



FAITHLESS AND FORGOTTEN, PART 3: THE INFERNAL INHERITANCE

By Christopher Wasko



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Pathfinder Society Scenario #7-18

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Pathfinder Society Scenario #7-18: Faithless and Forgotten, Part 3: The Infernal Inheritance is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Faithless and Forgotten, Part 3: The Infernal Inheritance

BY CHRISTOPHER WASKO



Relations between the Pathfinder Society and Cheliah seemed to be on the mend when the Infernal Empire's new liaison to the Society—Ianareth Alazario—secured permission for Pathfinder agents to explore several archaeological sites on Chelish soil. The cooperative effort proved to be a political manipulation, however, when Zefiro Balinger—curator of Corentyn's Museum of History and ally of the Society—helped expose House Thrune's doctoring of the ruins in question to further legitimize their claim over Khari, Cheliah's strategic foothold in Garund. In retribution for Zefiro's treasonous adherence to the truth, as well as for his heretical preservation of unrevised Chelish histories, House Thrune abducted the historian and spirited him away for questioning and eventual punishment, bringing the Society's archaeological expedition to a halt.

After confronting a Hellknight signifier found cleansing Zefiro's workplace of troublesome documents, Pathfinder agents discovered where Zefiro was being held—a facility in Ostenso called the Bloody Nail, where people say prisoners eagerly offer confessions rather than have them agonizingly extracted by the lead interrogator. The Pathfinder Society desperately seeks both Zefiro's safety and his priceless historical notes, yet it does not have nearly enough political clout to demand his release. Zarta Dralneen, an ally of the Society and former liaison for Cheliah, has offered an alternative: covertly break Zefiro out of the prison. In her time as a Chelish aristocrat, Zarta often clashed with a halfling Bellflower agent named Tamrin Credence, who markets himself as a "liberator of humanoid assets." Ever since she left Cheliah's employ on bad terms, Zarta's relationship with Tamrin has grown less adversarial and more cooperative. Although Tamrin's most loyal to the emancipating Bellflower Network, it's the Aspis Consortium that most recently paid his bills and shielded him from Zarta's wrath before he became utterly disillusioned with his Consortium superiors. The two now find themselves working together to free Zefiro at the expense of their old masters.

Using a messenger, Zarta explained the situation to Tamrin, who identified a chink in Cheliah's armor: the upcoming celebration of Loyalty Day, a state-mandated

WHERE ON GOLARION?

The Infernal Inheritance takes place in Ostenso, a major port city in eastern Cheliah and home to the Chelish Navy. Guards roam the normally rowdy streets, maintaining order in preparation for Loyalty Day, a holiday honoring House Thrune's dominance and Asmodeus's benevolence to the unwaveringly loyal. For more information on Ostenso and Cheliah, see *Pathfinder Campaign Setting: Cheliah, The Infernal Empire* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at your local hobby store and online at paizo.com.



holiday lauding House Thrune's rise to power. Together they devised a plan to both liberate a Society ally and leave House Thrune with egg on its face on a day meant to highlight its supremacy.

ADVENTURE SUMMARY

Zarta Dralneen introduces the PCs to Tamrin Credence, who briefs them on their mission: infiltrate the Bloody Nail, rescue Zefiro Balinger along with any other captives and valuable documents they can find, and get out before Thrune's agents know what hit them. Tamrin uses his Aspis connections to pressure the Nail into accepting the PCs as an extra security detail while he keeps the site's lead interrogator occupied elsewhere. The PCs must first

GM RESOURCES

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

navigate their workplace and talk to their fellow guards to learn about the facility's inner defenses. Using that knowledge, the PCs must then ditch their chaperone, infiltrate the Nail's most secure rooms, and bypass several traps to liberate the prisoners and a wealth of politically sensitive information.

As the PCs leave the Nail, they learn that Tamrin's diversion was not as effective as planned, and the lead interrogator is almost at the doorstep. On the verge of capture, the PCs must flee through the streets of Ostenso to their rendezvous point and escape the city's law enforcement. The PCs have the option to wreak havoc on their way through the Loyalty Day celebrations, forcing the guards to do damage control and throwing them off the PCs' trail. Depending on the PCs' success in the Nail and the streets, they may have to repel one final wave of soldiers led by the interrogator himself to secure their passage to freedom.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

The captain's quarters aboard the *Hornet's Nest* sits in uncomfortable silence. The normally composed Zarta Dralneen awkwardly shifts in her chair, repeatedly glancing across the room at a stocky halfling with short salt-and-pepper hair and practical black clothing. Between them stands Venture-Captain Dannel Hamshanks, the ship's captain, who seems relieved to have other visitors.

"Welcome, agents," Hamshanks announces. "My other guests have already skipped the social niceties, so I don't see why we need to start now. Zefiro Balingier, a Corentyn museum curator

and ally of the Society, has been abducted by agents of House Thrune on charges of 'treasonous misinformation'—which is to say the heretical preservation of unedited Chelish histories. The Decemvirate cannot afford to lose such a valuable asset, nor can it allow these documents to be thrown onto a 'clarity pyre,' but Cheliox would love nothing more than to do exactly that." Hamshanks pauses as if waiting for someone else to pick up the conversation, then clears his throat at the distracted Zarta.

Zarta snaps to attention. "Pathfinders discovered that Zefiro has been taken to Ostenso. His prison is called the Bloody Nail, a facility where political enemies disappear for interrogation and punishment. Trying to spring a captive from a high-profile prison in the heart of a major Chelish city would normally be suicide, yet that is our only remaining option." Zarta's expression sours slightly, and she glances at the halfling again before muttering, "Fortunately, I know someone who specializes in such suicide missions, yet curiously always seems to come back alive."

The halfling smirks at Zarta, hopping to his feet. "Please, Zarta, the pleasure is all mine.

The name's Tamrin Credence, longtime Bellflower and master of coming back alive. The lovely paracountess laid out your situation for me. Luckily enough, liberating Chelish prisoners is a favorite hobby of mine, so it looks like we'll be working together on this project.

"Infiltrating the Bloody Nail won't be a picnic, but it seems my luck hasn't deserted me yet. Turns out tomorrow is Loyalty Day, a national holiday celebrating House Thrune's oppressive regime and those who willingly agree to be oppressed

by it. Citizens are required to attend the festivities, and since Ostensons aren't exactly known for their docility, that means lots of guards in the streets keeping order. Those extra guards have to come from somewhere, meaning we're looking at a short-staffed prison detail stuck working a holiday.

"So here's the plan: we march up to the Bloody Nail looking all intimidating. I've still got some clout with Ostenso's guards from back when I worked for the Consortium, so I'll convince the lead interrogator to bring some of his guards with me to deal with a Loyalty Day 'emergency.' Fortunately for him, I've brought some of my own agents—that's you—to cover for him and his soldiers while we're away. Knowing Chelish prison administration, he'll agree as long as one of his lackeys can supervise you. I'll keep the interrogator distracted long enough for you to get the lay of the land, ditch your babysitter, break in, get what we came for, and get out before anyone smells a rat. We'll meet back at the southernmost docks of the Custodisce Break and sail for Andoran. Easy enough?"



**ZARTA
DRALNEEN**

Despite Tamrin's nonchalant confidence, PCs likely have questions for him.

What kinds of defenses should we expect? "I don't know any details, but the guards will, so ask nicely. My hunch is you'll see traps, locks, and anything else that doesn't require steady pay."

What if the interrogator just tells you to use us to handle the emergency? "Since you aren't local law enforcement, you wouldn't carry as much authority as Ostenson guards. I can simply say I trust him and his staff to handle the situation more effectively."

How do we ditch our supervisor? "Try dropping a hint to Krima. She's a Bellflower plant at the Nail, so if you can tip her off and get her to switch jobs with your supervisor, you'll have free run of the joint. If that doesn't fly, charm him, drug him, knock him on the head—whatever works."

Is violence an option? "Do what you have to do, but if the interrogator returns to a charnel house, he'll mobilize the guards faster than you can wipe the blood off your swords. If that happens, better hope you can beat feet to the docks faster than all of Ostenson's law enforcement on high alert."

What if the interrogator comes back? "I'll keep him occupied for as long as I can, but no promises for a timeframe. If he comes back early, get to the docks as fast as possible. My advice? When the guards are spread this thin, it's tricky for them to pursue fugitives while also doing damage control. It's a holiday. Teach the Chelish how to party."

Are you asking us to break the law? "In Cheliah, 'the law' means brutally crushing any dissenting voices, quashing individuality, rewriting history, and paying lip service to a government that took control by selling itself to Hell. Good laws help people. Bad laws destroy good people like Zefiro. If you're worried about breaking laws, just break the bad ones."

Wait, you worked for the Aspis Consortium?! "In a past life yes, before I learned they were funding the slave trade as rigorously as they were my Bellflower activities. The Consortium loves to have its cake and eat it too."

Do you and Zarta know each other? "Our interests have converged more than once. Historically, our respective goals have been, shall we say, mutually exclusive, but it seems that this time we're on the same side for once. I understand the paracountess has an appetite for unlikely bedfellows, but I doubt this is what she had in mind."

What is the Bellflower Network? "Cheliah loves keeping halfling slaves because they're cheap to feed, work hard, and are easy on the eyes. Bellflowers believe that we halflings can do all that and more if we're free, and the Network helps smuggle the enslaved to better, freer lands."

Before concluding the briefing, Tamrin has two gifts for the PCs. First is a bag of equipment to help bypass the Nail's guards: two doses of oil of taggit, two *elixirs of hiding*, an *elixir of love*, a *scroll of silence*, and a *potion of eagle's splendor*. In Subtier 4–5, Tamrin also provides a *lesser circlet of persuasion*, which functions like a *circlet of persuasion* but provides only a +2 bonus on Charisma-based skill checks. Second, Tamrin attempts to identify any paladins and other truth-bound PCs in the party, crediting his "eye for people who color inside the lines." He pulls them aside and briefly coaches them on some half-truths and canned responses they can use to dodge common questions. GMs may provide their own verbiage coaching from Tamrin, using the examples below as models.

"How's working for the Aspis Consortium?" "Pay's good, and our boss has a reputation in Cheliah so we can get into places we aren't normally allowed."

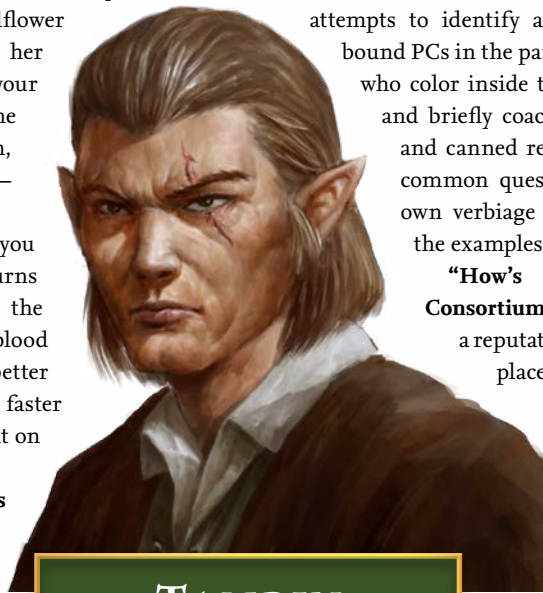
"How are you celebrating Loyalty Day?" "We planned to see some parades and hear some of the speeches before moving on to our next assignment. You have to love how House Thrune takes care of the people on

days like today."

"Do you worship Asmodeus?" "It's hard not to in this country; plus, you have to admire how the Archfiend runs such a tight ship."

Faction Notes: Before concluding the meeting, Zarta and Tamrin make additional requests, checking to see if any of the PCs belong to either the Dark Archive or Liberty's Edge faction. Zarta is certain that the new Chelish liaison to the Society—Ianareth Alazario, whom the PCs met in Part 1 of this series—is somehow behind Zefiro's abduction, and she wants the PCs to uncover whatever damning evidence about Ianareth they can find in the Bloody Nail. She specifically wants anything that ties Ianareth to House Thrune (or another rival organization) and anything that connects her to opposing the Society's interests or harming its agents.

Tamrin acknowledges any members of the Liberty's Edge faction, applauds their service to freedom, and notes he's worked with the faction's leader Colson Maldris before. The halfling explains that his contact Krima believes several human sympathizers of the



**TAMRIN
CREDENCE**

Bellflower Network are trapped in the Bloody Nail, and the PCs' break-in is an optimal opportunity to smuggle them to safety.

A. THE BLOODY NAIL

After outfitting the PCs with bronze Aspis Consortium badges, Tamrin leads the PCs aboard the *Queen Gale*, a merchant vessel that sometimes assists the Bellflower Network in transporting both people and goods. The *Queen Gale* smuggles the PCs into Ostense Harbor the next day, where Tamrin hastily leads them through Dockside's winding streets. Dozens of guards oversee the construction of stages, the hanging of banners, and the steering of extravagantly decorated floats in preparation for the upcoming Loyalty Day events.

Despite the spectacle, Tamrin wastes no time bringing the PCs to a rectangular stone building capped with an octagonal pyramid. Each side of the pyramid bears the painted image of a red nail, though rain has made the paint run, so rivulets of red stain the roof and make the image appear to be bleeding. As is common with many state buildings, Asmodean symbols are common here, though the building is actually dedicated to Dispat, Hell's greatest jailer and lord of that plane's second layer. In deference to Asmodeus, Dispat's unholy symbol of a red-crowned spike piercing a golden ring tends to be covered by easily moved Asmodean artwork like wall hangings and plaques. A PC who succeeds at a DC 20 Knowledge (planes or religion) check identifies the symbol as that of Dispat.

Tamrin instructs the PCs to wait outside, then disappears into the building for nearly half an hour. He returns accompanied by a retinue of soldiers, led by a lanky interrogator with manacles at his belt. Tamrin gestures to the PCs, prompting the interrogator to size them up. The interrogator beckons to one of his guards and then asserts that the PCs are to help watch the facility while he tends to Tamrin's emergency, and that Galvar—the guard he summoned—is in charge during his absence. The PCs are not to go anywhere or touch anything without Galvar's permission and supervision. Tamrin flashes the PCs a subtle wink before leading the interrogator and his soldiers into the city.

EXPLORING THE NAIL

Once the interrogator departs, Galvar visibly relaxes and welcomes the PCs inside. Galvar acknowledges that he does have to supervise the PCs during their stay, but he's confident that the PCs are just as unhappy about having to "play security guard" on a holiday as he is about needing to chaperone them. He admits that today the guards are just keeping their heads down until they can go enjoy the festivities in town.

At this point, the PCs are free to explore the facility and interact with its inhabitants. Galvar accompanies them throughout the building, but he does not impede their actions unless they try to enter locked rooms or visibly cause mischief. In order to enter restricted areas, the PCs must first get Galvar off their backs, which they can accomplish in a variety of ways; likely courses of action include drugging the guards' food (area A3) or securing Krima's aid (area A7). GMs are encouraged to reward PCs who devise creative solutions not mentioned in the scenario.

Unless otherwise stated, all walls and floors inside the Nail are masonry with 15-foot-high ceilings. Unless otherwise stated, doors are unlocked iron doors, and all rooms have normal illumination.

Managing the Guards: There are 15 guards in the facility, spread throughout several areas. Statistics for these guards appear on page 12, and should the PCs begin a fight, see the Fighting the Guards section on page 12. Whenever the adventure cites a skill check DC to avoid, trick, convince, or otherwise interact with a guard, the DC corresponds to Subtier 1–2. Increase each of these DCs by 3 in Subtier 4–5. As a general rule, failing any one of these checks earns the PCs a slap on the wrist and insistent correction (e.g. assigning them a new chaperone if they're caught without one or yelling at them if they're caught stealing something). Failing the same task a second time—or failing to perform several suspicious tasks in quick succession, at the GM's discretion—can quickly lead to a fight unless the PCs can calm the very suspicious guards.

A1. Entryway

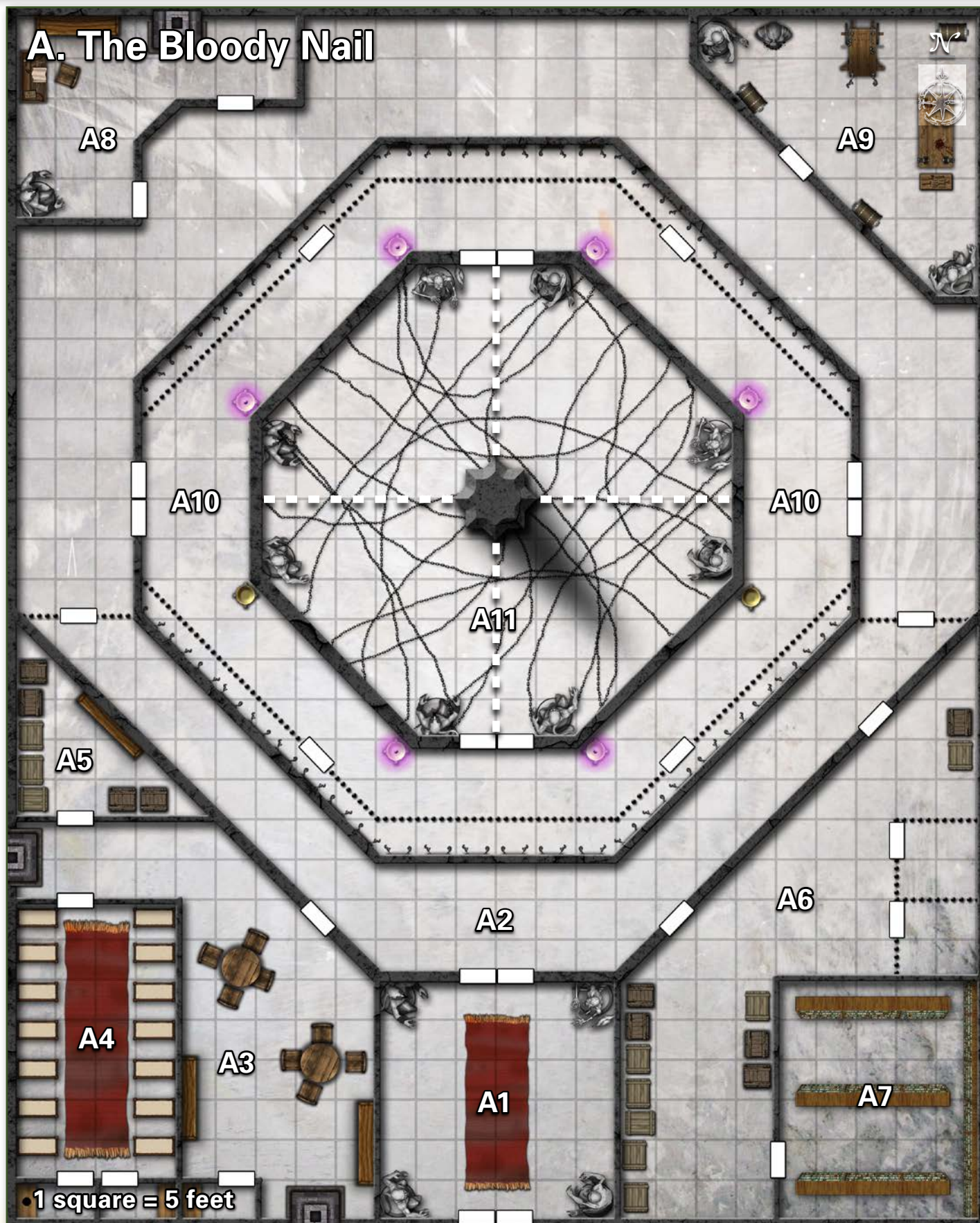
Four statues of snarling hounds stand in the corners of the Nail's entrance hall. A red rug covers much of the floor, although stone peeks through the holes worn in the severely trodden carpet.

Creatures: A male guard named Straven stands watch here. During an emergency, Straven sends for reinforcements rather than combating the threat directly (see Fighting the Guards on page 12). Straven is cordial to other security staff but otherwise keeps to himself.

A2. Halls

Iron bars separate the Nail's southern hallways from the northern ones. Basic lanterns hang from the ceiling in each corner surrounding the central prison, lighting the halls.

Creatures: Four guards (Asma, Brai, Tesante, and Zir) stand watch throughout the southern hallways. They eye the PCs curiously at first, but soon return to their



conversations once the novelty fades. The combination of distractions and distance imposes a –10 penalty on the guards' Perception checks to hear activity in the northernmost hallway or the prison (are **A10**). The guards become suspicious if they see PCs without a chaperone, but explaining Galvar's absence by succeeding at a DC 20 Bluff check sets them at ease (since they don't know about the interrogator's supervision rule).

A3. Staff Lounge

This cozy chamber features wooden chairs arranged casually around two tables. Two blazing fireplaces warm the room—a western one facing in toward an open door and a southern one furnished with kitchen utensils and cook pots. Playing cards, dice, and other diversions litter the tables. A gamey smell wafts through the room.

This lounge gives off-duty guards a place to decompress without leaving the premises, making it a favorite hangout.

Creatures: Five guards presently occupy the room: Cormyn, Inetra, Usul, and Valtym should be on duty but are taking a much-needed break, while Thrick is busy preparing a rabbit stew at the southern cook pot. Although Thrick is the most timid of the Nail's staff, his warm personality helps boost morale, so the interrogator keeps him mostly on maintenance detail. Should violence break out, Thrick does nothing to stop the PCs (see *Fighting the Guards* on page 12).

These guards are the most talkative in the building, and conversational PCs can glean some useful information from them with a successful DC 14 Diplomacy check. The PCs learn one additional piece of information for every 5 points by which they exceed the DC. PCs can aid another on this check by impressing the guards using Bluff, Diplomacy, Perform, or Profession (soldier) checks. GMs can also distribute this information freely to reward effective roleplaying on the players' part; in this case, the guards should ask the PCs questions that Tamrin coached how to answer, verifying the merits of his instruction.

Defenses: "What, we ain't good enough? Just fooling! I think the main prison's got some kind of fancy trap set up to keep prisoners from escaping. They bring someone in to check the gears every once in a while."

Documents: "The boss keeps the important stuff in the vault, way in back. You need some kind of passcode to get in. I don't know how he remembers it; he can't even remember what month it is sometimes."

Interrogator: "He worships Dispat, and he's probably twice as dedicated to running a good prison than the King of Iron. He's not so good at remembering administrative stuff, but if you get on his bad side, he'll track you down like an animal and kill you half as humanely."

Prisoners: "We don't ask what they did to get here; management's pretty strict about that stuff. They even have a way to soundproof the main prison when they're interrogating important prisoners so nothing leaks out. Fine be me. I hate hearing them scream."

If a PC succeeds at a DC 20 Perform check, the performance attracts the other guards from areas **A1**, **A2**, and **A4** to watch. This allows other PCs to slip out of the room. Loud noises can still attract the guards' attention, but the distraction can help the PCs steal uniforms in area **A5**, subdue Galvar in another room, or sneak prisoners out the front door.

A PC who succeeds at a DC 16 Craft (alchemy), Knowledge (nature), or Profession (cook) check can ascertain that two of the herbs Thrick is adding to the stew are natural catalysts for oil of taggit that enhance its potency and could affect anyone who tastes it. A PC can poison the stew by convincing Thrick to let them help with the cooking with a successful DC 14 Diplomacy, Intimidate, or Profession (cook) check. Alternatively, a PC could slip the poison in unobserved with a successful DC 14 Sleight of Hand check. Thrick plans to serve the stew to all the guards in areas **A1–A4** in 15 minutes. If the PCs successfully poison the stew, each of the guards must succeed at a DC 19 Fortitude save (including a +4 circumstance bonus to the DC) or fall unconscious several minutes later. This perturbs any of the conscious guards who assume the PCs or Thrick is responsible. A PC who succeeds at a DC 20 Bluff check can dismiss any suspicions of foul play, otherwise the remaining guards will attack.

A4. Barracks

Full-time guards sleep in this room, which is lined with triple bunk beds. The fireplaces in area **A3** heat the room, although the privies get cold being so far away.

Creatures: Three guards (Falzin, Jurvik, and Yenae) are just waking up, recovering from a late night shift. They're groggy but conversational as they don armor.

A5. Staff Storage

This room contains chests with the guards' personal belongings. None of the staff store valuables here, but guard tabards hang from the rack along the northeast wall. These uniforms can help cover the prisoners' escape (see Part 2), but openly taking them arouses suspicion from the guards, potentially provoking violence unless the PCs find a way to distract or incapacitate them.

A6. Facility Storage

This chamber stores crates containing various odds and ends necessary for running a prison: food, manacles, parchment, ink,

and other supplies. Two cages for minor offenders, animals, or valuables stand against the east wall, and an interior door leads into another room.

This room and area **A7** are secluded enough for PCs to ambush Galvar away from the other guards, although the guards in area **A2** can attempt Perception checks to hear combat if they're not distracted by a performance.

One crate also contains two violet crystal prisms necessary for activating the soundproofing system in the prison (see area **A10**). Each prism radiates faint illusion magic. One of the crystals has a visible crack in its surface that has leaked much of its contained magic, requiring a PC to succeed at either a DC 15 Spellcraft check (DC 20 in Subtier 4–5) to perform basic repairs or cast *silence* to recharge it (a DC 15 Knowledge [arcana] check reveals that casting *silence* would recharge the prism).

A7. Archives

Hundreds of manuscripts and prison records fill this room's shelves, many bearing labels such as "Accounting," "Calendars," and "Discharge Logs."

Creatures: One guard, Krima, reviews and organizes the documents in the shelves. Krima is actually an undercover Bellflower agent who keeps tabs on the Nail and waits for a cue to act. While conversing with her, the PCs can impart a hidden message requesting assistance with a successful DC 15 Bluff check; failing this check by 5 or more makes Galvar suspicious, requiring a DC 20 Bluff or Diplomacy check to set him at ease (repeat failures prompt a violent reaction). If successful, Krima offers to take over Galvar's job for him, since "her eyes are crossing from looking at numbers all day." Galvar is reluctant to relinquish his assigned duty, but PCs can convince him to retire to the lounge (area **A3**) with a successful DC 16 Bluff or Diplomacy check.

Once alone, Krima inquires as to what the PCs already know, and then explains that she thinks a prisoner matching Zefiro's description was in the middle of a torture session when the interrogator was called away; he's probably still strapped to whatever machines they have inside, along with people she suspects are fellow Bellflower agents. When Zefiro was first incarcerated, guards secured his documents in the prison's vault. Krima doesn't know what the building's traps are, but she suspects the interrogator keeps some kind of written memo for accessing the vault in his office (area **A8**). She gives the PCs an imperfectly cast duplicate of the office's key that she recently made, and she "supervises" the PCs as they explore the rest of the facility. If the PCs enter area **A10**, she stands watch but does not follow.

A8. Office

The doors to this office are locked with average locks (Disable Device DC 25). Opening the door with Krima's replica key (see **A7**) provides a +8 bonus to the Disable Device check and allows the check to be made untrained. The lock can also be destroyed (break DC 26, hardness 10, 10 hit points), although the resulting noise almost certainly draws the attention of nearby guards.

A smoldering fireplace illuminates this room, casting red light over a massive corner desk littered with disorganized papers. A seven-foot-tall statue of a four-horned fiend with a burning crown overlooks the desk from the corner.

The desk hosts a jumbled mess of interrogation schedules, prisoner transfers, and Loyalty Day agendas, but PCs can identify three noteworthy documents with a successful DC 20 Perception check. One is a copy of *The Asmodean Disciplines*, bookmarked to a chapter on crime and punishment with a handwritten note (**Player Handout #1**). This poem appears to be some kind of crude Asmodean psalm, but the text actually disguises the code to the vault (area **A9**). The letters of specific words combine to spell out numbers (such as "Asmodeus **even** stated" and "**Of our** wretched fate"); the correct combination is 7–4–3–8–2–6–5–9–1. A PC who succeeds at a DC 16 Linguistics check notes the deliberately misspelled word "ixpressly," which provides a hint for the riddle.

The second document is a twine-bound set of instructions for activating the prison's soundproofing mechanism. The manual notes that the prisms emit light when active, and they create a wall of magical silence between any two prisms with an uninterrupted line of effect to one another. No sound passes through this border, but if an object, creature, or wall disrupts the border, the entire effect ends until the obstruction is removed. These instructions provide a +4 bonus on skill checks required to activate or remove prisms (see **A10**), and allow the checks to be made untrained. Attached to this manual's binding is a key to areas **A10** and **A11**.

The third is a letter addressed to the interrogator from the Nail's ranking officer addressing the declining efficacy of reports exposing political enemies provided by Zarta Dralneen (**Player Handout #2**). This letter provides some insight into Zarta's shift in loyalty from House Thrune to the Pathfinder Society.

Treasure: The interrogator keeps a vial of antitoxin on his desk.

A9. Vault (CR 3 or CR 6)

Steel beams reinforce the walls of this chamber, which is accessible only through a round iron door with an inset wheel.

The numerals one through nine embellish the wheel's edge, with the number one set in the uppermost position beneath a stone arrow.

The vault has an iron door sealed with a combination lock (Disable Device DC 25 in Subtier 1–2, DC 30 in Subtier 4–5). There is no key to open the lock, but someone can bypass it by turning the wheel in the proper number sequence, alternating directions once each number reaches the arrow (the correct answer found in area A8 is 7–4–3–8–2–6–5–9–1). A *knock* spell doesn't bypass the lock completely, but it does turn the dial to the next two numbers in the combination sequence. Read or paraphrase the following once the PCs open the door.

Dozens of carefully organized codices and scrolls fill the stone shelves carved into the walls, each labeled with names and sigils hammered into small brass placards over each niche. Two statues of humanoid fiends holding red-flamed torches monitor the room from the corners. Two open chests on either side of the door hold jumbles of unsorted documents, but a third chest in the far corner remains closed.

Traps: Anyone attempting to open the door without using the combination lock risks triggering a spring-loaded poisoned blade that shoots out of a groove in the doorjamb.

SUBTIER 1–2 (CR 3)

POISONED BLADE TRAP

CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Reset automatic

Effect Atk +10 melee (1d6+6 plus blue whinnis). The poison is automatically reapplied when the trap resets (up to 6 times).

SUBTIER 4–5 (CR 6)

POISONED BLADE TRAP

CR 6

Type mechanical; Perception DC 20; Disable Device DC 25

EFFECTS

Trigger touch; Reset automatic

Effect Atk +10 melee (1d6+7 plus giant wasp venom). The poison is automatically reapplied when the trap resets (up to 6 times).

Treasure: The corner chest stores the Nail's monetary assets for covering basic expenditures, holding an assortment of Chelish-minted gold and silver coins.

Development: The documents contain information on Cheliah's numerous political targets extracted from the Nail's interrogation sessions. Some of these documents provide blackmail material (useful to Sovereign Court

PCs using Faction Journal Cards), but any Pathfinder would take interest in three documents in particular. The first two are interrogation reports filed in the section marked with the Aspis Consortium's sigil (**Player Handouts #3** and **#4**). The other is in a chest that stores a mound of Zefiro's unaltered Chelish histories, including one annotated lineage amendment torn from its binding and left atop the pile (**Player Handout #5**). The former two reveal that Ianareth Alazario collaborates with the Aspis Consortium, that an Aspis agent named Kitio Aspenith is active in Thuvia, and that the *Bell of Obedience* stolen from the Society years back was recently sold to the Hellknight Order of the Rack; this is exactly the kind of information Zarta Dralneen wants Dark Archive faction PCs to recover. The third document reveals that, although she was raised a Dralneen, Zarta is in fact the last known blood descendant of House Davian, former rulers of the greater Hellcoast region and the most powerful noble house to oppose the rise of House Thrune (and thus be obliterated after Thrune signed its infernal pact).

Faction Notes: The interrogation notes connect Ianareth Alazario to the Aspis Consortium. Members of the Dark Archive faction should recover these for Zarta Dralneen.

Rewards: If the PCs don't recover the coins from the chest, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 80 gp.

Out of Subtier: Reduce each PC's gold earned by 290 gp.

Subtier 4–5: Reduce each PC's gold earned by 500 gp.

A10. Prison

The stink of unwashed bodies permeates this narrow corridor, illuminated by violet prisms set into sconces on the inner corners. Iron bars isolate the hall's outer perimeter, where the walls are lined with manacles set into the stone. Dozens of filthy prisoners lie behind the bars, each one wearing a sign around his or her neck bearing an identification number, a crime, a red "X" next to the word "Interrogation," and a release date. Two sets of iron double doors lead deeper into the building.

The doors to the cells and to area A11 are locked (Disable Device DC 25) but can be opened using the key from the office (area A9) without a check. The manacles are locked with average locks, requiring a different key to open (Disable Device DC 25). Each corner of the central prison chamber bears a scone fitted for a fist-sized prism; only the southeast and southwest sconces are empty. Each prism sheds light like a torch when active.

The prism sconces are part of a magical soundproofing mechanism installed to keep information screamed during torture sessions from escaping the prison (not hearing the sounds of torture also helps boost staff morale). The office (area A8) contains instructions for

operating the soundproofing, while additional prisms can be found in the storage room (area **A6**). Activating a prism requires a successful DC 14 Knowledge (arcana), Spellcraft, or Use Magic Device check (DC 17 in Subtier 4–5) while placing it into a sconce; removing a prism from a sconce without damaging it requires a separate check using the same DC. A damaged prism ceases to function unless recharged by targeting it with a *silence* spell.

Creatures: 36 lower-priority prisoners reside in the cells. A quick glance at their identification cards reveals that many of them are serving time for minor infractions, and most are only a few days away from being released. A PC who succeeds at a DC 14 Heal check can discern that the only prisoner with more than a month left on his sentence is actually dead. If the PCs try to release the prisoners, the inmates resist, fearing greater consequence for escape and recapture than just waiting out their remaining time. Use stats for human beggars (*Pathfinder RPG NPC Codex* 256) with no equipment, if needed.

A11. Interrogation Room (CR 4 or CR 7)

Barbed chains hang like streamers from the pyramidal ceiling of this large chamber. Several chains wind around the room's grooved, bloodstained central column. Each corner of the room bears an iron statue of a regal, four-horned devil standing over a network of winches wound with the wicked chains. Light pours in from a dirty pentagram-shaped skylight set in the roof's highest point, casting a shadow of Asmodeus's unholy symbol crisscrossed with chains over the stone floor.

The Bloody Nail's crown jewel, this is where the interrogator tortures information out of detainees. The doors are iron and set with average locks.

Creatures: Zefiro Balinger and three human Bellflower agents (Dyrom, Laila, and Opheri) are wedged into the grooves of the central column (one in each quadrant of the room); they were undergoing torture when the interrogator was called away by Tamrin's distraction. All four are gagged and secured by the room's spiked chains. Use stats for a wise sage (*NPC Codex* 263) for Zefiro and cutpurses (*NPC Codex* 144) for the Bellflowers, except that none of the NPCs have any gear or will to fight. The interrogator's ministrations have left the captives in extreme discomfort but at full hit points. A PC can help a prisoner out with a successful DC 20 Escape Artist check, or without a check once the trap is deactivated.

Traps: The chains laced throughout the room function as sensitive tripwires for the room's trap. Touching any of the chains or winches without first activating a hidden disarming mechanism at each corner statue triggers the winches to start rapidly releasing and recoiling the room's chains, causing them to whip around the room

SCALING ENCOUNTER A11

To accommodate a group of four PCs, reduce the trap's Perception DC, Disable Device DC, duration, attack bonus, AC, hardness, and hit points per statue by 1. In Subtier 4–5, also reduce the trap attack's damage bonus by 2.

and constrict anyone bound to the central pillar. PCs who succeed at Disable Device checks or attack rolls can deactivate or damage some of the statues ahead of time, but attacking or failing a Disable Device check activates the rest of the trap.

SUBTIER 1–2 (CR 4)

CHAMBER OF CHAINS

CR 4

Type mechanical; **Perception** DC 19 (per statue); **Disable Device** DC 19 (per statue)

EFFECTS

Trigger touch (any chain or winch); **Duration** 7 rounds; **Reset** manual

Effect Chains whip around the room, attacking everyone—including prisoners—in three of the room's four quadrants (determined randomly) each round on initiative count 12 (spiked chain +6 [2d4]). Disabling both statues in a given quadrant negates all of the trap's attacks in that quadrant; PCs can accomplish this by finding and activating a statue's disarming mechanism (using Perception and Disable Device checks, though disabling an active statue takes only 1 round) or by destroying a statue's winches (AC 14, hardness 4, hp 4 each). Triggering the trap also causes the doors to automatically swing shut and lock 1 round later, unlocking again once the trap deactivates.

SUBTIER 4–5 (CR 7)

CHAMBER OF CHAINS

CR 7

Type mechanical; **Perception** DC 22 (per statue); **Disable Device** DC 22 (per statue)

EFFECTS

Trigger touch (any chain or winch); **Duration** 10 rounds; **Reset** manual

Effect Chains whip around the room, attacking everyone—including prisoners—in three of the room's four quadrants (determined randomly) each round on initiative count 14 (spiked chain +9 [2d4+5]). Disabling both statues in a given quadrant negates all of the trap's attacks in that quadrant; PCs can accomplish this by finding and activating a statue's disarming mechanism (using Perception and Disable Device checks, though disabling an active statue takes only 1 round) or by destroying a statue's winches (AC 17, hardness 7, hp 7 each). Triggering the trap also causes the doors

SCALING THE ENCOUNTER

To accommodate a group with only four PCs, give each guard the sickened condition. They have all had too much to drink while celebrating Loyalty Day, despite being on duty.

to automatically swing shut and lock 1 round later, unlocking again once the trap deactivates.

Development: If the PCs make no changes to the existing soundproofing, triggering the trap creates enough noise that it immediately alerts the guards. They appear on the scene 1 round after the trap deactivates (see Fighting the Guards below). Activating all eight of the soundproofing prisms renders the room silent from the outside; the guards automatically fail any Perception checks to hear what happens inside the room. If the PCs merely shift the prisms around so that at least all four of the southernmost sconces are active, the guards can attempt a DC 10 Perception check to hear the trap's activity (roll one check for each encounter area, and include the guards' -10 penalty on Perception checks).

Any NPCs injured by the trap succumb to the pains of their earlier torment; they gain the sickened condition and their speeds are halved (15 feet) until they are either treated with a successful DC 20 Heal check or all of their hit point damage is restored. These conditions may affect the PCs' escape from Ostenso later in the adventure.

Rewards: Although there is no treasure here, extracting Zefiro Balinger from the Bloody Nail earns the PCs a reward at the conclusion of the adventure. If the PCs fail to rescue Zefiro, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 225 gp.

Out of Subtier: Reduce each PC's gold earned by 425 gp.

Subtier 4–5: Reduce each PC's gold earned by 625 gp.

FIGHTING THE GUARDS

This scenario presents several options for the PCs to infiltrate the Bloody Nail nonviolently, but failed skill checks or certain styles of play may result in combat. Should this occur, the PCs face 12 of the building's 15 guards, who attack in three waves (four from area A2, four from area A3, and three from area A4). The closest guards

(plus Galvar) rush the PCs in the first wave, beginning the first round of combat. The second wave arrives 1d3+1 rounds later, supporting their comrades with ranged weapons before closing to melee when their allies fall. The third wave joins 1d3+1 rounds after the second, entering the conflict from an advantageous position and trying to flank the PCs. In Subtier 4–5, the guards in waves 2 and 3 drink their *potions of bull's strength* before entering combat. All guards who engage the PCs fight until reduced to 5 hit points or less, at which point they feign death. The remaining three guards do not engage the PCs in combat: Krima is a Bellflower with no loyalty to the Nail, Thrick is cowardly and hides from battle, and Straven flees to find the interrogator.

SUBTIER 1–2 (CR 3)

BLOODY NAIL GUARD (VARIES)

CR 1/2

Human warrior 2

LE Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 13 (2d10+2)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee light mace +4 (1d6+1)

or

sap +3 (1d6+1 nonlethal)

Ranged light crossbow +3 (1d8/19-20)

TACTICS

During Combat The first wave of guards

rush at the PCs, using lethal damage against most while using nonlethal damage to subdue one or two criminals for interrogation. Later waves of guards reinforce the first group with ranged attacks, encircling the PCs, if possible.

Morale A guard fights until reduced to 5 or fewer hit points, at which point he steps back to drink a *potion of cure light wounds* before rejoining the fight. If reduced to 2 or fewer hit points, a guard feigns unconsciousness or death.

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

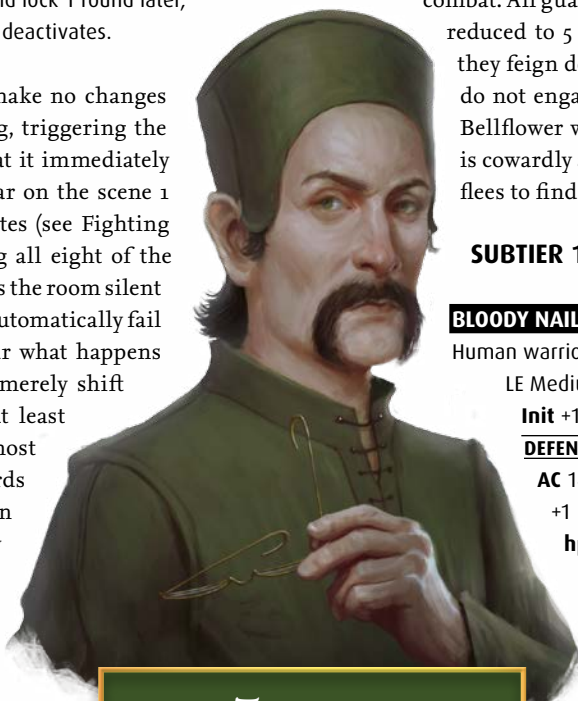
Feats Ruthless Opportunist^{SR}, Weapon Focus (light mace)

Skills Intimidate +4, Perception +2, Sense Motive +2

Languages Common

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear studded leather, crossbow bolts (10), light crossbow, light mace, sap, hemp rope (50 ft.), manacles with average lock, 7 gp



**ZEFIRO
BALINGER**

SUBTIER 4-5 (CR 6)

BLOODY NAIL MASTER GUARD

CR 2

Human ranger 3

LE Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 24 (3d10+3)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk light mace +6 (1d6+2) or

mwk light mace +4/+4 (1d6+2) or

sap +5 (1d6+2 nonlethal) or

sap +3/+3 (1d6+2 nonlethal)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks combat style (two-weapon combat), favored enemy (humans +2)

TACTICS

During Combat The first wave of guards rush at the PCs, using lethal damage against most while using nonlethal damage to subdue one or two criminals for interrogation. Later waves of guards reinforce the earlier group with ranged attacks, splitting off to encircle the PCs, if possible.

Morale A guard fights until reduced to 8 or fewer hit points, at which point he steps back to drink a potion of *cure moderate wounds* before rejoining the fight. If reduced to 2 or fewer hit points, a guard feigns unconsciousness or death.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 18

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting

Skills Heal +7, Intimidate +6, Knowledge (geography) +5, Knowledge (local) +2, Perception +7, Profession (jailor) +7, Stealth +9

Languages Common

SQ favored terrain (urban +2), track +1, wild empathy +3

Combat Gear *potion of cure moderate wounds*; **Other Gear**

mwk studded leather, crossbow bolts (10), light crossbow, mwk light maces (2), sap (2), 37 gp

ESCAPING OSTENSO

Tamrin's distraction provides the PCs sufficient time to accomplish their goals inside the Bloody Nail, but it is not effective enough to afford them a clean getaway. As soon as the PCs exit the Bloody Nail, they spot the interrogator and his entourage on their way back to the prison, mere yards away from the door. Tamrin tags along behind, delaying the guards as best he can without blowing his cover; however, he is visibly reluctant to return to the site (knowing what the PCs have been up to). The best he can

CHELISH TEAMWORK FEAT

The Bloody Nail guards and many of Ostenso's city guards use the following feat, which first appeared in *Pathfinder Campaign Setting: Inner Sea Races*.

Ruthless Opportunist (combat, teamwork) When a Chelish ally with this feat hits with an attack of opportunity against an enemy both you and that ally are threatening, you gain a +2 circumstance bonus on your melee attack rolls against that enemy for 1 round.

SCALING THE CHASE

The DCs, CMD, and other numbers for this chase are designed for a group of five or more PCs in Subtier 1-2. In Subtier 4-5, increase the DCs of all checks by 4. For a group of four PCs, decrease the DCs by 2. These modifications are cumulative.

do is draw the interrogator's attention so the PCs and any prisoners they rescued can make a break for freedom through Ostenso's streets.

In order to escape Ostenso, the PCs must make their way to the rendezvous point at the southern docks before the interrogator mobilizes the guards to apprehend the fugitives. Fortunately the Loyalty Day festivities are still in full swing, providing the PCs ample opportunity to sow chaos throughout the celebrations and, by doing so, delay law enforcement's pursuit.

This scene functions in many ways like a chase (*Pathfinder RPG GameMastery Guide* 232), taking place over several cards that represent key obstacles. This differs from a traditional chase in three key ways. First, each card obstacle represents a distance of several hundred feet covered over the course of 1 minute, not 30-foot intervals. Second, the PCs and pursuers move as two groups rather than as individuals. Finally, the obstacles do not require skill checks to overcome; rather, they present opportunities for the PCs to upset the celebrations and slow down their pursuers. Success is measured less by whether the guards catch the PCs than it is measure by how long it takes the guards to reach the finish line.

The PCs always move first, automatically advancing one card toward the finish line. They gain a 1-round head start thanks to Tamrin's distraction. If the PCs left no signs of violence at the Bloody Nail, their head start increases by 1 round. Killing the guards and hiding the bodies counts as a sign of violence, as the absence of guards raises suspicions. Rendering the guards unconscious with magic or poison does not count, as the guards merely appear lazy. Finally, if the PCs and prisoners are wearing

guard tabards (acquired from guards or in area A5), their head start increases by an additional round.

During each phase of the chase, each PC can attempt one full round of actions to cause disruptions—sufficient to attempt one of the suggested distractions on the card or use the aid another action. However, the PCs may need to dedicate additional attention to helping injured companions move quickly. For every character traveling with the PCs whose movement speed is 15 feet or lower, each PC suffers a –1 penalty on checks attempting to cause delays. For every unconscious member of the group, this penalty increases to –2. Casting spells while weaving through the crowds is difficult, requiring a concentration check (DC = 10 + spell level), and the PC takes the above penalties on these concentration checks. Zefiro and the Bellflower captives focus on escaping and do not create distractions.

The interrogator's forces move three cards per round. This faster speed represents the interrogator's mobilizing guards and his familiarity with the city. Every successful check the PCs make to cause delays for a given card slows the guards, causing them to move one card less while traveling through that space. If the guards attempt to enter a card and don't have enough movement remaining, they stop and automatically move into that card during the next phase. The guards move after the PCs each round, only moving as far as the PCs' current card. If the guards reach the PCs at the end of a round, the guards throw javelins at each of the PCs and fleeing captives. In Subtier 1–2, the attack bonus is +2 and deals 1d6+2 damage. In Subtier 4–5, the attack bonus is +6 and deals 1d6+4 damage. Actual combat does not begin until the PCs and guards reach the docks.

Key Events: Each card and its possible delays are detailed below. Consider allowing the players to cause delays in other ways using creative solutions and similar skill check DCs.

The Bloody Nail: This is the starting point for the chase and does not have any special opportunities for the PCs to cause delays.

Free Meal: A group of Asmodean priests distributes free food to pedestrians, emphasizing it as House Thrune's gift to the loyal. The PCs can sow chaos in the food lines with a DC 16 Diplomacy check to request food and then toss it to the hungriest-looking spectators, a Combat Maneuver against a CMD 16 check to snatch food trays and send them to the back of the line, or by throwing an alchemical item into one of the cook pots (AC 9). Any of these actions cause the queues to break down as citizens begin complaining and rushing the priests out of order.

Parade: The runaways cross the path of a Loyalty Day parade, complete with floats, banners, and dancers. The PCs can bring the parade to a halt with ranged attacks

against AC 15 that deal at least 6 points of damage to the various decorations (multiple attackers can contribute to this total), a successful DC 16 Acrobatics check to barge through the marching lines, or by casting any conjuration spell of 1st-level or higher to create an impediment.

Supply Delivery: The PCs come across a wagon loaded with supplies for the celebrations. They can stall oncoming guards with a successful DC 16 Handle Animal or wild empathy check to panic the draft animals, a successful DC 16 Disable Device check to unhinge the wagon and send it rolling down the street, or successful DC 13 Strength check to throw the supplies everywhere.

Asmodean Service: An Asmodean religious rite begins at a major intersection. PCs can sabotage the service with a successful DC 16 Bluff or Knowledge (religion) check, a successful DC 14 Climb check to disruptively scale the impromptu temple, by channeling positive energy in another deity's name, or by casting any enchantment spell of 1st-level or higher. The outrage and confusion draws the guards' attention away from the PCs' flight.

Street Performance: The fugitives pass a street-side band that has gathered a crowd by playing Chelish anthems. The PCs can crash the performance with a successful DC 16 Perform check, a successful DC 13 Dexterity check to weave through the crowd, or by casting any illusion spell of 1st-level or higher. These actions stir the audience into a disorderly mass that clogs the avenue.

Fighting Pit: With guards blocking the main streets, the escapees cut through a tavern that's hosting a boxing match in its fighting pit. The PCs can provoke a brawl that spills into the streets with successful DC 16 Intimidate checks, melee attacks against AC 13 that deals at least 6 points of nonlethal damage (multiple attackers can contribute to this total), or by casting a spell of 1st-level or higher that deals damage to a single target (such as *magic missile*).

Docks: The final stretch takes the PCs down Ostenso Harbor's docks. PCs can attempt DC 14 Swim checks to throw off land-bound pursuers, DC 16 Stealth checks to reach their destination unnoticed, or DC 13 Constitution checks to just sprint the distance.

Rendezvous Point: The chase ends at the end of the phase when the PCs reach this point. Count how far the guards are from this card at the end of the chase to determine how many opponents the PCs face in the final encounter.

B. CONFRONTATION ON THE CUSTODISCE BREAK (CR VARIES)

Many of Ostenso's guards seek the fugitives throughout the city, but the interrogator and his entourage prove more adept at tracking the PCs than anticipated. Depending on the PCs' success in causing mischief on the streets, the interrogator's personal squad tries to intercept their

B. Confrontation on the Custodisce Break



SCALING ENCOUNTER B

The difficulty of this final encounter depends on how far ahead of the guards the PCs are when the chase ends.

Three or more spaces ahead: The PCs completely evade the guards and board the ship (anchored at the easternmost dock) without opposition. Skip the final encounter.

Two spaces ahead: The PCs ditch all but the most tenacious officials. Remove two Ostenso guards from the final encounter (or one Ostenso officer in Subtier 4–5). The PCs have 1d3+1 rounds to prepare for battle before the interrogator arrives.

One space ahead: The PCs reach their destination moments ahead of the law. The PCs have 1d3 rounds to prepare for battle before the interrogator arrives.

Same time: The interrogator is right on the PCs' heels. Begin the final encounter immediately.

In addition, make the following adjustments to accommodate a group of only four PCs, no matter how the chase ended.

Subtier 1–2: Remove one Ostenso guard from the encounter. Interrogator Vasenti has no remaining daily uses of his judgment class ability.

Subtier 4–5: Replace one Ostenso officer with an Ostenso guard from Subtier 1–2.

escape at the rendezvous point. Any NPCs rescued from the Nail immediately take cover until the threat passes; they don't participate in this encounter.

SUBTIER 1–2 (CR 4)

OSTENSO GUARDS (5)

CR 1/3

LE variant foot soldiers (*Pathfinder RPG GameMastery Guide* 286)
hp 8 each

TACTICS

During Combat The guards accompany the interrogator, using their longspears to reinforce his attacks.

Morale As long as the interrogator stands, the guards fight to the death. If the interrogator dies, the guards continue fighting but can be scared away with a successful DC 10 Intimidate check.

STATISTICS

Feats Ruthless Opportunist^{SR}, Toughness

INTERROGATOR VASENTI

CR 2

Human inquisitor of Dispat 3 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 23 (3d8+6)

Fort +4, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Ranged light crossbow +4 (1d8+1/19–20)

Special Attacks judgment 1/day

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—*inspiring word* (1 round)

Inquisitor Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect alignment*

Inquisitor Spells Known (CL 3rd; concentration +5)

1st (4/day)—*cause fear* (DC 13), *divine favor*, *interrogation*^{UM} (DC 13), *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 12), *brand*^{APG} (DC 12), *daze* (DC 12), *detect magic*, *read magic*

Domain Nobility

TACTICS

Before Combat The interrogator casts *divine favor* before combat.

During Combat Vasenti closes into melee, activating his judgment and casting *wrath* against the closest target en route. He then attacks using nonlethal damage to capitalize on his Enforcer feat. He uses his spells and alchemical gear to counter PCs favoring ranged combat.

Morale The interrogator fights to the death.

Base Statistics Without *divine favor*, the interrogator's stats are as follows: **Melee** mwk heavy mace +6 (1d8+3); **Ranged** light crossbow +3 (1d8/19–20)

STATISTICS

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

Base Atk +2; **CMB** +6; **CMD** 16

Feats Bludgeoner^{UC}, Enforcer^{APG}, Ruthless Opportunist^{SR}, Skill Focus (Intimidate)

Skills Acrobatics +2, Intimidate +10, Perception +8, Profession (torturer) +8, Sense Motive +9, Survival +8

Languages Common

SQ monster lore +2, solo tactics, stern gaze +1, track +1

Combat Gear *potion of cure moderate wounds*, *potions of cure light wounds* (2), *scroll of remove fear* (CL 4th), blue whinnis, caltrops, tanglefoot bag (2), thunderstone (2); **Other Gear** mwk chain shirt, mwk light steel shield, light crossbow with 10 bolts, mwk heavy mace, silver unholy symbol of Dispat 3, 77 gp

SUBTIER 4–5 (CR 7)

OSTENSO OFFICERS (2)

CR 3

LE variant guard officers (*Pathfinder RPG GameMastery Guide* 261)
hp 38 each

TACTICS

During Combat The guards accompany the interrogator, using their nets and then their guisarmes to reinforce his attacks.

Morale As long as the interrogator stands, the guards fight to the death. If the interrogator dies, the guards fight on but can be

scared away with a successful DC 16 Intimidate check.

STATISTICS

Feats Combat Reflexes, Exotic Weapon Proficiency (net), Ruthless Opportunist^{SR}, Toughness, Weapon Focus (guisarme), Weapon Specialization (guisarme)
Skills Intimidate +8, Perception +3, Ride +2, Sense Motive +2

INTERROGATOR VASENTI

CR 5

Human inquisitor of Dispat 6 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +3; **Senses** Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 48 (6d8+18)

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

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +9 (1d8+7)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks bane (6 rounds/day), judgment 2/day

Domain Spell-Like Abilities

(CL 6th; concentration +8)

5/day—*inspiring word* (3 rounds)

Inquisitor Spell-Like Abilities (CL

6th; concentration +8)

At will—*detect alignment*, *discern lies* (6 rounds/day)

Inquisitor Spells Known (CL 6th;

concentration +8)

2nd (4/day)—*castigate*^{APG}

(DC 14), *confess*^{APG} (DC 14),

howling agony^{UM} (DC 14),

weapon of awe^{APG}

1st (5/day)—*cause fear* (DC 13), *divine*

favor, *interrogation*^{UM} (DC 13), *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 12),

brand^{APG} (DC 12), *daze* (DC 12), *detect*

magic, *read magic*

Domain Nobility

TACTICS

Before Combat Vaseinti casts *divine favor* and *weapon of awe* before combat.

During Combat Vaseinti closes into melee, using studied target and *wrath* against an opponent en route, then attacks using nonlethal damage to capitalize on his Enforcer feat. He uses spells and alchemical gear to counter ranged foes.

Morale The interrogator fights to the death.

Base Statistics Without *divine favor* and *weapon of awe*, the interrogator's stats are as follows: **Melee** +1 heavy mace +8 (1d8+4); **Ranged** light crossbow +5 (1d8/19–20)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 18

Feats Bludgeoner^{UC}, Combat Reflexes, Enforcer^{APG}, Paired Opportunists^{APG}, Ruthless Opportunist^{SR}, Skill Focus (Intimidate)

Skills Acrobatics +5, Intimidate +15, Perception +11, Profession (torturer) +11, Sense Motive +14, Survival +11

Languages Common

SQ monster lore +2, solo tactics, stern gaze +3, track +3

Combat Gear *potion of cure moderate wounds*, *scroll of remove fear* (CL 8th), blue whinnis, caltrops, tanglefoot bag (2), thunderstone (2); **Other Gear** +1 chain shirt, mwk heavy steel shield, +1 heavy mace, light crossbow, 10 bolts, silver unholy symbol of Dispat 6, 77 gp

Development: Once the PCs defeat their pursuers, Tamrin Credence reunites with them and escorts them to their ship out of Ostenso.

Rewards: If the PCs neither avoid the final encounter completely nor defeat the interrogator's forces, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce the gold earned by 203 gp.

Out of Subtier: Reduce the gold earned by 464 gp.

Subtier 4–5: Reduce the gold earned by 725 gp.

CONCLUSION

PCs board the *Queen Gale*, which sails them swiftly east. On the way, Zefiro thanks the PCs profusely, inquiring as to the fate of his histories and how they managed to learn about his whereabouts. Once in Andoran, the PCs reconvene with Zarta Dralneen and Venture-Captain Dannel Hamshanks for debriefing. Tamrin joins the discussion partway through, having escaped Ostenso on his own under the cover of the chaos the PCs sowed. He proudly recounts the Ostensons' confusion, congratulating the PCs on a job well done.

Zarta Dralneen is unaware of her connection to the fallen House Davian. Showing her the annotated history that identifies her as a descendant of House Davian causes Zarta to drop her lascivious



**INTERROGATOR
VASENTI**

façade for a moment. She reads the document in poignant awe before earnestly thanking the PCs for bringing this information to light. If asked about what this means, she acknowledges that her ability to claim her ancestral legacy and lands is stymied so long as House Thrune is in power. However, the personal significance of this news is considerable, and Zarta professes needing time to sort out her feelings on the matter.

Although the Grand Lodge harbors its suspicions of Ianareth Alazario, the Society can once again launch expeditions in Cheliah. In recognition of the PCs' role in inaugurating this new era of Chelish exploration, any PCs who completed all three parts of the *Faithless and Forgotten* series earn the Delvehaven Star boon on their Chronicle sheet. Cross this boon off the sheet of any PC who does not meet this criteria.

Treasure: Knowing that the PCs were unlikely to pick up much treasure to cover their expenses, the Pathfinder Society set aside several magic items that the PCs can claim as a reward if they rescued Zefiro Balinger. In Subtier 1–2, the PCs can receive *boots of the friendly terrain* (*Pathfinder RPG Ultimate Equipment* 228), a *chime of opening*, or a *javelin of thunderbolts* (acts as a *javelin of lightning* but deals 8d6 damage and has a save DC of 17). In Subtier 4–5, the PCs can also choose from *eyes of keen sight* (*Ultimate Equipment* 225), *gloves of swimming and climbing*, or a *scholar's ring* (*Ultimate Equipment* 177). These items appear on this adventure's Chronicle sheet.

REPORTING NOTES

If the PCs recover Zefiro's Chelish histories in area **A9**, check box A on the reporting sheet. If the PCs inform Zarta Dralneen of her connection to the Davian family, check box B. If the PCs rescued all three of the Bellflower agents, check box C.

PRIMARY SUCCESS CONDITION

PCs who return Zefiro to the Society alive fulfill their primary mission and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITION

The PCs fulfill their secondary success conditions by maximizing their finds in the Bloody Nail and minimizing Cheliah's ability and cause to track who infiltrated the facility. They accomplish this by completing at least three of the following five tasks: kill none of the Bloody Nail guards; recover Zefiro's unaltered histories from area **A9**; cause at least eight delays while fleeing Ostenso; defeat the interrogator's forces in area **B** in seven rounds or fewer; or avoid the final combat encounter entirely. Doing so earns each PC 1 additional Prestige Point.

FACTION NOTES

Successfully rescuing all three Bellflower agents from the interrogation room impresses Tamrin Credence and encourages him to continue working with the Pathfinder Society. He thanks the PCs and looks forward to collaborating with the Liberty's Edge faction in the future. This earns Liberty's Edge faction PCs the Apprentice of Coming Back Alive boon on their Chronicle sheets.

Recovering the documents that expose Ianareth Alazario's connections to the Aspis Consortium causes a wicked grin to break out over Zarta's face. She thanks the PCs for their continued service and promises to contact them first once she convinces the Grand Lodge to punish Ianareth for her treachery. Doing so earns each Dark Archive faction PC the Eye for Traitors boon on her Chronicle sheet.

PLAYER HANDOUT #1: ASMODEIAN PRAYER

Asmodeus even stated
Of our wretched fate
That he hath reevaluated
Every spirit's weight.
For what would be the fairest price
Of souls expressly grown
If I've an essence full of vice
And sin in evil Abrogail's Thrice=
Damnéd Hall of Sacrifice to cast before his throne?

PLAYER HANDOUT #2: OPENED LETTER

Vasenti,

I appreciate your desire for more information to guide your interrogation of prisoners. Know that your request has not gone unnoticed. Unfortunately, your superiors are limited by the reports we receive from our informants.

I will tell you this: the last three prisoners about whom you requested information were apprehended using intelligence provided by Paracountess Zarta Dralneen in Absalom. Following a recent political misunderstanding the paracountess's reports have grown increasingly vague, lacking their past detail and proving to be nearly useless. Those above my station assure me that this change is being investigated, but I have seen this pattern before. To me, Zarta's contributions are purposefully misleading as though she were attempting to shield her own informants—or worse, actively sabotage House Thrune's rule. There is also the possibility that as she works more closely with the Pathfinder Society, her loyalties there grow stronger than those to her homeland. Until I can convince my superiors of her true motivations, work with what we have. I have moved our latest shipment of documents to the vault for further processing.

Good fortune with your continued service to the glory of Chelax and the noble House of Thrune.

Inspector Lusarious Deckland

PLAYER HANDOUT #3: INTERROGATION REPORT

Inmate: P66742—Niara Cremden

Identification: Female human

Occupation: Maintenance at Aspis headquarters

Plaintiff: Ianareth Alazario

Charge: Unlawful communication of inside trade information discussed between the plaintiff and the inmate's employer

Information: Successful interrogation—inmate admitted having overheard the plaintiff state that Aspis agent Kitio Aspenathi would be performing covert operations in Aspenstar for the foreseeable future at the organization's behest. Inmate acknowledged being in violation of her employment contract by sharing this information with parties other than registered Aspis agents and collaborative contractors (i.e. the plaintiff).

PLAYER HANDOUT #4: INTERROGATION REPORT

Inmate: P66759—Raleri Zetryl

Identification: Female human

Occupation: Ship laborer (suspected Pathfinder agent)

Plaintiff: Ianareth Alazario

Charge: Willful disruption of a lawful exchange organized by the plaintiff between her affiliated organization (i.e. Aspis Consortium) and a contracted third party (i.e. Order of the Rack)

Information: Unsuccessful interrogation—inmate expired before confession could be obtained. Original exchange between the interested parties (i.e. transfer of one Bell of Obedience from the Aspis Consortium to the Order of the Rack) resolved normally.

PLAYER HANDOUT #5: GENEALOGICAL RECORDS

Last documented Davian figurehead: Lannavia Davian, Duchess of the southern Hellcoast and matriarch of her House

Lineage: One male heir, Hekerius Davian

Following the Battle of a Hundred Kings in 4639 AR, House Davian suffered almost complete annihilation at the hands of their empowered rivals, House Thrune. Davian properties were seized and redistributed among Thrune loyalists, family histories were destroyed in Clarity Pyres, and ~~all potential heirs to Davian lands were executed.~~

Historian's Note: Evidence suggests that Hekerius Davian was adopted into House Dralneen, a minor noble house loyal to Thrune, in the event that hereditary claim to the southern Hellcoast were ever disputed. If my sources are accurate, the late Hekerius Dralneen and Hekerius Davian are one and the same, meaning that Hekerius's only legitimate child—Paracountess Zarta Dralneen—is the last remaining heir to the Davian title and estate.

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

FOOT SOLDIER CR 1/3

Human warrior 1

N Medium humanoid

Init +1; **Senses** Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 8 (1d10+3)

Fort +2, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/x3) or

greatsword +3 (2d6+3/19–20) or

dagger +3 (1d4+2/19–20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with long spear)

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear**

chainmail, greatsword, dagger, javelin, long spear, 2 gp

GUARD OFFICER

CR 3

Human fighter 4

LN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/x3) or

sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle)

or javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon

Proficiency (net), Skill Focus (Intimidate), Weapon Focus

(guisarme), Weapon Specialization (guisarme)

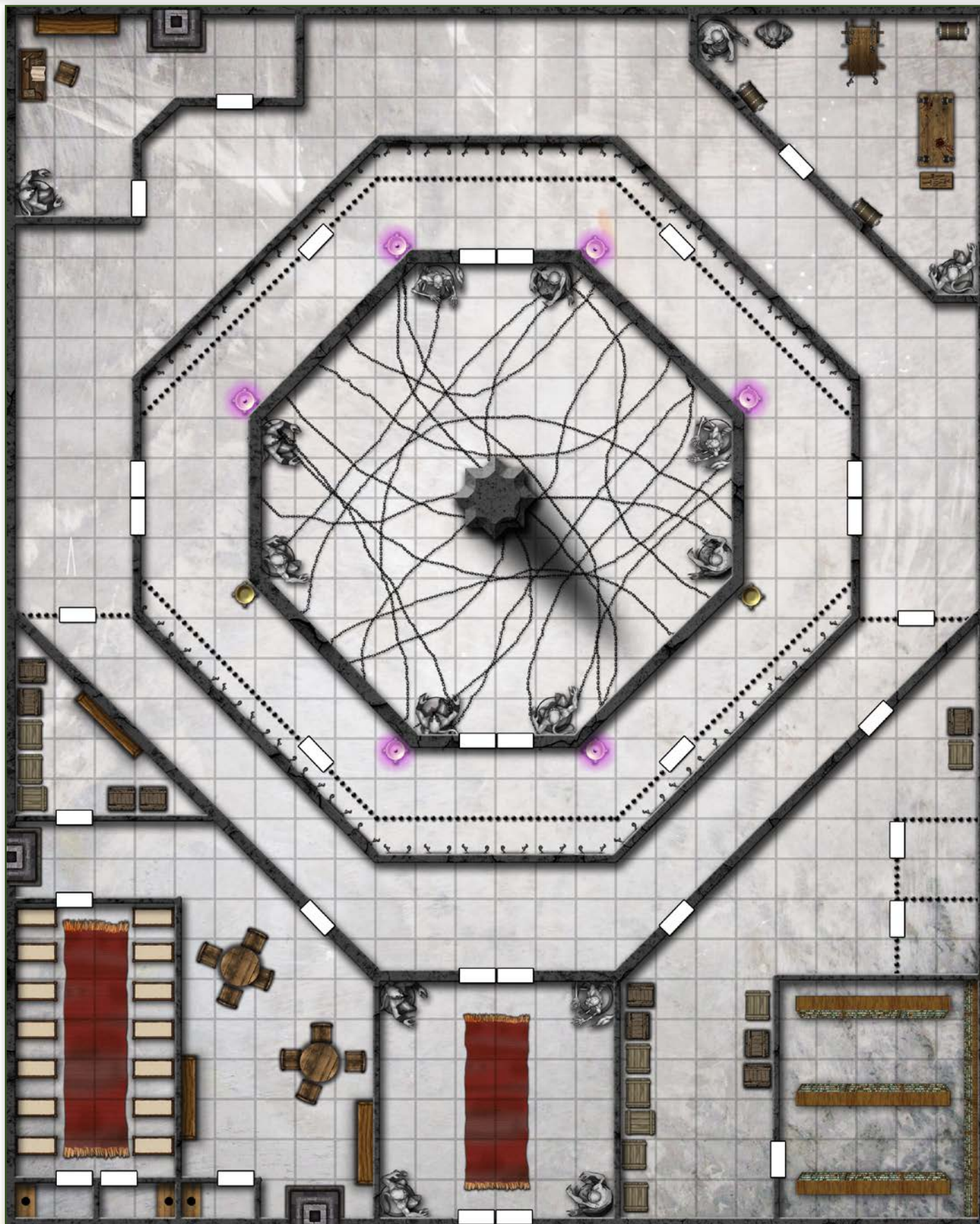
Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** full

plate, masterwork guisarme, javelin, nets (2), sap



Pathfinder Society Scenario #7-18: Faithless and Forgotten, Part 3: The Infernal Inheritance

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ The Exchange
☐ Silver Crusade
☐ B

☐ Grand Lodge
☐ Sovereign Court
☐ C

☐ Liberty's Edge
☐ D

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

Character # _____

Prestige Points

Character Name _____

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☐ Scarab Sages

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☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

Character # _____

Prestige Points

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Prestige Points

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Prestige Points

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☐ Sovereign Court

☐ Liberty's Edge

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Pathfinder Society Scenario #7-18: Faithless and Forgotten, Part 3: The Infernal Inheritance

Character Chronicle #

☒ Core Campaign

Player Name A.K.A. Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Apprentice of Coming Back Alive (Liberty's Edge faction): The best way to survive a mission is to avoid trouble in the first place, and the halfling Tamrin Credance has taught you a few tricks for evading enemies. You can cross this boon off your Chronicle sheet before attempting a Bluff or Disguise check, or any check attempted during a chase. You gain a +4 competence bonus on the check.

☐ **Delvehaven Star:** You were an integral part of the Pathfinder Society's first sanctioned expeditions in Cheliax in many years. In recognition of your role in this important milestone, the Society has imprinted your *wayfinder* with the Delvehaven Star—named in honor of a famous Chelish Pathfinder lodge. You gain a +2 bonus on Knowledge (history, local, and nobility) checks associated with Cheliax, and you gain a +1 bonus to your initiative while adventuring in Cheliax. Furthermore, you can check the box that precedes this boon when spending Prestige Points for spellcasting services to reduce the cost by 2 (minimum 0).

Eye for Traitors (Dark Archive faction): You gain a permanent +1 bonus on Sense Motive checks to tell if someone is lying and on Will saves against illusions. You can cross this boon off your Chronicle sheet in order to re-roll a failed saving throw against an illusion effect and take the second result.

All Subtiers

blue whinnis poison (120 gp; limit 2)
boots of the friendly terrain (2,400 gp; *Pathfinder RPG Ultimate Equipment* 228)
chime of opening (3,000 gp)
circlet of persuasion, lesser (2,000 gp; acts as a circlet of persuasion but only grants a +2 bonus on related skill checks, and a PC can upgrade this to a standard circlet of persuasion by spending an additional 2,500 gp)
elixir of hiding (250 gp)
elixir of love (150 gp)
javelin of thunderbolts (3,000 gp; acts as a javelin of lightning but deals 8d6 electricity damage [DC 17 for half])
oil of taggit (90 gp, limit 2)
scroll of remove fear (CL 4th; 100 gp, limit 1)

Subtier 4-5

eyes of keen sight (6,000 gp; *Ultimate Equipment* 225)
gloves of swimming and climbing (5,250 gp)
scholar's ring (8,700 gp; *Ultimate Equipment* 177)
scroll of remove fear (CL 8th; 200 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	254	508

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	590	1,179

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	925	1,850

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	+ <small>GM's Initials</small>
	XP Gained (GM ONLY)
	=
	Final XP Total

EXPERIENCE	Initial Prestige	Initial Fame
	+ <small>GM's Initials</small>	
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	

Current Prestige	Final Fame
------------------	------------

FAME	Starting GP
	+ <small>GM's Initials</small>
	GP Gained (GM ONLY)
	+ <small>GM's Initials</small>
	Day Job (GM ONLY)

-
Gold Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #