fried cheese chunks, and bowls of her trademarked turnip and beet stew to appease any appetite.

Greensteeples' library takes up a considerable portion of the manor. The library spans two floors with a balcony on the second level to assist in reaching the floor-to-ceiling bookshelves. Between the myriad books and scrolls, trophies and curios from all around Golarion grace the shelves and spill over onto three long tables that fill half of the lower floor. The other half of the room houses a large orrery and a collection of globes and models of other worlds overseen by a large portrait of a Chelaxian noblewoman. On nearly every surface specimens of dried fauna, preserved creatures in jars of brine, weapons, armor, and other trophies of exploration and research wait to be catalogued and added to the Count's vast collection.

The following encounter uses the Research subsystem (*Pathfinder Gamemastery Guide* 154). While searching the library, the PCs use the Research action to gain Research Points (RP). These points represent the discovery of clues as to Varian Jeggare's whereabouts and recent activities. The Research action is detailed in the *Gamemastery Guide* and reproduced below for the GM's convenience.

RESEARCH

CONCENTRATION EXPLORATION LINGUISTIC

You comb through information to learn more about the topic at hand. Choose your research topic, section of the library, or other division depending on the form of research, and attempt a skill check. The skills to use and the DC for the check depend on the choice you made.

Critical Success You gain 2 RP.

Success You gain 1 RP.

Critical Failure You make a false discovery and lose 1 RP.

GREENSTEEPLES ARCHIVES

In this adventure, time passes in rounds during which each PC can use the Research exploration activity to gain Research Points. The archives are vast despite the small size of the building, so each round represents 6 hours of research. The Greensteeples Archives library stat block describes what the PCs can research, what research checks they can attempt, and what happens when they reach certain Research Point thresholds. The stat block appears on page 17 (or page 24 for levels 5–6).

Varian Jeggare hasn't been seen in public for some time. As a public figure, this has not gone unnoticed. Benedet estimates the Pathfinders have two days of research time, at best, before the city guard comes to make a welfare check and conduct an investigation of their own. With each round taking 6 hours, the PCs have 2 rounds on the first day and 2 rounds on the second day, for a total of 4 research rounds before they need to move on.

Development: If the Pathfinders fail to reach the first research threshold (2 Research Points) before night falls after 2 rounds, Benedet offers to show them the methods Varian used in cataloguing his studies, giving them a +2 circumstance bonus to their Research checks on the following day. If they haven't reached the final threshold (10 RP) by the end of the second day, Benedet grows increasingly worried about the count's wellbeing and the rumors of increased scrutiny from Egorian's guards due to the presence of visitors in the manor—word has apparently gotten out that something strange is going on at Greensteeples. The majordomo stays up all night on the following night, with Arnisant by their side, and eventually discovers the final clues needed to reach the final research threshold and determine that Varian Jeggare may have gone to meet someone at the Southgate Inn. The delay results in the forces stationed at Fort Dracobellum being more alert to the possibility of intruders, making it harder to sneak in. See *Sneaking In* on page 11 for details.

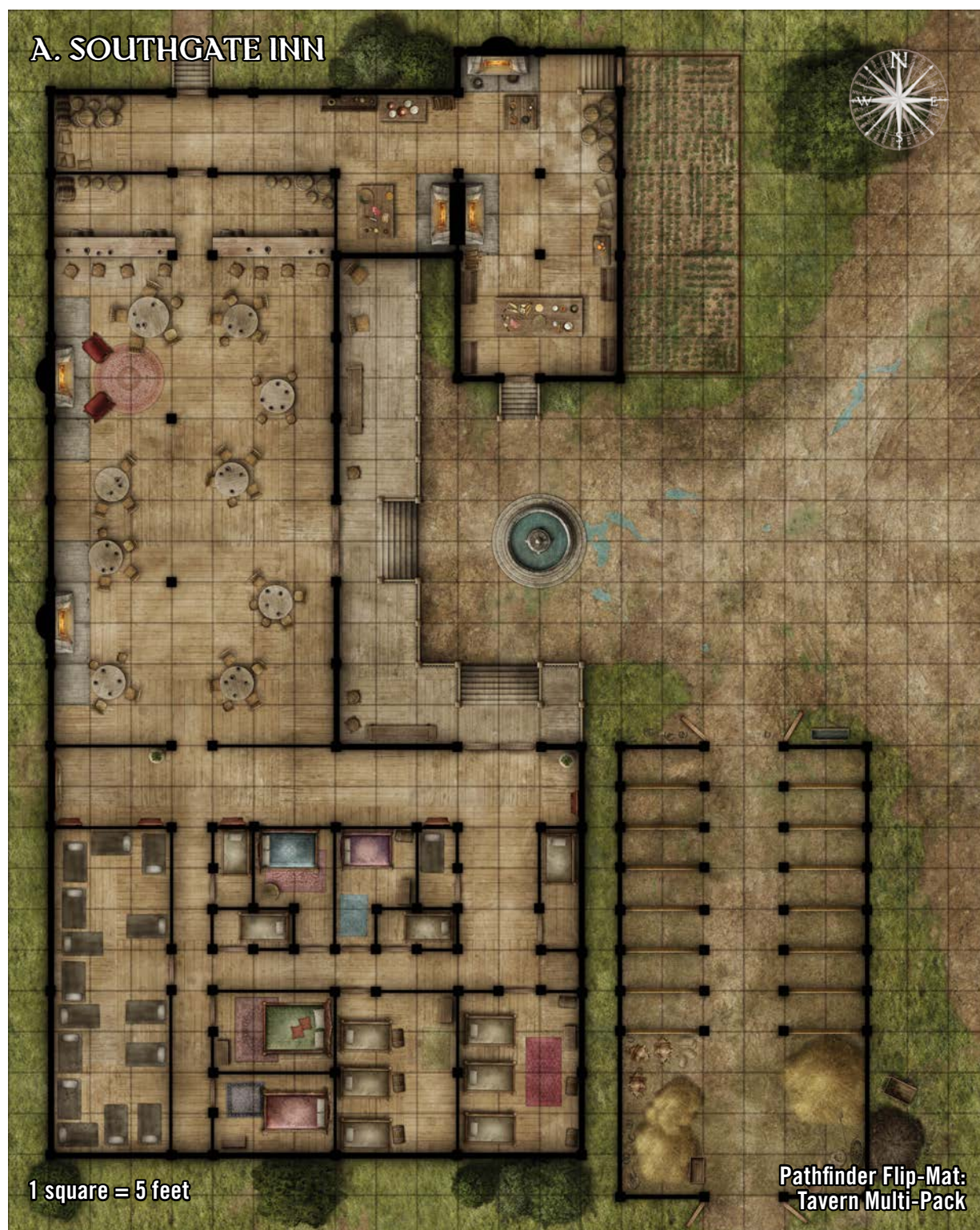
Whether the PCs discover the information in the final research threshold themselves or need to rely on Benedet to step in and finish, shortly after the guard contingent returns with demands to enter the premises. Benedet hurries the Pathfinders through a sally port hidden in the kitchen wine cellar that leads to the Egorian sewers. A map they provide details how the PCs can avoid any of the city's underground denizens on a clear path that leads past the Southgate on the other side of the city, far from Greensteeples.

Rewards: If the PCs reached the final research threshold on their own before they leave for the Southgate Inn, Benedet gives them their choice of any two of the following items in any combination: moderate tanglefoot bags, moderate thunderstones, or *lesser healing potions*. For levels 5–6, the PCs instead receive either five such items in any combination or a single *moderate healing potion*.

A. SOUTHGATE INN MODERATE

The next stop in the PCs' search is likely to be the Southgate Inn. The inn is located along the road leading to the Southgate on Egorian's south side. Benedet's map leads the PCs through the sewers to a drainage pipe

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that drains into the ditch next to the South road just as it's traveling through the Southgate. The road out of Egorian isn't nearly as well guarded as the way in, so no one stops the PCs to investigate their paperwork or ask questions.

This encounter uses the map on page 7.

For a roadside inn, Southgate Inn is spacious. The inn boasts a full stable, savory smells of good food, a large fountain courtyard, and more than a dozen beds for weary travelers. Unlike the other roadside businesses near the Southgate, the Southgate Inn's courtyard and fountain are clean and well-maintained and the structure shows little of the disregard of its neighbors.

Inside the inn, a cheerful tiefling woman tends bar and directs her servers to help the few guests in the taproom. A pair of road-weary travelers share beers and stories in the thick cushioned chairs near the fireplace, while a portly dwarven merchant drinks from a flagon at the bar. Two servers, a halfling woman of advanced years and a young human girl, are cleaning the tables opposite the bar.

"Welcome to Southgate," the tiefling woman calls out in a well-rehearsed greeting. "Come on in and let us get the road off of o' ya."

Creatures: The innkeeper, **Nincia** (NG female tiefling innkeeper), "Nan" to her friends and staff, is happy to accommodate the PCs if they ask for drinks, rooms, or food. But if they ask about Varian, Nan studies them for a moment before giving a noncommittal answer such as "Plenty of well-to-do lords and ladies make their way through Southgate every week." Nan's staff simply direct any questions to her.

In truth, Nan knows who Varian Jeggare is, and while she isn't close to the count, she has far more liking for him than she does for the Hellknights and soldiers who have kept her establishment under their heels, and she was present during Varian's abduction. Following the kidnapping, the Order of the Scar Hellknight Tascio Raetullus ordered a pair of his trusted informants to remain behind in the company of a zebub (accuser devil) lent to him by Aydrion Thrune. The zebub floats, invisible, near the rafters and the agents are sitting near the fireplace.

While being questioned, Nan continues to give non-answers and keeps looking over at the seated pair. Hoping that anyone asking about Varian Jeggare is a Pathfinder, during the conversation Nan tries to pass information to the PCs to warn them about the agents who stayed behind after the Count's abduction. Varian had taught her of signals and code words used by the Pathfinder Society to pass secret information as part of their work sneaking goods and people into and out of the city. Understanding Nan's secret messages requires

a successful DC 18 Deception or Society check (DC 20 for levels 5–6) or a DC 15 Pathfinder Lore check (DC 18 for levels 5–6). A PC who succeeds at a DC 20 Perception check to Seek (DC 22 for levels 5–6) notices damaged tables and chairs that have been shoddily repaired after some kind of struggle. If the PCs' Perception check beats the zebub's stealth DC, they detect it hovering in the rafters above (though it's currently invisible).

As long as a PC succeeds at any one of these skill checks, the enemy combatants (other than the zebub) can't use Stealth for initiative and any PC who succeeded at one of the checks gains a +1 circumstance bonus to their initiative roll. If none of the PCs succeed, the zebub and the agents all gain the drop on them and can use Stealth for initiative. They attack soon after the PCs begin poking around or asking about Varian Jeggare. The agents

approach the PCs and directly confront them about their business if they wait around for more than an hour or so—ostensibly because there are "troublesome folk about" and the PCs "seem suspicious."

Once a fight inevitably breaks out the zebub attacks the PCs from above, seeking out the target with the lightest armor while Tascio's agents team up to engage any likely spellcasters. They are intent on keeping Nan from informing the Pathfinders about the kidnapping and she knows if Tascio's agents defeat the PCs, it could mean her life. As the battle begins, Nan hides behind her bar while the servers and patrons escape through the courtyard exit near the public rooms. The zebub fights to the death. A mercenary left alone attempts to flee, but the mercenaries continue fighting as long as there are at least two of them still standing. These mercenaries are informants for Tascio Raetullus—they know they



NINCIA

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were supposed to stay behind and interfere with any Pathfinders or Glorious Reclamation agents who might pass through and they know about the hideout at Fort Dracobellum, but they don't know anything else about Tascio's dealings.

LEVELS 3-4

MERCENARIES (2)

CREATURE 1

Page 18

ZEBUB

CREATURE 3

Page 18

LEVELS 5-6

ZEBUB

CREATURE 3

Page 25

TOUGH MERCENARIES (2)

CREATURE 4

Page 25

Development: If the PCs defeat Tascio's agents, Nan is thrilled. She's happy to house and feed them and answer any questions the PCs ask, free of charge. Nan has acted as the count's business partner in several schemes to move people out of Chelax and provide for those inside Egorian working to make change from within. However, she keeps much about those dealings to herself and answers the PCs' questions while trying to keep from implicating herself and her staff in Varian's schemes.

When asked, Nan reveals what happened in detail. The count, as she calls Varian, met with another individual—a large Chelaxian woman with facial scars and a severe haircut shaved on one side. She seemed intense and dangerous. Her armor was dark and unadorned, but Nan thinks she must have been a Hellknight and keeps referring to her as such. From Nan's point of view, the count and Hellknight met over drinks in the "quiet corner table" near the far fireplace. They talked briefly, even reaching heated words after a time, before heavily armored soldiers and devils rushed the building and overwhelmed them. From there, the attackers left with their two hostages. The innkeeper recognized a few of the soldiers, and she surmises they've taken the kidnapped duo to Fort Dracobellum, an old military outpost roughly two hours away. In the past, Nan had occasionally been ordered to make meal and supply deliveries to the soldiers at Fort Dracobellum, but the fort isn't supposed to be "officially" occupied. She's not convinced the soldiers' activities at the fort are strictly official or legal, but she's not certain who they might be working for.

Nan gives the PCs directions to Fort Dracobellum and suggests anything or anyone they're looking to keep hidden might be in the basement. She thinks the entrance is in the fort's southwest keep. Finally, she warns the keep is often heavily guarded—taking the keep's forces head on would be unlikely to result in success. She suggests they find a way to sneak in and avoid any enemies in the courtyard, if possible, lest they draw even more unwanted attention to the Pathfinder Society and further damage its reputation in Chelax. Nan has heard tell there are numerous secret tunnels leading into the fortress, though she isn't sure where they are. They PCs are welcome to rest at the inn before they set out.

Though Nan isn't aware of it, the "Hellknight" she's referring to is in fact Sabina Malatesta, a member of the Glorious Reclamation. Varian met with Sabina to gather information about other possible Glorious Reclamation survivors hidden in Egorian. His goal was to help them where he could, but he could hardly keep from impressing upon her that targeting and attacking high-ranking city officials and Hellknights in the streets was causing an increased guard presence throughout the city. Varian argued Sabina's actions were causing a rash of harassment and woe on everyday citizens and agents fighting for change from within, like Varian and his agents. Before the two could come to any sort of agreement, Tascio's forces apprehended them.

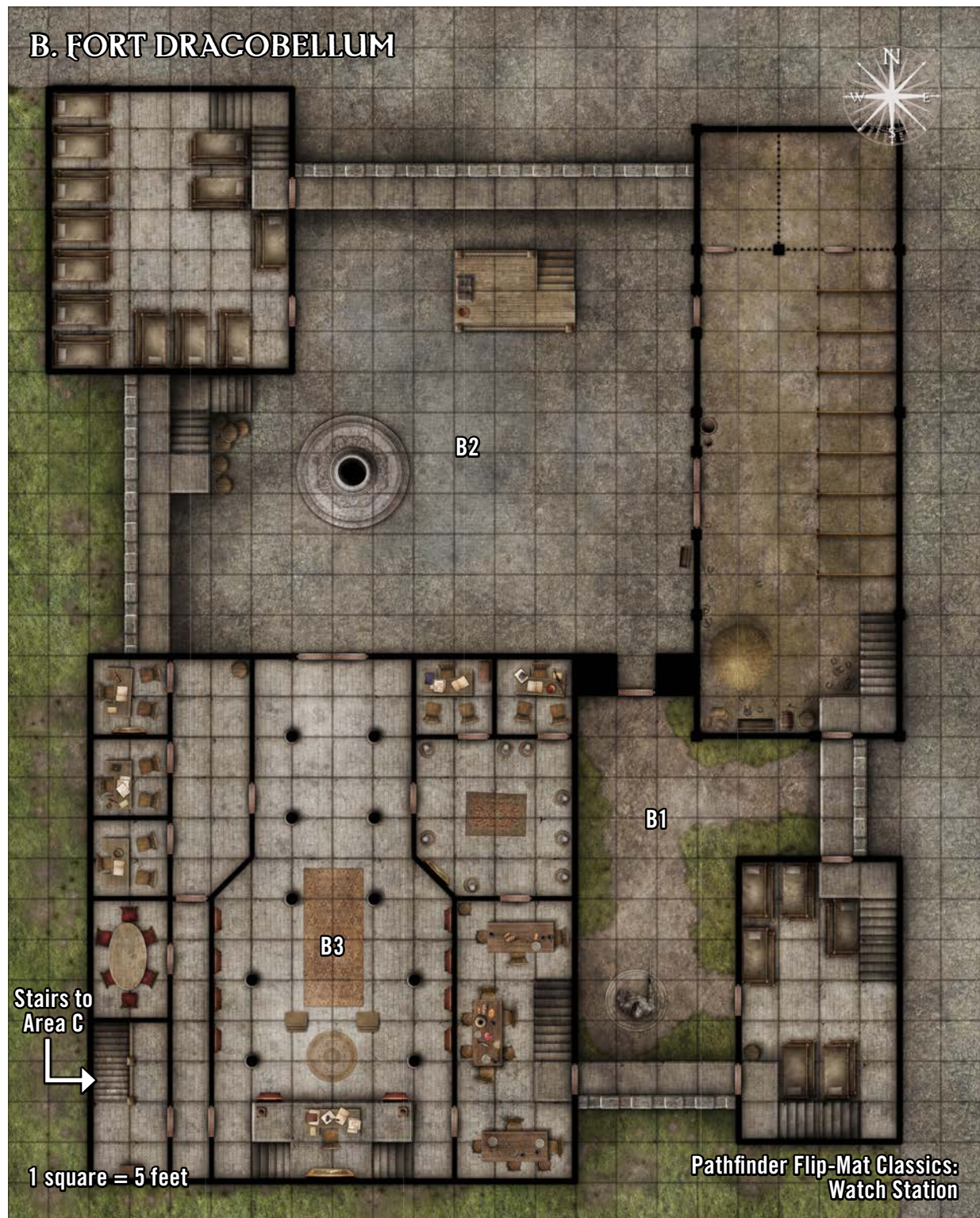
Rewards: The mercenaries carry a map leading to Fort Dracobellum and 50 sp (or 100 sp for levels 5–6) they had bullied off Southgate Inn's patrons. For dealing with the unwanted guests, Nan rewards the PCs with a *lesser healing potion* (two *lesser healing potions* for levels 5–6). She suggests they keep the silver pieces as a reward, but if they return the money, she offers one extra *lesser healing potion* in thanks for their generosity—she needs the coin far more than the potion, which is arguably more valuable to the Pathfinders.

B. FORT DRACOBELLUM

Fort Dracobellum is far older than the city it protects. The fact that its battlements are designed to combat enemies from above probably facilitated its disuse, and records of what those enemies were has been lost to history.

Despite its age, the three domed buildings show few signs of disrepair and while the stables and thick crenelated walls lack the recognizable domes, they share the same building materials and timeless strength. The largest building is a four-story keep that acts as a watchtower, providing an elevated view of the surroundings. Linked to it by walls and ramparts are two-story barracks in the northwest corner and a smaller gatehouse connected to the gate along the east wall. The gatehouses tower above

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barred wooden doors with rows of murder holes across the middle. A long row of stables with a slanted stone roof makes up the long northeast wall. The crenelations along the stone walls angle inward giving soldiers on the ramparts cover from any attacks from above but limiting their view of the grounds around the fort.

Encounters in this area use the map on page 10.

The old hillside fort is an image of a bygone era. Three domed buildings are connected to a long stable with thick stone walls bearing angled crenelations. The unadorned sandstone walls look like they belong in southern Taldor or northern Qadira rather than among the ornate structures of imperial Cheliah.

Though set far from the road winding along the Andivian River north to Egorian, the path up to the fort is well-traveled and level. From its vantage on a small hill, Fort Dracobellum has a clear view of the skies along the southern approach to the capital city, as well as the brush and forests surrounding it.

Entering Fort Dracobellum: The PCs have two options for dealing with the encounters in Fort Dracobellum's upper level (area **B**): fighting their way through or finding a way to sneak in. The adventure assumes most groups elect to sneak into the fort—see Sneaking In, below, for details on how to facilitate this approach.

On Alert: If the PCs ran out of time in the Greensteeples Archives before reaching the final research threshold and were forced to rely on Benedet for help, Tascio's forces have already heard word of potential interference from meddling Pathfinders, and the forces stationed at Fort Dracobellum are on alert. The PCs take a –2 circumstance penalty to their skill checks while they attempt to enter the fort (see Sneaking In, below) or to their first initiative roll if they choose to fight their way in (see the “Let's Fight!” sidebar).

SNEAKING IN

Due to the numerous enemies stationed here, Cheliah's disposition toward Pathfinders, and Nan's advice, the PCs may want to sneak in rather than attempting a direct attack, and the adventure assumes this is their chosen course of action. By successfully sneaking in, the PCs avoid the foes in areas **B1** and **B2** and only have to fight the enemies in areas **B3** and **C2**. If they fail to sneak in, they also have a low-difficulty encounter, either in area **B1** or **B2** (see Development on page 12). See the “Let's Fight!” sidebar for advice on whether and how to run the adventure with a heavier focus on combat.

The PCs might come up with any number of plans to infiltrate the fortress and gain access to the keep. For instance, they might go over the wall, create a diversion to draw some guards into the nearby woods, disguise

LET'S FIGHT!

Some player groups might be more interested in fighting their way through the devils and soldiers guarding the fort. If the group has at least 3 hours remaining and is relatively efficient in handling combat, they likely have enough time to fight the enemies in areas **B1** and **B2** that they'd normally avoid by sneaking in, as well as the foes they're expected to fight in areas **B3** and **C2**. You should only take this combat-oriented approach if every player in the group (including the GM) is excited for a series of fights, feels the party is up for the challenge, and has time for the encounters!

themselves as Hellknights, or pretend to be making a delivery of foodstuffs on behalf of Nan. Whatever plan they make, the PCs must work together to enact it.

Each PC can attempt one DC 20 skill check (or DC 17 check with a relevant Lore skill) to represent their efforts to infiltrate the fortress. For levels 5–6, increase the DCs by 2.

Critical Success: The PCs earn 2 Subterfuge Points.

Success: The PCs earn 1 Subterfuge Point.

Critical Failure: The PCs lose 1 Subterfuge Point.

You should be flexible in which skills you allow the PCs to use, as long as they take a few minutes to concoct and present a plan that makes reasonable sense and involves the entire party. Consider granting an automatic success (1 Subterfuge Point) to PCs who use an especially relevant ability, such as a spell to aid in creating a compelling disguise.

Some example approaches, and suggested skill checks to allow, are described below.

Secret Tunnel: The PCs could follow up on what they learned from Nan and search for one of the secret tunnels rumored to lead into the fortress using Engineering Lore, Scouting Lore, Stealth, or Survival.

Over the Wall: The PCs could try to scale the fort's walls and enter the keep through the door on the ramparts to the east. To do so, they could use Athletics or Acrobatics to climb and balance along the precarious wall or Stealth or Warfare Lore to avoid the guard patrols.

Draw the Guards Away: The PCs could try to create a distraction in the area surrounding the fort, such as a fire in the forest or some sort of ruckus along the road. This could draw the guards away to investigate the matter. To do so, the PCs could use Crafting, Deception, or Survival checks (such as to create noise or fire), or even Nature checks to cause a scene by startling animals.

Disguise: The PCs could infiltrate the fortress by using a disguise, such as by presenting themselves as soldiers who've come to reinforce or replace those already

THE DEVIL~WROUGHT DISAPPEARANCE

stationed here, or as Nan's employees who've come to make a delivery. To accomplish this bold plan, the PCs could naturally use Deception checks. They could also use Intimidation checks if they're pretending to be fellow soldiers, or Society checks to create a compelling forgery, such as a document bearing an "official seal."

Development: If the PCs earn a number of Subterfuge Points equal to or greater than half the number of PCs (rounded up), they successfully avoid the guards in areas **B1** and **B2** while finding their way into the keep. In this event whatever method they chose, the PCs find themselves in the room in the southeast corner of the keep (directly east of area **B3**). The PCs don't encounter any of the enemies in areas **B1** or **B2**, whether because they drove them off, deceived them, or merely snuck around the foes.

If the PCs don't earn enough Subterfuge Points, they're unable to find a way into the keep that allows them to bypass all the enemies in areas **B1** and **B2**. Depending on their plan, you should have them encounter the enemies in one of those areas (but not both) partway through their attempt to infiltrate the keep. For example, if they failed to sneak in over the north wall and through the courtyard, they run into the enemies in area **B2** while attempting to cross the courtyard. On the other hand, if they failed to sneak in using a disguise to get past the guards at the front gate, they naturally encounter the enemies in area **B1**, who attack the PCs after catching onto their plan and realizing they're Pathfinders. Use whichever encounter makes more sense based on the how the PCs were attempting to infiltrate the fort.

The enemies in the other area—whichever ones the PCs don't face in combat—flee into the fort as soon as they become aware of an attack. They warn the enemies in areas **B3** and **C2** that intruders have arrived, then leave through the sewers and make their way to Egorian to report to Aydrion Thrune about an attack on Fort Dracobellum. While this doesn't directly impact the events of this adventure beyond making the enemies more aware that intruders are at the fort, it can affect whether the PCs accomplish the scenario's Secondary Objectives, as described on page 16.

B1. GATEHOUSE

LOW

A small courtyard with an overgrowth of ivy growing along the cobblestone ground nestles between the large keep to the west and the gatehouse and gate on the east. The large gate to the east consists of 20-foot-tall wooden doors with heavy wooden bars to lock when closed. A single door to the east leads into the gatehouse and an old statue deteriorated with age sits near the south wall. Battlements above the east gate and along the south

wall are accessible through second-level doors from within the keep, gatehouse, and stables. A small gate to the north between the keep and stables leads to another much larger courtyard beyond.

Creatures: Remember the PCs can only encounter the enemies here as a result of failing to earn enough Subterfuge Points (see Development in the Sneaking In section on page 11), or if the players decided to fight their way through the fort's defenses (see the "Let's Fight!" sidebar on page 11). If the PCs sneak in successfully, they don't encounter these opponents.

A few guards are stationed at the gatehouse. During the day, some guards are stationed within the courtyard just inside the gate while one patrols the battlements above. At night, the guards have a rotating watch with one guard given a bell to wake the others in case of any kind of invasion and the others billeted within the gatehouse itself. These soldiers always try to pair up against an enemy, but when down to one remaining guard, they break and run.

LEVELS 3-4

FORT GUARDS (3)

CREATURE 1

Page 19

LEVELS 5-6

TOUGH FORT GUARDS (4)

CREATURE 2

Page 26

B2. MAIN COURTYARD

LOW

This large open-air courtyard sits between the keep to the south, stables to the east, and barracks on the northwest corner. Stairs leading up to the battlements rest against the barracks along the west wall. A large fountain sits empty in front of the double doors of the keep entrance. A small stage has been erected near the north wall with discarded wooden training weapons and other training paraphernalia stowed beneath it. A small gate to the south between the keep and stables leads to another small courtyard beyond.

Creatures: Remember the PCs can only encounter the enemies here as a result of failing to earn enough Subterfuge Points (see Development in the Sneaking In section on page 11), or if the players decided to fight their way through the fort's defenses (see the "Let's Fight!" sidebar on page 11). If the PCs sneak in successfully, they don't encounter these opponents.

The main courtyard houses some combination of Hellknight soldiers and/or hell hounds. During daylight hours, the soldiers alternate their time practicing moves

THE DEVIL~WROUGHT DISAPPEARANCE

taught to them by Raetullus and patrolling the north and west battlements. At night, the soldiers billet in the north barracks. When the hell hounds are present, they feed on their most recently caught game in the wide courtyard, playing with their food in their exuberance. At night, they rest in the stables. If engaged, both soldiers and hell hounds have the same tactics: they attack the most armored foes or any PCs bearing obvious religious iconography for any deity or religion other than Asmodeus. They prefer to engage different enemies rather than teaming up on the same opponent and they fight to the death.

LEVELS 3–4

TOUGH FORT GUARDS (2)

CREATURE 2

Page 20

LEVELS 5–6

HELL HOUNDS (3)

CREATURE 3

Page 27

B3. KEEP

MODERATE

The interior of the keep shows few signs of use. The large hall has double doors along the north wall that lead outside and two doors on each side wall. A raised platform stands along the south wall in front of several large rugs not completely covering the summoning circles etched into the flagstones. Stone pillars form rows on either side of the room to hold up the 20-foot ceilings.

Creatures: One or more barbazus guard this room. Tascio received these devils as a “gift” from Aydrion Thrune to assist in his efforts. His distaste at their methods has led him to keep them far from his work, guarding the keep’s interior with orders to attack anyone that tries to get into the basement levels of the building without his express permission. Devils in this room don’t attack anyone that enters to deposit foodstuffs, messages, orders, or other goods, but if anyone attempts to enter the southwest stairwell, they attack with reckless abandon. The barbazus prefer the challenge of striking at the opponent with the most intimidating weapons and armor, but prioritize enemies closest to the stairwell. If the PCs are facing more than one barbazus, the devils treat the combat as a personal competition, trying to one-up each other in their ruthlessness and racing each other to damage and down their chosen foes. They’re unrelenting and fight to the death. Any human guards the PCs encounter here as a result of Challenge Point adjustments follow the devils’ lead, knowing that surrender at this point could result in grave punishment.

LEVELS 3–4

BARBAZU

CREATURE 5

Page 21

LEVELS 5–6

BARBAZUS (2)

CREATURE 5

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Rewards: If the PCs take a moment to Search the room, they find an unlocked chest under the raised platform. It’s etched with the words “Some dragons can’t handle fire.” It contains a *wand of burning hands* (or a *wand of flaming sphere* for levels 5–6) as well as two *lesser healing potions*.

C. FORT DRACOBELLUM UNDERBELLY

Decades ago, the Order of the Scar converted the dungeons below Fort Dracobellum to hold enemies of the state awaiting trial or execution. The ancient alchemical labs were cleared out and replaced with torture chambers and cells, and deterrents were installed to keep the population from escaping. Originally, the plan was to expand the tunnels, started before the Chelaxian Civil War, and use them to move enemies of the state to other facilities within the area, but that plan was tossed aside when the Hellknight engineers working on the project accidentally tapped into the Egorian sewer system. Since then, whenever the Hellknights have used the fort, it was simply a temporary prison and training site. Currently Tascio Raetullus uses it as his base of operations.

Encounters in this area use the map on page 14.

C1. DUNGEONS

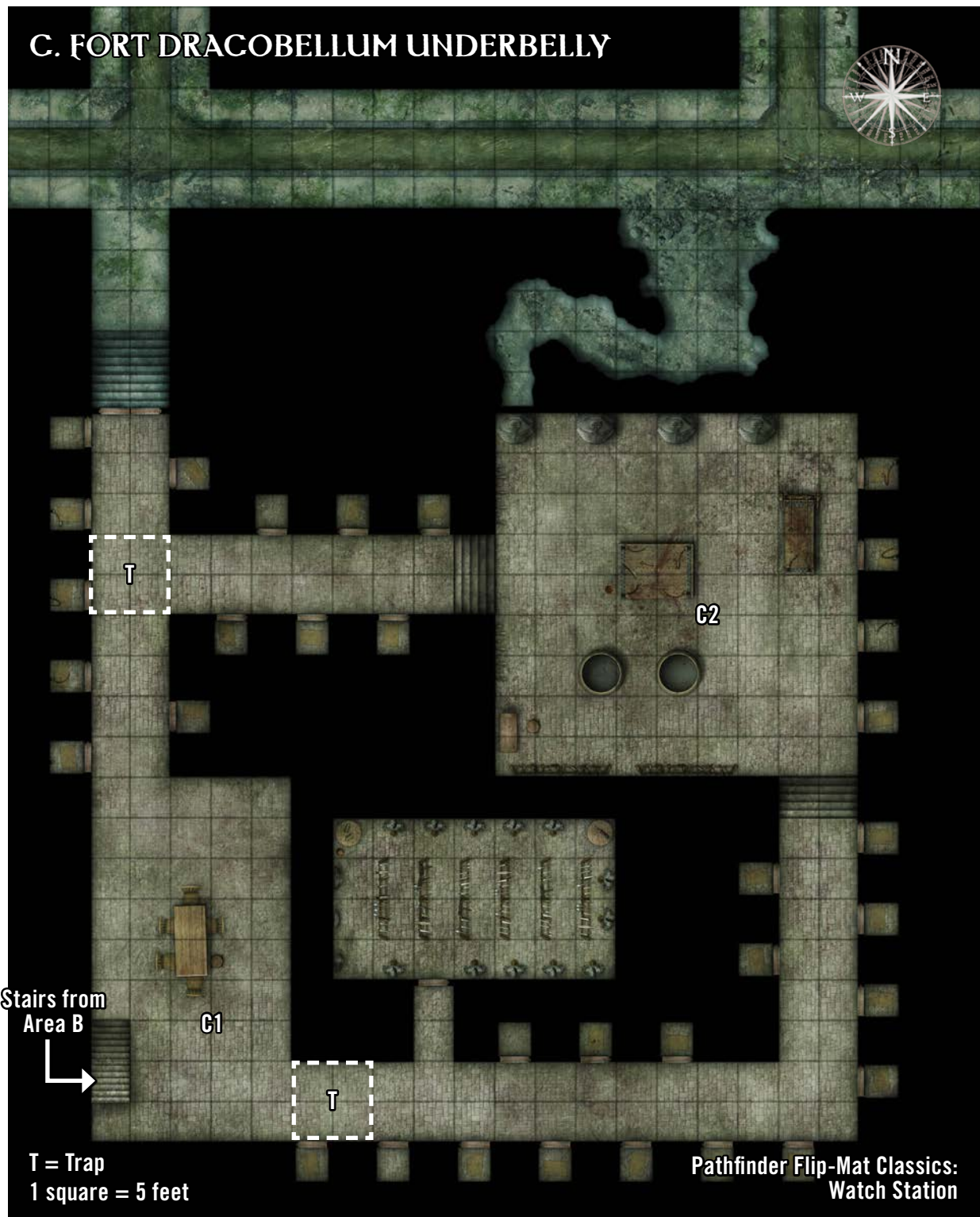
TRIVIAL

This area consists of a large chamber with a long wooden table covered in notes regarding suspected Glorious Reclamation movements. A hallway lined with empty cells winds north and east with a double door at the north corner and another goes west from the chamber and bends north to area **C2**. Along the way is an old library filled with empty shelves.

Tascio’s loud questioning of his current prisoner (see area **C2**) is easily audible from this room. As the PCs enter this room they hear a male voice shouting “I know there are others, tell me where they are!”

Hazards: Tascio made good use of the escape deterrents already built into the dungeons after the Order of the Scar renovated Fort Dracobellum several decades ago. The traps built into the dungeons were designed to keep prisoners in rather than attackers out. Each is indicated

THE DEVIL~WROUGHT DISAPPEARANCE



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on the map on page 14. In front of the first cell along the south wall is a pit trap which spans the width of the hallway and another in the juncture of the hallway leading to the sewers with the hallway leading to Area C2. If the PCs fall in either trap, the foes in Area C2 become aware of the PCs and take up defensive positions to prepare for their arrival.

ALL LEVELS

HIDDEN PITS (2)

Page 22 or 29

HAZARD 0



TASCIO RAETULLUS

C2. INTERROGATION ROOM **MODERATE**

This room may have once been a laboratory or training room, but it has clearly been repurposed as a torture chamber and interrogation room in the centuries since. Four iron maidens line the northern wall and instruments of torture sit in racks along the southern wall next to an open chest of discarded armor. A pallet bed caked in soot sits near empty prisoner cells on the eastern wall. Two barrels of brackish water sit near a large table adorned with straps and other methods of restraining a prisoner. The only exits are steps leading up from the west and south sides of the room.

Creatures: A woman dressed in a bloody gambeson and heavy armor is restrained and lying on the table in the middle of the room and Varian Jeggare is nowhere to be seen. Instead, a tall, wiry man with dark hair and an easy smile beckons the PCs to approach—this is Tascio Raetullus. He's dressed in dark armor and a black cloak with red marks resembling scars on the helm under his arm. Any other foes present are Tascio's trusted Hellknight guards and interrogators. They stand at ease nearby, either watching the interrogation or keeping a careful eye on the passages leading to this room if they're aware of intruders. Tascio's interrogations end as the PCs arrive unless they take pains to cover their approach with Stealth checks. From within, a crisp voice calls "Come in, come in. It won't do to tarry now. I suppose you have come to rescue your friend." If given the chance to speak before a fight breaks out, the man smiles and adds "I'm sure you have many questions before we are forced to dispatch you."

Tascio is amenable to answer some of the PCs questions as he steels himself for what he hopes is an honorable combat. Likely inquiries and their responses are below.

Who are you? With a slight bow, Tascio smiles a warm, honest smile. "I am Sir Tascio Raetullus, of the Order of the Scar. And you don't look like members of the Glorious Reclamation. Do they, Sabina?" He prods her wounded shoulder with his rapier, enough to illicit a grunt of pain from the knight-errant.

Where is Varian Jeggare? "Ah, that makes more sense. You must be of his ilk, then. If you must know, he was here. I had hoped to bring him before the paraliCTOR for his crimes in the city too, but that Thrune woman ordered he be taken to her in Delvehaven. They left only a few days ago. You might beat them to Westcrown if you hurry. At least she won't take my quarry from me, no matter what she demands."

Who is your prisoner? "This monster," he spits as anger clouds his kindly visage, "is Sabina Malatesta, a

THE DEVIL~WROUGHT DISAPPEARANCE

knight of the Glorious Reclamation and a killer. She and those that helped her have been targeting Hellknights, city officials, and officers of the law throughout Egorian. It's my duty to stop the threat she and her allies present. No matter their goals, every moment she breathes air is a moment Cheliox is in danger. I will bring her before the paralictor or magistrate and see her executed for her crimes—but only after I find any others hidden in my city. The Thrune woman wanted her as well, but my mandate supersedes her wishes in this matter."

What Thrune woman? "Aydrian Thrune, a distant relative of our beloved Empress. She claimed the Count had been harboring Pathfinders in the area. It seems she must be right. Still, while illegal, Pathfinders are hardly a danger to Cheliox and her people. Their intrigues are far from my mandate as a Scar Knight."

Tascio isn't willing to give up his prisoner, and if forced into combat with the Pathfinders, he sighs in regret for a moment as he draws his second blade and says with a sad smile "So it is like that then."

Tascio and his knights attack the PCs if it's clear they intend to rescue his prisoner, or if they make any threats or provocations. In combat, Tascio engages opponents in melee. He enjoys duels and favors fighting enemies with swords or similar weapons. He prefers to keep his enemies flat-footed against his attacks and feints whenever possible.

The Hellknights spread out, hoping to keep enemies from ganging up on Raetullus. They engage anyone wearing holy symbols first and obvious spellcasters second. Tascio can't allow his prisoner to escape, so he and his allies fight to the death.

LEVELS 3-4

FORT GUARD

Page 23

CREATURE 1

TASCIO RAETULLUS

Page 23, art on page 32

CREATURE 4

LEVELS 5-6

INTERROGATOR

Page 30

CREATURE 3

TASCIO RAETULLUS

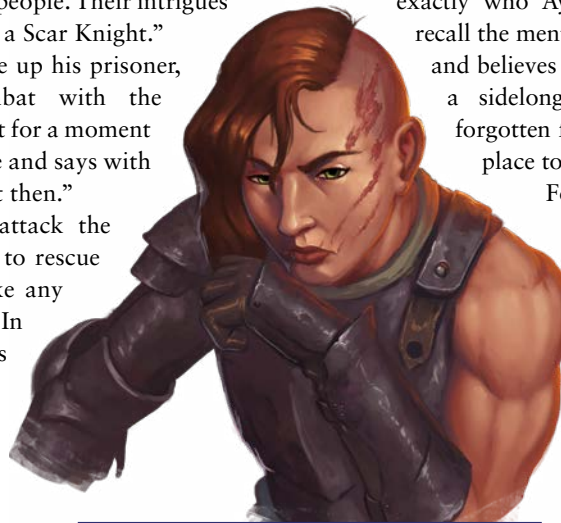
Page 30, art on page 32

CREATURE 6

CONCLUSION

If the Pathfinders rescue Sabina she's injured enough to require medical attention, but lucid enough to answer their questions. She relates what she knows of Varian Jeggare. She was moved by the fact that even though they argued over methodology, he was willing to put his life at risk to help her at both the Southgate Inn and their captivity. Sabina goes on to explain that after they were captured, the mercenaries took Varian Jeggare away to another location per the orders of "Aydrian Thrune." Though she isn't certain with the specific location or exactly who Aydrian Thrune is, the agent does recall the mention of a place called "Delvehaven" and believes it was their destination. She makes a sidelong comment looking around the forgotten fort: "Seems you go from one dead place to another," before passing out.

For now, the PCs should return to the Southgate Inn or Egorian with the goal of working with Varian's staff to ensure the Glorious Reclamation survivor is tended to and provided a safe haven. Varian Jeggare's rescue must wait for the next adventure in this arc, *Pathfinder Society Scenario #3-07: The Locked Lodge!*



SABINA MALATESTA

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they learn Count Varian

Jeggare's abductors have taken him to Delvehaven under the orders of Aydrian Thrune and rescue the Glorious Reclamation agent, Sabina Malatesta, from captivity and likely execution at the hands of the Order of the Scar. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they reach the final research threshold before running out of time at the Greensteeples Archives and if they earn Subterfuge Points equal to half the number of PCs (rounded down) when they Sneak In to Fort Dracobellum. (If they chose to fight through areas **B1** and **B2** as described in the "Let's Fight!" sidebar, and dispatched all of the foes in those areas, ignore the Subterfuge Point requirement). Doing so earns each PC 2 Reputation with their chosen faction.

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APPENDIX 1: 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 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).

GREENSTEEPLES ARCHIVES (LEVELS 3-4)

GREENSTEEPLES ARCHIVES

LIBRARY 3

Research Collection Despite Greensteeples’ size, Varian Jeggare’s thirst for books is transparent in the sheer volume of literary works strewn about and hidden in the corners of the small, yet opulent manor. The library itself is two floors of floor-to-ceiling bookshelves with stuffed and mounted creatures of all shapes and sizes and other treasures from Count Jeggare’s travels; **Maximum RP 6**.

Research Checks DC 13 Library Lore or Egorian Lore, DC 15 Academia Lore, DC 18 Society

Map Room Greensteeples’ map room is hidden behind a portrait in the library of a Chelaxian noblewoman, labeled Countess Pontia Jeggare, which bears more than a passing resemblance to the venture-captain. Every wall and surface in this small room is covered in maps and scrolls with several locations circled and notated. Every entry uses colloquial phrasing that seems innocuous to all but Pathfinders accustomed to the methods the Pathfinder Society uses to hide sensitive information; **Maximum RP 4**.

Research Checks DC 13 Scribing Lore, DC 15 Scouting Lore, DC 18 Crafting, DC 21 Perception

Arnisant The aging Ustalavic wolfhound is only too happy to escort the Pathfinders throughout the library and gives a soft chuff whenever they approach a volume or map Varian recently interacted with before his departure. Unlike the rest of the household, Arnisant knows precisely which books and notes his master toyed with before his disappearance; **Maximum RP 4**.

Research Checks DC 16 Nature, DC 18 Diplomacy, DC 20 Survival

2 Research Points The PCs learn about the recent political turmoil in Chelax due to the Silver Ravens’ rise in Kintargo and the failure of the Glorious Reclamation’s attempts to gain a foothold in the Chelaxian heartlands. Despite the utter defeat of the Glorious Reclamation in the field of battle, Varian’s notes theorize several local revolutionaries

SCALING GREENSTEEPLES ARCHIVES

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

10-13 Challenge Points: Increase the number of Research Points needed for each result by 2.

14-18 Challenge Points (5+ players): Increase the number of Research Points needed for each result by 2 and increase all DCs by 1.

escaped execution and are in hiding.

4 Research Points Count Jeggare’s notes often refer to the attempts to reopen Delvehaven in Westcrown and point to how well his roses have bloomed all over Chelax despite only having the Grinning Pixie as the counterpoint to Greensteeples. He has multiple references to a hidden Davian heiress and how her discovery sets alight new suspicions on the Throne-approved history of Chelax. The PCs uncover several plans the Count has yet to set in motion to further investigate a possible library hidden in Delvehaven’s chambers.

6 Research Points Alongside dogeared notes regarding the Glorious Reclamation the PCs find Varian has made notes in the margins to call out how recent attacks on known Hellknight and political leaders throughout Egorian have made his own undercover operations much more difficult and threatens the secrecy of his roses. While the culprits chose high-ranking or particularly diabolical targets, their purely fanatical attacks are likely, in Varian’s view, causing undue risk to Egorian’s populace and sets the revolutionary agenda back years as the government escalates internal security in response. At this point, the bell at the entrance gives its report to announce a patrol from the City Guard. They’ve come to Greensteeples to call on the count, and Benedet goes out to distract them and give a well-rehearsed alibi for the missing Varian. Half of the PCs (rounded down) must succeed at DC 15 Stealth checks or take a -2 circumstance penalty to their Research checks until the end of the following round as they’re forced to be more quiet and subtle in their research. Alternatively, if a PC succeeds at a DC 17 Deception check to create a distraction, it negates the need for Stealth checks altogether.

8 Research Points On one of the maps of Egorian and the hinterlands around the capital city, the PCs discover a small roadside inn near the Southgate circled with a note stating “Nan at the Southgate Inn can always be trusted.” On the same map, Varian marked off several of the nearby abandoned forts around the city, noting they seem to have become illegally occupied by mercenaries or squatters.

10 Research Points The PCs find a note ripped from the Count’s own diary hidden in a copy of a book called *Bestiary of Garund* that says “The reformer sniffed from one of my roses. We will meet at Nan’s.”

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER A (LEVELS 3-4)

MERCENARIES (2)

CREATURE 1

UNCOMMON LE MEDIUM HUMAN HUMANOID
LE bodyguards (*Pathfinder Gamemastery Guide* 226)
Perception +8
Languages Common
Skills Athletics +7, Intimidation +6, Society +2
Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0
Items greatclub, sap, studded leather armor
AC 16; **Fort** +8, **Ref** +7, **Will** +4
HP 25
Speed 25 feet
Melee ♦ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning
Melee ♦ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning
Bodyguard's Defense ♦♦ The mercenary selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

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 mercenary to the encounter.

12-13 Challenge Points: Add one zebub to the encounter.

14-15 Challenge Points: Add two mercenaries to the encounter.

16-18 Challenge Points (5+ players): The PCs face two mercenaries and two elite zebubs.

ZEBUB

CREATURE 3

LE SMALL DEVIL FIEND
Pathfinder Bestiary 2 72
Perception +12; greater darkvision
Languages Celestial, Draconic, Infernal; telepathy 100 feet
Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10
Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic
HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5
Speed 15 feet, fly 50 feet
Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth
Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will; self only), *summon animal* (swarm creatures only); **Cantrips** (2nd) *message*
Rituals DC 17; **1st** *infernal pact*
Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)
Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.
Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B1 (LEVELS 3–4)

FORT GUARDS (3)

CREATURE 1

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE guards (*Pathfinder Gamemastery Guide* 232)

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

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

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ⤴

Speed 25 feet

Melee ⤴ club +9, **Damage** 1d6+4 bludgeoning

Melee ⤴ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ⤴ crossbow +7 (range increment 120 feet, reload 1),

Damage 1d8 piercing

Ranged ⤴ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

TOUGH FORT GUARDS (0)

CREATURE 2

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bandits (*Pathfinder Gamemastery Guide* 208)

Perception +6

Languages Common

Skills Athletics +6, Deception +5, Forest Lore +4, Intimidation +6, Stealth +8, Survival +6, Thievery +8

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items hatchet, sling (10 bullets), studded leather armor

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Bandit's Ambush When the tough fort guard rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ⤴ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ⤴ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ⤴ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Dread Striker Frightened creatures are flat-footed to the tough fort guard.

Favored Terrain The tough fort guard ignores the effects of non-magical difficult terrain in forests.

SCALING ENCOUNTER B1

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

10–11 Challenge Points: Add one fort guard with the weak adjustment to the encounter.

12–13 Challenge Points: Add one tough fort guard to the encounter.

14–15 Challenge Points: The PCs face three tough fort guards and one fort guard with the weak adjustment.

16–18 Challenge Points (5+ players): The PCs face four tough fort guards.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B2 (LEVELS 3-4)

TOUGH FORT GUARDS (2)

CREATURE 2

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bandits (*Pathfinder Gamemastery Guide* 208)

Perception +6

Languages Common

Skills Athletics +6, Deception +5, Forest Lore +4, Intimidation +6, Stealth +8, Survival +6, Thievery +8

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items hatchet, sling (10 bullets), studded leather armor

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Bandit's Ambush When the tough fort guard rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ♦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ♦ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ♦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Dread Striker Frightened creatures are flat-footed to the tough fort guard.

Favored Terrain The tough fort guard ignores the effects of non-magical difficult terrain in forests.

HELL HOUNDS (0)

CREATURE 3

LE MEDIUM BEAST FIEND FIRE

Pathfinder Bestiary 205

Perception +9; darkvision, scent (imprecise) 60 feet

Languages Infernal (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

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

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ♦ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ♦ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

SCALING ENCOUNTER B2

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

10-11 Challenge Points: Replace one tough fort guard with one hell hound. Increase the hell hound's Hit Points by 5.

12-13 Challenge Points: Add one tough fort guard to the encounter.

14-15 Challenge Points: Add one hell hound to the encounter. Increase the hell hound's Hit Points by 5.

16-18 Challenge Points (5+ players): Add two tough fort guards to the encounter.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B3 (LEVELS 3-4)

BARBAZU

CREATURE 5

LE MEDIUM DEVIL FIEND

Pathfinder Bestiary 88

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

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

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity ↻

Speed 35 feet

Melee ✦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ✦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ✦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernian fever

Divine Innate Spells DC 19; **5th dimension door**; **4th dimension door** (at will)

Rituals DC 19; **1st** infernal pact

Avernian Fever (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ✦ **Trigger** The devil hits a creature with a glaive Strike. **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ✦ **Frequency** once per round; **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

SCALING ENCOUNTER B3

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

10-11 Challenge Points: Add one fort guard to the encounter.

12-13 Challenge Points: Add two fort guards to the encounter.

14-15 Challenge Points: Add three fort guards to the encounter.

16-18 Challenge Points (5+ players): Add one barbazu to the encounter.

FORT GUARDS (0)

CREATURE 1

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE guards (Pathfinder Gamemastery Guide 232)

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

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

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ↻

Speed 25 feet

Melee ✦ club +9, **Damage** 1d6+4 bludgeoning

Melee ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ✦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER C1 (LEVELS 3-4)

HIDDEN PITS (2)

HAZARD 0

MECHANICAL **TRAP**

Pathfinder Core Rulebook 522

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable DC 12 Thievery to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall ➤ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER C2 (LEVELS 3-4)

FORT GUARD

CREATURE 1

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE guards (*Pathfinder Gamemastery Guide* 232)

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

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

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ⤵

Speed 25 feet

Melee ⤵ club +9, **Damage** 1d6+4 bludgeoning

Melee ⤵ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ⤵ crossbow +7 (range increment 120 feet, reload 1),

Damage 1d8 piercing

Ranged ⤵ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

TASCIO RAETULLUS

CREATURE 4

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Kelish, Varisian

Skills Acrobatics +12, Athletics +10, Deception +10, Diplomacy +7, Intimidation +7, Society +10, Stealth +10

Str +1, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +3

Items main-gauche, *minor healing potion*, +1 rapier, scale mail

AC 22; **Fort** +8, **Ref** +14, **Will** +11

HP 64; **Resistances** mental 2, slashing 2

Speed 30 feet

Melee ⤵ main-gauche +13 (agile, disarm, finesse, parry, versatile S), **Damage** 1d4+4 piercing

Melee ⤵ rapier +14 (deadly d8, disarm, finesse, magical), **Damage** 1d6+4 piercing

Advancing Flourish ⤵ Tascio Strides twice. If he ends his movement within melee reach of an enemy, he can Feint.

Mobility When Tascio Strides half his Speed or less, that movement does not trigger reactions.

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

SCALING ENCOUNTER C2

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

10-11 Challenge Points: Replace the fort guard with an interrogator.

12-13 Challenge Points: Add one interrogator to the encounter.

14-15 Challenge Points: The PCs face Tascio and two interrogators.

16-18 Challenge Points (5+ players): Add two interrogators to the encounter.

INTERROGATORS (0)

CREATURE 3

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE jailer (*Pathfinder Gamemastery Guide* 233)

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +11, Diplomacy +5, Intimidation +7

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items club, crossbow (20 bolts), keyring, signal whistle, simple manacles, studded leather armor

AC 20; **Fort** +8, **Ref** +10, **Will** +7

HP 45

Attack of Opportunity ⤵

Speed 25 feet

Melee ⤵ club +11, **Damage** 1d6+8 bludgeoning

Ranged ⤵ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Ranged ⤵ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Efficient Capture ⤵ (attack, manipulate) **Requirements**

The interrogator has manacles in hand and is adjacent to a creature; **Effect** The interrogator attempts to bind the creature's wrists or ankles with the manacles. If the interrogator succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

Intimidating Strike ⤵ (emotion, fear, fighter, mental) The interrogator makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Subdue Prisoners The interrogator doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

THE DEVIL~WROUGHT DISAPPEARANCE

APPENDIX 2: LEVEL 5~6 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 5th-level PCs. If your group has a different composition or size, refer to 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).

GREENSTEEPLES ARCHIVES (LEVELS 5~6)

GREENSTEEPLES ARCHIVES

LIBRARY 5

Research Collection Despite Greensteeples’ size, Varian Jeggare’s thirst for books is transparent in the sheer volume of literary works strewn about and hidden in the corners of the small, yet opulent manor. The library itself is two floors of floor-to-ceiling bookshelves with stuffed and mounted creatures of all shapes and sizes and other treasures from Count Jeggare’s travels; **Maximum RP 6**.

Research Checks DC 15 Library Lore or Egorian Lore, DC 17 Academia Lore, DC 20 Society

Map Room Greensteeples’ map room is hidden behind a portrait in the library of a Chelaxian noblewoman, labeled Countess Pontia Jeggare, which bears more than a passing resemblance to the venture-captain. Every wall and surface in this small room is covered in maps and scrolls with several locations circled and notated. Every entry uses colloquial phrasing that seems innocuous to all but Pathfinders accustomed to the methods the Pathfinder Society uses to hide sensitive information; **Maximum RP 4**.

Research Checks DC 15 Scribing Lore, DC 17 Scouting Lore, DC 20 Crafting, DC 23 Perception

Arnisant The aging Ustalavic wolfhound is only too happy to escort the Pathfinders throughout the library and gives a soft chuff whenever they approach a volume or map Varian recently interacted with before his departure. Unlike the rest of the household, Arnisant knows precisely which books and notes his master toyed with before his disappearance; **Maximum RP 4**.

Research Checks DC 18 Nature, DC 20 Diplomacy, DC 22 Survival

2 Research Points The PCs learn about the recent political turmoil in Chelax due to the Silver Ravens’ rise in Kintargo and the failure of the Glorious Reclamation’s attempts to gain a foothold in the Chelaxian heartlands. Despite the utter defeat of the Glorious Reclamation in the field of battle, Varian’s notes theorize several local revolutionaries

SCALING GREENSTEEPLES ARCHIVES

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

19~27 Challenge Points: Increase the number of Research Points needed for each result by 2.

28+ Challenge Points: Increase the number of Research Points needed for each result by 2 and increase all DCs by 1.

escaped execution and are in hiding.

4 Research Points Count Jeggare’s notes refer often to the attempts to reopen Delvehaven in Westcrown and point to how well his roses have bloomed all over Chelax despite only having the Grinning Pixie as the counterpoint to Greensteeples. He has multiple references to a hidden Davian heiress and how her discovery sets alight new suspicions on the Throne-approved history of Chelax. The PCs uncover several plans the Count has yet to set in motion to further investigate a possible library hidden in Delvehaven’s chambers.

6 Research Points Alongside dogeared notes regarding the Glorious Reclamation the PCs find Varian has made notes in the margins to call out how recent attacks on known Hellknight and political leaders throughout Egorian have made his own undercover operations much more difficult and threatens the secrecy of his roses. While the culprits chose high-ranking or particularly diabolical targets, their purely fanatical attacks are likely, in Varian’s view, causing undue risk to Egorian’s populace and sets the revolutionary agenda back years as the government escalates internal security in response. At this point, the bell at the entrance gives its report to announce a patrol from the City Guard. They’ve come to Greensteeples to call on the count, and Benedet goes out to distract them and give a well-rehearsed alibi for the missing Varian. Half of the PCs (rounded down) must succeed at DC 15 Stealth checks or take a –2 circumstance penalty to their Research checks until the end of the following round as they’re forced to be more quiet and subtle in their research. Alternatively, if a PC succeeds at a DC 17 Deception check to create a distraction, it negates the need for Stealth checks altogether.

8 Research Points On one of the maps of Egorian and the hinterlands around the capital city, the PCs discover a small roadside inn near the Southgate circled with a note stating “Nan at the Southgate Inn can always be trusted.” On the same map, Varian marked off several of the nearby abandoned forts around the city, noting they seem to have become illegally occupied by mercenaries or squatters.

10 Research Points The PCs find a note ripped from the Count’s own diary hidden in a copy of a book called *Bestiary of Garund* that says “The reformer sniffed from one of my roses. We will meet at Nan’s.”

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER A (LEVELS 5-6)

ZEBUB

CREATURE 3

LE SMALL DEVIL FIEND

Pathfinder Bestiary 2 72

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will; self only), *summon animal* (swarm creatures only); **Cantrips** (2nd) *message*

Rituals DC 17; **1st** infernal pact

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

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: Apply the elite adjustment to the tough mercenaries.

23-27 Challenge Points: Add one tough mercenary with the elite adjustment to the encounter.

28-32 Challenge Points: Add two tough mercenaries to the encounter.

33+ Challenge Points: The PCs face two zebubs and three elite tough mercenaries.

TOUGH MERCENARIES (2)

CREATURE 4

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bounty hunters (*Pathfinder Gamemastery Guide* 227)

Perception +14

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items crossbow (10 bolts), falchion, simple manacles, studded leather armor

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Speed 25 feet

Melee ♦ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ♦ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ♦ (concentrate) The mercenary designates a single creature they can see and hear, or one they're Tracking, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the bounty hunter uses Hunt Prey again.

Precision Edge The first time the mercenary hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The mercenary Strides, Steps, or Sneaks, and then Interacts to reload.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B1 (LEVELS 5-6)

TOUGH FORT GUARDS (4)

CREATURE 2

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bandits (*Pathfinder Gamemastery Guide* 208)

Perception +6

Languages Common

Skills Athletics +6, Deception +5, Forest Lore +4, Intimidation +6, Stealth +8, Survival +6, Thievery +8

Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items hatchet, sling (10 bullets), studded leather armor

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Bandit's Ambush When the tough fort guard rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ♦ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ♦ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ♦ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Dread Striker Frightened creatures are flat-footed to the tough fort guard.

Favored Terrain The tough fort guard ignores the effects of non-magical difficult terrain in forests.

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Add one tough fort guard to the encounter.

23-27 Challenge Points: The PCs face two tough fort guards and two tough mercenaries.

28-32 Challenge Points: The PCs face one tough fort guard and three tough mercenaries.

33+ Challenge Points: The PCs face four tough mercenaries.

TOUGH MERCENARIES (0)

CREATURE 4

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bounty hunters (*Pathfinder Gamemastery Guide* 227)

Perception +14

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items crossbow (10 bolts), falchion, simple manacles, studded leather armor

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Speed 25 feet

Melee ♦ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ♦ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ♦ (concentrate) The mercenary designates a single creature they can see and hear, or one they're Tracking, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the bounty hunter uses Hunt Prey again.

Precision Edge The first time the mercenary hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The mercenary Strides, Steps, or Sneaks, and then Interacts to reload.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B2 (LEVELS 5–6)

HELL HOUNDS (3)

CREATURE 3

LE MEDIUM BEAST FIEND FIRE

Pathfinder Bestiary 205

Perception +9; darkvision, scent (imprecise) 60 feet

Languages Infernal (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

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

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ♦ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ♦ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

TOUGH MERCENARIES (0)

CREATURE 4

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE bounty hunters (*Pathfinder Gamemastery Guide* 227)

Perception +14

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items crossbow (10 bolts), falchion, simple manacles, studded leather armor

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Speed 25 feet

Melee ♦ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ♦ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ♦ (concentrate) The mercenary designates a single creature they can see and hear, or one they're Tracking, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the bounty hunter uses Hunt Prey again.

Precision Edge The first time the mercenary hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The mercenary Strides, Steps, or Sneaks, and then Interacts to reload.

SCALING ENCOUNTER B2

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

19–22 Challenge Points: The PCs face two hell hounds and one tough mercenary.

23–27 Challenge Points: The PCs face three hell hounds and one tough mercenary.

28–32 Challenge Points: The PCs face two hell hounds and two tough mercenaries.

33+ Challenge Points: The PCs face three hell hounds and two tough mercenaries.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER B3 (LEVELS 5–6)

BARBAZUS (2)

CREATURE 5

LE MEDIUM DEVIL FIEND

Pathfinder Bestiary 88

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** +1

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity 2

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernian fever

Divine Innate Spells DC 19; **5th** dimension door; **4th** dimension door (at will)

Rituals DC 19; **1st** infernal pact

Avernian Fever (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbazus makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

SCALING ENCOUNTER B3

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

19–22 Challenge Points: Add one hell hound to the encounter.

23–27 Challenge Points: Add one barbazus to the encounter.

28–32 Challenge Points: Add one barbazus and one hell hound to the encounter.

33+ Challenge Points: Add two barbazus to the encounter.

HELL HOUNDS (0)

CREATURE 3

LE MEDIUM BEAST FIEND FIRE

Pathfinder Bestiary 205

Perception +9; darkvision, scent (imprecise) 60 feet

Languages Infernal (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

Str +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** –2

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ♦ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ♦ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER C1 (LEVELS 5-6)

HIDDEN PITS (2)

HAZARD 0

MECHANICAL **TRAP**

(Pathfinder Core Rulebook 522)

Stealth DC 18 (or 0 if the trapdoor is disabled or broken)

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

Disable DC 12 Thievery to remove the trapdoor

AC 10; **Fort** +1, **Ref** +1

Trapdoor Hardness 3, **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall ➔ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

THE DEVIL~WROUGHT DISAPPEARANCE

ENCOUNTER C2 (LEVELS 5-6)

INTERROGATOR

CREATURE 3

UNCOMMON LE MEDIUM HUMAN HUMANOID
LE jailer (*Pathfinder Gamemastery Guide* 233)

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +11, Diplomacy +5, Intimidation +7

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items club, crossbow (20 bolts), keyring, signal whistle, simple manacles, studded leather armor

AC 20; **Fort** +8, **Ref** +10, **Will** +7

HP 45

Attack of Opportunity ⤴

Speed 25 feet

Melee ⬥ club +11, **Damage** 1d6+8 bludgeoning

Ranged ⬥ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Ranged ⬥ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Efficient Capture ⬥⬥⬥ (attack, manipulate) **Requirements**

The interrogator has manacles in hand and is adjacent to a creature; **Effect** The interrogator attempts to bind the creature's wrists or ankles with the manacles. If the interrogator succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

Intimidating Strike ⬥⬥ (emotion, fear, fighter, mental) The interrogator makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Subdue Prisoners The interrogator doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

SCALING ENCOUNTER C2

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

19-22 Challenge Points: Replace the interrogator with a tyrannical interrogator.

23-27 Challenge Points: Add one tyrannical interrogator to the encounter.

28-32 Challenge Points: The PCs face Tascio and two tyrannical interrogators.

33+ Challenge Points: Add two tyrannical interrogators to the encounter.

TASCIO RAETULLUS

CREATURE 6

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Kelish, Varisian

Skills Acrobatics +15, Athletics +13, Deception +13, Diplomacy +10, Intimidation +10, Society +13, Stealth +13

Str +1, **Dex** +5, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items lesser healing potion, +1 main-gauche, +1 striking rapier, scale mail

AC 26; **Fort** +11, **Ref** +17, **Will** +14

HP 98, **Resistances** mental 3, slashing 3

Speed 30 feet

Melee ⬥ main-gauche +18 (agile, disarm, finesse, parry, versatile S), **Damage** 1d4+5 piercing

Melee ⬥ rapier +18 (deadly d8, disarm, finesse, magical), **Damage** 2d6+5 piercing

Advancing Flourish ⬥⬥ Tascio Strides twice. If he ends his movement within melee reach of an enemy, he can Feint.

Evasion When Tascio rolls a success on a Reflex save, he gets a critical success instead.

Mobility When Tascio Strides half his Speed or less, that movement does not trigger reactions.

Sneak Attack Tascio Raetullus an extra 2d6 precision damage to flat-footed creatures.

THE DEVIL~WROUGHT DISAPPEARANCE

TYRANNICAL INTERROGATORS (0)

CREATURE 5

UNCOMMON LE MEDIUM HUMAN HUMANOID

LE tyrants (*Pathfinder Advanced Player's Guide* 116)

Perception +10

Languages Common

Skills Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

Items lesser cheetah's elixir, greataxe, half plate, javelin (10)

AC 25; **Fort** +14, **Ref** +10, **Will** +12

HP 75

Iron Command ➤ (divine, necromancy) **Trigger** An enemy within 15 feet damages the interrogator; **Effect** The interrogator puts an impertinent foe who dared harm them in their proper place. They command their enemy to kneel before them in obedience. If they dare to refuse, they must pay the price in pain and anguish. The foe must choose one of the following options.

The enemy kneels, dropping prone as a free action.

The enemy refuses, and the interrogator deals 2d6 mental damage to it.

In addition, the interrogator's Strikes against the triggering creature deal 1 extra damage until the end of their next turn.

The interrogator chooses whether the damage type is evil or negative each time they use this reaction.

Speed 20 feet

Melee ➤ greataxe +15 (sweep), **Damage** 1d12+10 slashing

Ranged ➤ javelin +12 (thrown 30 feet), **Damage** 1d6+10 piercing

Champion Devotion Spells DC 20, 1 Focus Point; **3rd touch of corruption** (*Pathfinder Advanced Player's Guide* 229)

Intimidating Strike ♦♦ The interrogator makes a melee Strike. If they hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

THE DEVIL~WROUGHT DISAPPEARANCE

APPENDIX 3: GAME AIDS



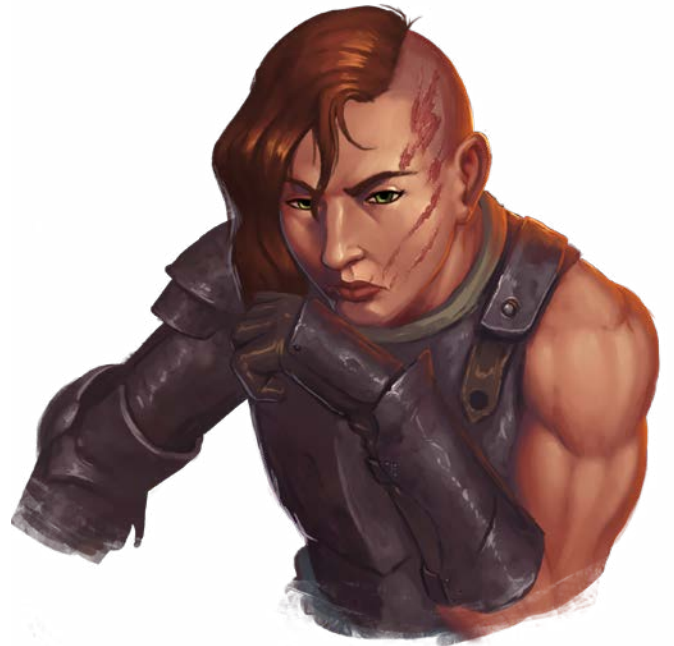
BENEDET

TASCIO RAETULLUS



NINZIA

SABINA MALATESTA



THE DEVIL~WROUGHT DISAPPEARANCE

HANDOUT #1: AMBRUS VALSIN'S ORDERS

Agents,

I've assigned you a particularly important mission, but one that requires a level of subtlety. One of our own, Venture-Captain Varian Jeggare, has gone missing. We received a letter through hidden channels from his majordomo, Benedet, at Greensteeples Manor. Count Jeggare apparently departed in the middle of the night and according to Benedet, he missed his prearranged check-in and has been missing for longer than they consider normal for the venture-captain. I'm sending you to help them find out what has happened.

I don't need to remind you that all Pathfinder activity in Cheliox is clandestine in nature, so you are to avoid any involvement with local authorities. You will be travelling with a trading caravan to the capital city, Egorian, and you've been provided writs to allow you to enter as mercenaries hired to work for the count. As long as you don't make a scene like new recruits, you should make it to the Sorrowside district and Greensteeples Manor without trouble. Benedet is waiting for your arrival there.

Follow whatever clues you can. Find Varian or—gods forbid—his remains. As always, be careful, and remember—Cheliox is not safe for Pathfinders. Keep your guard up at all times.

—Venture-Captain Ambrus Valsin

THE DEVIL~WROUGHT DISAPPEARANCE

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

☐ ☐ **Greensteeples Archives**, page 6: 1 Treasure Bundle for conducting research at Greensteeples and 1 additional Treasure Bundle for earning rewards from Benedet by reaching the final research threshold.

☐ **Area A**, page 6: 1 Treasure Bundle for defeating the enemies at the Southgate Inn.

☐ ☐ ☐ **Area B**, page 9: 3 Treasure Bundles for defeating or sneaking past the enemies in Fort Dracobellum's upper level.

☐ **Area C1**, page 13: 1 Treasure Bundle for bypassing or surviving the traps hidden around the dungeons.

☐ ☐ ☐ **Area C2**, page 15: 3 Treasure Bundles for defeating Tascio and rescuing Sabina.



Location _____

			Faction:		
Character Name:			<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
Org Play #:	-2	Level	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		

THE DEVIL-WROUGHT DISAPPEARANCE

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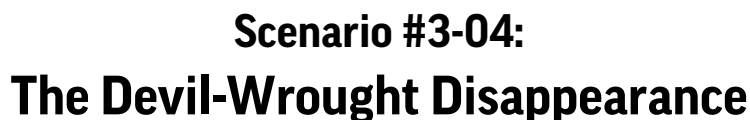
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